

# Ultimate Spheres of Power



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# Ultimate Spheres of Power

## Credits

Authors: Adam Meyers, Darren Smith, Amber Underwood, Michael Umland, Michael Sayre, Andrew Stoeckle, Andrew J Gibson, Derfael Oliveira, John Little, Johannes Luber, Steven Loftus, Jeff Collins

Creative Director: Adam Meyers

Interior Art: Ben Wootten, I Man Studio, Jacob Blackmon, Gennifer Bone, Critical Hits, Claudio Casini, Kristen Collins, Gary Dupuis, Expeditionist Retreat Press, Felipe Gaona, Jack Holiday, Rick Hershey, Forrest Imel, Vagelio Kaliva, Matt Marrow, Brett Neufeld, Stephen Nickel, Miguel Santos, JE Shields, Phil Simpson, Dean Spencer, John Stevenson, Ryan Sumo, and Peter Temesi

Cover Art: Ben Wootten

Layout: Rachel Meyers

Editing: Johannes Luber

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# Chapter 1

# Introduction

*Spheres of Power* was a magic system first introduced to the world in 2013 as an alternate magic system for the Pathfinder Roleplaying Game. This book introduced players to the Spheres system: a system of concept-based magic that greatly expands both the types of magic-users that could be played as well as the types of worlds GMs can create.

Since that time, over 20 handbooks have been published as well as many shorter products, each one greatly expanding what the system can do and what sorts of characters can be built. *Ultimate Spheres of Power* is a compilation book that takes all of that material from both the original *Spheres of Power* book as well as its many expansions and combines them into a single volume, integrating errata and updates to reflect the changes and explanations that have developed since the time of the system's original release.

While there are many more books that have been released and will continue to be released that will further expand this system, *Ultimate Spheres of Power* contains material from all of the books listed to the side, all from Drop Dead Studios. In addition to those books listed there, there are a great many other books, such as the Skybourne books or *Wild Magic*, that are just as usable with *Ultimate Spheres of Power* as they were with the original *Spheres of Power*.

Creating and expanding the *Spheres of Power* system, as well as its spin-off system *Spheres of Might*, is a process that has taken a great many years and has involved a whole host of authors, editors, and playtesters, all of whom have contributed their ideas, insights, and experiences to help make the volume in your hands what it is today. Much of the work that went into creating this volume was facilitated by Kickstarter and Patreon, and without those backers, nothing you hold in your hands today would have been possible.

Between the original Kickstarter for *Spheres of Power*, the new Kickstarter for *Ultimate Spheres of Power*, and the years of work through the Patreon, it would be impossible to list the names of everyone who helped give this volume life, but each one of you has been indispensable.

Thank you to everyone who has helped us reach this point, who has contributed their time, money, and ideas to bringing the *Spheres of Power* system to life. It is only through your efforts that this volume exists, and that it has managed to grow as much as it has.

--Adam Meyers

## *Books Included in Ultimate Spheres of Power*

*Spheres of Power*  
*Spheres of Power: Expanded Options*  
*Archetypes of Power*  
*Items of Power*  
*The Wraith*  
*The Geomancer's Handbook*  
*The Telekinetic's Handbook*  
*The Enhancer's Handbook*  
*The Diviner's Handbook*  
*The Abjurer's Handbook*  
*The Auspician's Handbook*  
*The Battlemage's Handbook*  
*The Chronomancer's Handbook*  
*The Conjurer's Handbook*  
*The Creator's Handbook*  
*The Destroyer's Handbook*  
*The Fey Binder's Handbook*  
*The Illuminator's Handbook*  
*The Mentalist's Handbook*  
*The Necromancer's Handbook*  
*The Nyctomancer's Handbook*  
*The Sanguinist's Handbook*  
*The Shapeshifter's Handbook*  
*The Tempestarian's Handbook*  
*The Trickster's Handbook*  
*The Vivomancer's Handbook*  
*The Worldwalker's Handbook*  
*Spheres Apocrypha: Light Talents*  
*Spheres Apocrypha: Dark Talents*  
*Spheres Apocrypha: Destruction Talents*  
*Spheres Apocrypha: Nature Talents, Earth*  
*Spheres Apocrypha: Nature Package, Air*  
*Spheres Apocrypha: Nature Talents, Fire*  
*Spheres Apocrypha: Nature Talents, Metal, Plant, Water*  
*Spheres Apocrypha: Nature Talents, Spirit*  
*Sphere's Apocrypha: Protokinesis Feats*

# Navigating This Book

**Chapter 1—Introduction:** Information on the mechanics of how the spheres work.

**Chapter 2—Casting Traditions:** This chapter explains the casting tradition system. A caster's tradition is a shorthand for the rules and regulations that are associated with a particular caster's magic style. In the core Pathfinder Roleplaying Game, these are things akin to a wizard needing a spell book and materials to use his magic, as well as his need to gesture and speak in a magical language. Likewise, it is similar to a cleric's need to pray to her deity and use her holy symbol as a focus in order to cast spells. Casting traditions are a powerful tool GMs can use to customize a campaign setting, and that players can use to better translate an idea in their head into a fun and interesting Pathfinder character.

**Chapter 3—Classes:** Twelve base classes and one prestige class give players and GMs a series of options designed from the ground up for use with the Spheres of Power system.

*Armourist:* The armourist binds weapons and armor to her service, creating items of vast power to fit her needs. With little need for outside equipment, an armourist can temporarily create weapons and armor for her allies and summon powerful equipment onto her own body.

*Elementalist:* A master of destructive magic, the elementalist can summon and control raw power in a variety of forms and can bring death to his enemies through fire, ice, lightning, and other ways.

*Eliciter:* Few creatures are as adept at manipulating minds as an eliciter, who can manipulate a creature's emotions to both empower and enslave.

*Fey Adept:* The secret of the fey is the mastery of illusion magic to the point of crafting reality, and the fey adepts are their mortal students. A fey adept manipulates perception and reality to a startling degree, using illusions to accomplish tangible effects.

*Hedgewitch:* No two hedgewitches are exactly alike, as this class excels at mixing and matching the powers of other classes through the use of its traditions. A hedgewitch could be a master of herbal magic, a dealer in forbidden arts, a charlatan, or all of the above.

*Incanter:* The undisputed master of magic, the incanter gains more magic talents than any other class, and is perfect for those who enjoy power and versatility in their casters.

*Mageknight:* When a warrior seeks to increase their power through magic, they often choose the path of the mageknight. Mageknights combine weapons and spheres to become a deadly force on the battlefield.

*Shifter:* Shifters use their magic to manipulate their bodies, ever-changing to suit their needs and overcome challenges. Shifters take on a variety of forms until few are sure which is their real one, if there even is such a thing.

*Soul Weaver:* Masters of both life and death, soul weavers are mediums, healers, necromancers, and summoners of spirits and shades. A soul weaver may either bless or curse the living and can enact powerful magic on those who fall under their sway.

*Symbiat:* Symbiats are masters of telepathy and telekinisis, using psionic magic to accomplish impressive feats.

Symbiats use their power with a level of detail and finesse no other caster can copy, pushing their bodies to inhuman extremes or reading their opponent's mind to stay one step ahead of its movements.

*Thaumaturge:* There are those who seek power down forbidden or unsafe paths, risking their bodies and souls to lift their magic to heights few would dare to tread. These are thaumaturges, and few can match their raw magical might.

*Wraith:* The wraith mimics the powers of a ghost with their ability to become ethereal and possess creatures and objects.

*Bokor:* The bokor is a prestige class that combines the core Pathfinder spell system with the *Spheres of Power* system, representing those casters willing to study magic in all of its forms.

**Chapter 4—Class Archetypes:** This chapter includes many variant archetypes for all classes, including both the original classes included in this book as well as other core Pathfinder classes. Some of these archetypes help to better integrate these classes into the *Spheres of Power* system, while others simply are fun new concepts that are enabled by using the spheres.

**Chapter 5—The Spheres:** This chapter includes the actual magic spheres that make up the *Spheres of Power* system. These spheres allow casters to choose the areas of magic they wish to gain mastery over, as well as choosing talents to further refine, empower, and develop their magical skill.

**Chapter 6—Advanced Magic:** This chapter covers a series of optional magic rules, which both players and GMs can use to increase the scope of their adventures. This includes options for enabling world-changing magic such as resurrection, long-distance teleportation, planar binding, and other magical feats that, depending on play style, may or may not be part of any given campaign or setting. This magic is divided into four systems for ease of use:

*Advanced Talents:* These abilities function similarly to standard magic talents, but they have strict requirements and can greatly increase the scope of a base sphere's power.

*Rituals:* Rituals allow a caster to invest time and material components to create magical effects. Rituals provide the utility of spells to a world of spheres.

*Spellcrafting:* Spellcrafting allows casters to create unique expressions of magic such as signature spells or other abilities outside the scope of the standard *Spheres of Power* system.

*Incantations:* Similar to incantations from older roleplaying systems, this magic system allows creatures to use skill checks and strict criteria to accomplish great feats of magic, often in a campaign-centric way that adds wonder and mystery to a plot.

**Chapter 7—Additional Options:** This chapter includes a great variety of feats, traits, favored class bonuses, and optional racial options designed for use with the *Spheres of Power* system.

**Chapter 8—Magic Items:** This chapter covers optional magic item creation rules for use with the *Spheres of Power* system.

**Chapter 9—Bestiary:** This chapter includes sample characters and monsters that make use of the *Spheres of Power* system, as well as templates and creature information that is needed to make use of spheres such as Death or Enhancement.

# Using the Spheres

*Spheres of Power* is a completely independent magic system that may be used alongside or may completely replace the core Pathfinder spell system.

Like spells, the spheres grant a magic-user the ability to accomplish great things that would otherwise be impossible. Bending fire, summoning angels, layering enchantments on an unsuspecting creature's mind: all of this and more is possible for a master of the spheres.

Like spells, spheres require levels in a magic-using class. Using a sphere ability with a casting time of a move action or greater provokes an attack of opportunity (unless cast defensively), requires a concentration check in difficult situations, ceases to function in an antimagic field, and is subject to spell resistance if it directly targets an individual. Unlike spells, however, a caster may take multiple casting classes without necessarily dividing his power; caster levels, talents, and spell points gained from multiple magic-using classes all stack with each other.

Where the core Pathfinder magic system grants access to spells and spell levels, magic users using the *Spheres of Power* system (referred to as 'casters') use spheres and talents.

There are 22 spheres contained in this book, including Alteration, Blood, Conjunction, Creation, Dark, Death, Destruction, Divination, Enhancement, Fallen Fey, Fate, Illusion, Life, Light, Mind, Nature, Protection, Telekinesis, Time, War, Warp, and Weather. Blood and Fallen Fey were originally created as optional, additional spheres, but are included in this book.

Spheres provide a caster with a broad magical focus; for example, powers that deal with moving objects through space are contained in the Telekinesis sphere, while powers that deal with manipulating winds and rain are contained in the Weather sphere. Most spheres provide the caster with an at-will ability, which may be further refined through gaining talents associated with that sphere. Beyond the spheres themselves, there are several terms that must be explained for use with this system: **Magic Talents, Caster Level, Casting Ability Modifier, Casting Time, Distances, Spell Points, Saving Throw Difficulty Class, and Magic Skill Bonus and Magic Skill Defense.**



## Magic Talents

As a caster gains levels, they gain magic talents. Magic talents, like feats, may be spent to allow a caster to gain new powers and abilities.

Whenever a caster gains a magic talent, they may spend it on a magic sphere. The first time a character spends a magic talent on a sphere, they gain that sphere's base abilities. After a character possesses a base sphere, they may spend additional magic talents to gain talents specifically associated with that sphere. If a character gains a bonus sphere or talent that they already possess (such as through a class feature), they instead gain one talent of their choice from that sphere. If they would gain a package from a sphere (such as a Nature package) and they possess the sphere but not that package, they instead gain whatever talent would allow them to gain the package in question. If they possess a drawback that would forbid them gaining a package or talent, they instead use the bonus talent to buy off that drawback.

The number of magic talents a caster gains differs between classes, but all characters gain two bonus magic talents the first time they gain a level in a class with the casting class feature, regardless of which class is chosen.

Once a talent is spent, it cannot usually be changed except through retraining, which follows the same rules as retraining a feat.

If a magic talent is only gained temporarily (for example, though a class feature that grants a talent for less than 24 hours), any non-instantaneous effect created with that talent ends as soon as that talent is lost. If a temporary talent is gained for a single casting, the talent is considered to be 'lost' one minute after any concentration on the effect is ended.

## Caster Level

Caster level is not as synonymous with class level in *Spheres of Power* as it is with most of the core Pathfinder spellcasting classes. Instead, it would be more appropriate to think of it as akin to base attack bonus: as a creature gains levels in a casting class, they gain caster levels at different rates depending on the class chosen. A multi-classed caster determines his total caster levels by adding together his caster levels from all his classes, similar to how base attack bonus is accumulated between all classes. A caster level of 0 is treated as if it were 1 when determining a caster's capabilities. Some items, called implements, can grant temporary bonuses to a caster's caster level, and are described later in the Equipment chapter.

All casting classes fall into one of three categories: High-Casters (wizards, sorcerers, clerics, incanters, soul weavers, fey adepts, etc.), Mid-Casters (bards, magi, inquisitors, symbiats, elicitors, etc.), and Low-Casters (paladins, rangers, armorists, mageknights, etc.). Each of these groups gain caster levels at a slightly different rate, as indicated by **Table: Caster Level**.

**Table: Caster Level**

Level	High-Caster	Mid-Caster	Low-Caster
1	+1	+0	+0
2	+2	+1	+1
3	+3	+2	+1
4	+4	+3	+2
5	+5	+3	+2
6	+6	+4	+3
7	+7	+5	+3
8	+8	+6	+4
9	+9	+6	+4
10	+10	+7	+5
11	+11	+8	+5
12	+12	+9	+6
13	+13	+9	+6
14	+14	+10	+7
15	+15	+11	+7
16	+16	+12	+8
17	+17	+12	+8
18	+18	+13	+9
19	+19	+14	+9
20	+20	+15	+10

## Casting Ability Modifier

Not every caster in the *Spheres of Power* system uses the same mental ability score when determining their magical potency. Just as with the core Pathfinder magic system, some casters use Intelligence, some use Wisdom, and others use Charisma. In *Spheres of Power*, this is called their casting ability modifier (CAM). Casting ability modifiers are used to determine the difficulty class of sphere abilities, as well as the caster's total number of spell points.

Casting ability modifier is determined by the caster's tradition, which is explained later in chapter 2.

## Spell Points

Along with gaining caster levels, casters using the *Spheres of Power* system also gain a spell pool, which accumulates spell points as they gain levels. Spell points are a measure of a spell-caster's capability and are spent to increase the power of their various sphere abilities. Each caster gains a pool of spell points equal to their class level plus their casting ability modifier. Just like with caster level, a caster adds together all their levels in casting classes when determining the size of their spell pool.

A caster's spell pool refreshes once a day after roughly 8 hours of rest. These hours do not need to be consecutive.



## Saving Throw Difficulty Class

Whenever a sphere ability calls for a saving throw, the difficulty class (DC) for that saving throw is equal to  $10 + 1/2$  the caster level + the caster's casting ability modifier. If the targeted creature meets or exceeds this number with their saving throw, they often reduce or negate the effect. If a caster chooses to use an effect at a lower caster level than her maximum, the DC is also lowered.

## Magic Skill Bonus and Magic Skill Defense

Sometimes, it is not a caster's raw power that is important, but rather his skill and experience with magic in general. This includes concentration checks or times when a caster directly pits his magic against that of another caster. At these times, the caster's magic skill bonus (MSB) and magic skill defense (MSD) are used to determine the outcome.

A caster's MSB is equal to his total levels in spherecasting classes. A caster's MSD is equal to  $11 +$  his MSB.

Sometimes, a power or circumstance will call for a magic skill check. At this point, the caster attempting the check rolls a d20 and adds her MSB to the roll. If this equals or exceeds the target's MSD, the check succeeds. If not, the check fails.

When a spherecaster attempts a concentration check (as called for by the Pathfinder Core Rulebook), instead of rolling a d20 and adding his caster level + his casting ability modifier, he rolls a d20 and adds his MSB + his casting ability modifier to the roll. Treat an effect's caster level/2 as the effective spell level for this purpose. A spellcaster may always choose to manifest a magical effect at a lower caster level than his total in order to attempt a concentration check easier.

*Example: When casting defensively, a spellcaster must attempt a concentration check ( $1d20 +$  caster level + Int, Wis, or Cha modifier) against a DC equal to  $15 +$  double the spell level. In Spheres of Power, this would instead require a check equal to  $1d20 +$  MSB + casting ability modifier, and would be against a DC equal to  $15 +$  the caster level of the ability.*

When attempting to penetrate a creature's spell resistance, she rolls a d20 and adds her MSB to the roll. An MSB is also used when attempting to counter another caster's magic, such as when using the Counterspell feat.

Any feat or ability that would normally call for a caster level check instead calls for a magical skill check. Any feat, trait, magic item, or other ability that normally adds to a creature's caster level for the purposes of one of the caster level checks listed above instead adds to their MSB for that purpose.

**Table: Spherecasting and Equivalent Spell Level**

Sphere Caster Level	Equivalent Spell Level	Sphere Caster Level	Equivalent Spell Level
1	0th	16	8th
2	1st	17	8th
3	1st	18	9th
4	2nd	19	9th
5	2nd	20	10th
6	3rd	21	10th
7	3rd	22	11th
8	4th	23	11th
9	4th	24	12th
10	5th	25	12th
11	5th	26	13th
12	6th	27	13th
13	6th	28	14th
14	7th	29	14th
15	7th	30	15th

If a creature gains magic or a magic-like effect from a source other than casting, their MSB and MSD are determined by their Hit Dice associated with that source (for example, their class level if the effect comes from a class, or their character level if it comes from a feat or another class-neutral source).

## Integration

### Casting Time

Most sphere abilities require a standard action to use, but there are exceptions. Certain abilities, such as metamagic feats and some drawbacks, may increase or decrease a casting time by a certain number of 'steps' as seen in **Chart: Casting Times**.

**Note:** Unless otherwise specified, a sphere ability cannot have a shorter casting time than a swift action, nor a longer casting time than 1 hour. Sphere effects with a casting time of a swift or immediate action do not provoke attacks of opportunity.

**Chart: Casting Times**

<i>Casting Times</i>
1 hour
10 minutes
1 minute
1 round
Full-round action
Standard action
Move action
Swift action

## Distances

Many sphere abilities and class powers use close, medium, and long as indicators for their range. Just as with spells, close equals 25 feet + 5 feet per 2 caster levels, medium equals 100 feet + 10 feet per caster level, and long equals 400 feet + 40 feet per caster level. Class powers use class level instead of caster level when determining their range.

## Durations

Just as with casting times and distances, durations also can increase or decrease by steps, according to **Chart: Durations:**

**Chart: Durations**

<i>Durations</i>
Permanent
1 day per caster level
1 hour per caster level
10 minutes per caster level
1 minute per caster level
1 round per caster level
concentration/1 round

Generally speaking, a duration of ‘instantaneous’ means that the effect is no longer considered magical after it is made; it cannot be dispelled after it has taken effect. Durations of instantaneous are generally considered not part of the progression of durations.

## Concentration

Unlike the core Pathfinder RPG magic system, it is possible to cast a sphere ability while already concentrating on another, so long as the concentration and the casting use different actions. In all other ways, concentration is the same as used in core spells.

You may not resume concentrating on an effect once you have stopped concentrating on it, even if the effect lingers or had its duration maintained through the expenditure of spell points.

## Line of Sight and Line of Effect

Just as with core magic, most sphere effects require that you be able to perceive the target of your magic (they require line of sight) and that you be able to draw an unimpeded line between yourself and the target of your magic (they require line of effect). If an effect requires an attack roll, a touch attack roll, or affects an area, it may be used without line of sight by firing ‘blindly’ into space, just like any other attack or area-effect power.

*Teleport* from Warp sphere does not require line of effect, but still requires line of sight (except when using the Unseeing Teleport talent).

Creating a figment from the Illusion sphere, however, requires neither line of sight nor line of effect. So long as the caster can pick a distance and direction, they may create a figment at that location. If the effect has the shadow descriptor, however, its quasi-real nature means that it does require line of effect.

## Casting and Observation

Using Spellcraft or Knowledge (arcana) on sphere effects is the same as on spells; use the sphere effect’s caster level/2 as its effective spell level. Unless a casting tradition dictates otherwise, casting sphere effects from stealth does not necessarily break stealth, although when making a magical attack, such as a *destructive blast*, *ghost strike*, or an attack with *telekinesis*, the rules for sniping apply when attempting to maintain stealth.

Watching someone cast a sphere effect does not automatically reveal their casting tradition, although some drawbacks are obvious to anyone observing (if the person is using magic by wielding a focus, using somatic or verbal components, using magical materials, possesses magical signs, etc., anyone observing them cast can easily tell). However, when identifying a magical effect or aura with Spellcraft, if the check exceeds 15 + the caster’s caster level you may also identify the target’s casting tradition including drawbacks, boons, casting ability modifier, and any other relevant information.

## Descriptors

Some talents are tagged with the [instill], [mass], [range] or [strike] descriptors. These descriptors are referenced in certain feats and other locations, and usually share rules between them.

Additionally, in the core Pathfinder system of magic there are many descriptors tied to various spells, allowing them to be manipulated by class features, other spells and feats that function with specific descriptors. The *Spheres of Power* system does not assign specific descriptors due to the variable nature of its magic, although they are still treated as if they had descriptors, with the GM serving as the arbiter of which sphere effects should carry which descriptors, using the guidelines outlined below.

Certain feats that allow the use of magic with or without casting sphere effects may also have descriptors (such as surreal feats). Drawbacks may also add or remove descriptors from a casting of a sphere effect (such as the Aligned Combatant Destruction sphere drawback). For every new talent that modifies the way a sphere effect can be cast with a descriptor, the caster is considered to know an additional spell with that descriptor.

The list of descriptors are as follows:

### Acid

Acid effects include any and all sphere effects that deal acid damage, create or manipulate acid, or any chemical opposites to existing acids.

**Examples:** The Alkali Blast Destruction talent, the *create* ability from Creation sphere when used to *create* acid.

### Air

Air effects create, manipulate air, or conjure creatures from air-dominant planes or with the air subtype.

**Examples:** The Air Blast Destruction talent, the (air) package of the Nature sphere, the Weather sphere when used to change the Wind severity.

### Chaotic

Spells that draw upon the nature of chaos or conjure creatures from chaotic planes or with the chaotic subtype.

**Examples:** The Anarchic Form trait of the Outsider Body talent from Alteration sphere, the *Hallow word* from Fate sphere when used to defend against the lawful alignment.

### Cold

Cold effects include any and all sphere effects that deal cold damage, create or manipulate coldness or ice, sleet or snow.

**Examples:** The Numbing Blast Destruction talent, the Freeze ability from the (water) package of the Nature sphere, the Energy Weapon talent of the Enhancement sphere when used to grant the *frost* weapon special ability.

### Curse

Curse effects are already in use in the *Spheres of Power* system, and are appropriately tagged. They are often permanent, inhibiting effects. Curse effects cannot be dispelled by the Counterspell feat or similar abilities, but may be removed with the Break Enchantment talent of the Life sphere or similarly powerful effects.

**Examples:** Curse effects in spheres are properly listed in their entries, but talents such as the Curse talent of the Death sphere apply as well.

### Darkness

All effects that create darkness or reduce the amount of light are dark effects. Sphere effects with this descriptor can potentially be suppressed by effects with the light descriptor with a successful magic skill check.

**Examples:** Most effects in the Dark sphere are darkness effects, but certain feats that allow other sphere effects to create areas of darkness may also have this descriptor.

### Death

Any effect that causes immediate death or draws upon the power of a dead or dying creature is a death effect.

**Examples:** The Necrotic Feeding *ghost strike* of the Death sphere.

### Disease

Any effect that bestows a disease, which includes abnormal internal conditions (such as a mental disorder or a cancer) and invasive effects such as a virus or bacteria all count as disease effects.

**Examples:** The Inject talent of the Blood sphere, or the Inflict Disease talent of the Death sphere.

### Earth

Any sphere effect that conjures or manipulates earth, or conjures creations from earth-dominant planes or the earth subtype are earth effects.

**Examples:** The (earth) package of the Nature sphere or the *create* ability of the Creation sphere when used to *create* dirt or stone.

### Electricity

Electricity effects include any and all effects that deal electricity damage, as well as those that create plasma or manipulate electricity in some way.

**Examples:** The *create* ability of the Creation sphere when used to *create* electricity, or the Shocking Blast Destruction talent.



## Emotion

Sphere effects that create, remove or manipulate a target's emotions all count as emotion effects. All fear effects are emotion effects.

**Examples:** The Calm and Hostility (charm) talents of the Mind sphere, the Fearful Darkness (darkness) talent of the Dark sphere.

## Evil

Spells that draw upon the nature of evil or conjure creatures from evil planes or with the evil subtype.

**Examples:** The Fiendish Form trait of the Outsider Body talent of the Alteration sphere, the Align Object (word) talent of the Fate sphere when aligned to evil.

## Fear

Any and all sphere effects that create, enhance or manipulate fear are fear effects. All fear effects are emotion effects.

**Examples:** The Fear *charm* of the Mind sphere, the Totem Of Doom *totem* of the War sphere.

## Fire

Fire effects include any and all effects that deal fire damage, as well as those that create plasma or manipulate fire in some way.

**Examples:** The Searing Blast talent of the Destruction sphere, the (fire) package of the Nature sphere, the Weather sphere when manipulating the Heat severity.

## Force

Force effects create or manipulate magical force. Force effects affect incorporeal creatures normally (as if they were corporeal creatures).

**Examples:** The Force Blast (blast type) talent of Destruction sphere, the Armored Magic (aegis) talent of Protection sphere.

## Good

Spells that draw upon the nature of good or conjure creatures from good planes or with the good subtype.

**Examples:** The Celestial Form trait of the Outsider Body talent of the Alteration sphere, the Align Object (word) talent of the Fate sphere when aligned to good.

## Language-dependent

A language dependant effect uses intelligible language as a medium for communication. If the target cannot hear or understand what the caster of a language-dependent effect says, the spell has no effect, even if the target fails its saving throw.

**Examples:** Mind sphere *charms* with the Lost In Translation drawback.

## Lawful

Spells that draw upon the nature of law or conjure creatures from lawful planes or with the lawful subtype.

**Examples:** The Axiomatic Form trait of the Outsider Body talent from Alteration sphere, the Hallow *word* from Fate sphere when used to defend against the chaotic alignment.

## Light

Light effects create significant amounts of light or attack darkness effects. Sphere effects with this descriptor can potentially be suppressed by effects with the dark descriptor with a successful magic skill check against each other.

**Examples:** Most effects in the Light sphere are light effects, but certain feats that allow other spheres to create areas of light may also have this descriptor.

## Mind-affecting

Mind-affecting effects automatically fail on mindless creatures, but are otherwise spells that directly meddle with a creature's mental faculties. All emotion and fear effects are mind-affecting effects.

**Examples:** Most effects in the Mind sphere are mind-affecting effects, but other talents such as the Classify *word* from Fate sphere also qualify as mind-affecting effects.

## Pain

Pain effects cause unpleasant sensations without permanent physical damage; most sphere effects that deal nonlethal damage are pain effects. Creatures that are immune to effects that require a Fortitude save (such as constructs and undead) are immune to pain effects.

**Examples:** The Pain *word* of the Fate sphere, the Painful (aegis) talent of the Protection sphere.

## Poison

Poison effects use poison, venom, drugs or similarly toxic substances to disrupt and damage living creatures.

**Examples:** The Manipulate Alchemy talent of the Blood sphere when used to manipulate poisons, the Corrosive Poison (enhance) talent of the Enhancement sphere, the Stench trait of the Odiferous talent of the Alteration sphere.

## Shadow

Shadow effects manipulate shadowstuff to create quasi-real effects, or manipulate matter and energy from the Shadow Plane.

**Examples:** The surreal line of feats largely qualify as shadow effects, as well as the Illusion sphere when used to manipulate shadowstuff.

## Sonic

Sonic effects transmit energy to the target through frequent oscillations of pressure through a medium (ground, air, water). Sounds that are too high or too low for the humanoid ear to detect can still transmit enough energy to cause harm, which means even deaf creatures may not always be immune to them. Any and all sphere effects that deal sonic damage are sonic effects.

**Examples:** The Thunder Blast talent of the Destruction sphere.

## Water

Sphere effects that manipulate water or conjure creatures from water-dominant planes or with the water or aquatic subtypes are water effects.

**Examples:** The Elemental Transformation talent of the Alteration sphere when used to grant the Water package, the (water) package of the Nature sphere, the Drowning Blast talent of the Destruction sphere.

# Transparency Rules

Often, when utilizing the *Spheres of Power* system of magic with the base Pathfinder Roleplaying Game magic system or other magic system, questions arise as to how they interact, and often a GM is required to make many rulings off-the-cuff to allow them to interact, or otherwise rule they do not. This section will attempt to collect and outline rulings for how to allow the two magic systems to blend together, and serve as a guideline for rulings relating to interactions between the systems.

## Caster Levels and Magic Skill Bonus

When combining *Spheres of Power* with the core Pathfinder magic system, whenever a caster level check is called for, such as when overcoming spell resistance, the character's MSB can be used. Many effects in the core Pathfinder system of magic provide caster level bonuses to certain spellcasters, allowing them to enhance their bonuses on spell resistance checks, caster level checks made to dispel magic, and certain variables in spells. In the *Spheres of Power* system of magic, however, the various abilities that a spellcaster's caster level refers to in the core system is split into two different attributes: a spherecaster's caster level and their magic skill bonus. This means that by default, most effects that increase a creature's caster level in the core system do not easily translate over the two systems.

Effects that increase a creature's caster level in the Pathfinder system of magic can still be used, although the way it impacts a character must be deliberated by the GM. The GM should determine what sort of bonus an effect is attempting to raise, and determine whether it applies to a spherecaster's MSB or to their caster level. As a rule of thumb, a general bonus to a spellcaster's caster level should apply to their MSB (such as the bonus gained from having an Orange Prism *ioun* stone), but specific caster level bonuses to spells of a specific descriptor or school of magic should instead apply as a caster level bonus to sphere effects that have that descriptor, or belong to the sphere(s) related to that school as shown on **Table: School/Sphere Equivalents** (an example of which is the gnome's alternate racial trait charming diviner which would increase a spherecaster's caster level by 1 for the Divination sphere).

Ultimately, it should not be easy to stack several effects that increase a caster's caster level above their level, so at a GM's discretion, any bonus after the first bonus to a creature's caster level may instead only apply to their magic skill bonus for that sphere. General increases to a creature's caster level should never apply to their caster level with any sphere, and should instead increase their magic skill bonus.

## Spell Slots and Spell Points

As the *Spheres of Power* magic system lacks any concept of spell slots, many effects that modify or rely on spells of a certain slot being spent merely do not function. To remedy that, use the following guidelines when such abilities occur:

If an ability would require a spell slot of a certain level to be spent to activate, instead the spherecaster may spend spell points based on the level of the slot to do so: Level 1-2: 1 spell point, 3-5: 2 spell points, 6-8: 3 spell points, 9: 4 spell points.

If an ability does not require a specific spell slot, but instead grants a benefit based off the spell slot being cast, treat any sphere effects being cast as if they had spell levels equal to half (rounded down) the caster level of the sphere effect, as shown in **Table: Spherecasting and Equivalent Spell Level**. For particularly powerful effects, the GM may require that the player spend more spell points as part of the effect, spending a minimum amount of spell points for each spell level as listed above.

If a class, feat or similar requires the spellcaster to be able to cast spells of a certain level, the spherecaster is considered to be able to do so as long as their caster level is at least twice the spell level required, as shown in **Table: Spherecasting and Equivalent Spell Level**.

Temporary increases to caster levels, as well as increases gained from items, never count towards a creature's maximum spell level they can cast. However, features gained from class abilities may, although only with the sphere effects that the class feature enhances. For example, a 5th level incanter with the Mind specialization ability would have a caster level of 6 for the Mind sphere, allowing them to be treated as if they can cast 3rd level enchantment spells, or 3rd level spells with the mind-affecting, emotion or fear descriptors depending on which talents they know.

## Spheres and Schools

As the *Spheres of Power* system of magic does not utilize spell schools, and instead utilizes spheres as a distinction, many effects do not properly translate over. Many sphere effects could easily be considered to be part of multiple schools, and the GM should decide if this is fine for certain effects that enhance a player's sphere effects, or if the effect should only be treated as if they have one school (for example, the Healing Aegis (succor) talent of the Protection sphere could qualify as both abjuration or conjuration (healing)) effects that increase the caster level of spells from a certain school of magic instead increase the caster level of spheres related to that school of magic, and effects that require a certain spell slot of a school of magic to be cast or otherwise spent instead require a sphere effect to be cast from a related sphere.

Refer to the following table for which spheres or effects should qualify as a certain school or subschool.

## Spells Known and Magical Talents

Certain classes, feats and other features require a spellcaster to know a certain number of spells of a certain descriptor or school. In situations like these, consider each unique magical talent that the spherecaster knows that can be used in a way that qualifies under a descriptor or school of magic as if they were one individual spell each that the spherecaster knew. For example, the Electric Blast and the Shock Blast talents of the Destruction sphere, albeit similar, would each count as a spell known under the evocation school of magic, as well as both being electric descriptor spells, as would talents such as blast shapes to one who already possesses either of these aforementioned talents.

**Table: School/Sphere Equivalents**

Spell School	Sphere Equivalent
Abjuration	Protection
Abjuration (good, evil, lawful, chaotic)	Effects with an alignment descriptor that protect others, Fate sphere
Conjuration (creation)	Effects that create something from nothing, Creation sphere
Conjuration (healing)	Effects that heal others directly, Life sphere
Conjuration (teleportation)	Effects that instantly relocate creatures or objects, Warp
Conjuration (calling, summoning)	Conjuration (and the Calling advanced talent)
Evocation <sup>1</sup>	Various <sup>1</sup>
Enchantment	Mind
Illusion	Illusion
Necromancy	Death, Blood
Transmutation	Enhancement, Fallen Fey <sup>2</sup>
Transmutation (polymorph)	Alteration
Transmutation (earth, air, fire, water)	Nature's specific packages

<sup>1</sup>Evocation includes many different types of spells. Light spells would fall under the Light sphere, as well as most sphere effects with the light descriptor. Darkness spells would fall under the Dark sphere and most sphere effects with the dark descriptor. Many other sphere effects could qualify as evocation as well; generally, any spell or effect that conjures a magical effect that deals damage temporarily should fall under evocation (notably, most of the Destruction sphere, but even the Weather, Mind or Creation sphere could as well). GM's should use their own good judgement to determine which sphere effect would qualify as an evocation school effect.

<sup>2</sup>The Fallen Fey spheres includes various effects that could qualify as either the base transmutation school without a subschool, or as the polymorph subschool. The GM is the final arbiter of which talents and effects qualify as which.

## Other Considerations

### Battered

Battered is a condition introduced in *Spheres of Might*. Certain options included in this book deal with this condition, and as such it is reprinted below.

**Battered (condition):** Heavy blows have left a creature with this condition vulnerable to further attacks, imposing a -2 penalty to the creature's CMD and preventing them from taking attacks of opportunity provoked by a creature performing a combat maneuver. Some talents have different effects or activation times against battered creatures. The battered condition can be removed by taking the total defense action, or through the *restore* ability of the Life sphere, the *lesser restoration* spell, or similar effects. When inflicting the battered condition on a target that is already battered, the rounds stack when determining duration.

## Object Size

In the Pathfinder Roleplaying Game, sizes are measured from Fine (which is far smaller than a single space) to Colossal (which takes up a 30-foot square). For most purposes, creatures and objects of Colossal size are treated the same whether they occupy a 30-foot square or are much, much larger. In Spheres of Power, however, certain abilities or effects scale differently and have scaling effects that reach far beyond 30-foot squares, and as such require sizes beyond Colossal. In Spheres of Power, a creature or object that fills a 45-foot square is considered Colossal+, a creature or object that fills a 70-foot square is considered Colossal++, and so on.

**Table: Creature & Object Size beyond Colossal**

Space	Size
45-ft. cube	Colossal+
70-ft. cube	Colossal++
100-ft. cube	Colossal+++
150-ft. cube	Colossal++++
225-ft. cube	Colossal+++++
340-ft. cube	Colossal+++++
500-ft. cube	Colossal+++++

Equipment is sized for the person wearing it, and does not reflect its actual size (a Medium longsword means a longsword sized for a Medium creature, not that the longsword is itself Medium-sized). When dealing with equipment sizes such as with the Creation or Telekinesis spheres, a two-handed weapon or tower shield counts as its size, one-handed weapons and heavy shields count as one size smaller, while light weapons and light shields count as two sizes smaller. Daggers and ammunition count as 3 sizes smaller, while shuriken count as 4 sizes smaller.

**Table: Weapon/Shield Sizes**

Object Type	Size Adjustment
Shuriken	Four sizes smaller
Daggers and ammunition	Three sizes smaller
Light weapons, light shields	Two sizes smaller
One-handed weapons, heavy shields	One size smaller
Two-handed weapons, tower shields	Same size

## Hero Points

If using the hero points optional system from the *Advanced Player's Guide*, add the following options to those you may choose when spending a hero point.

**Empower:** You can spend a hero point to gain a +2 bonus to your caster level and MSD for one sphere effect or to your MSB for one magic skill check.

**Fuel:** You can spend a hero point in place of a spell point to power a sphere effect, class ability, or feat.

**Recover:** You may spend a hero point to regain a spent spell point, kismet point, shadow point, or hypnotism use.

## Chapter 2

# Casting Traditions

Casting traditions are the method by which a caster creates magic. In the core magic system for the Pathfinder Roleplaying Game a wizard, a cleric, and a druid can often create very similar magical effects, but one does so through arcane materials and signs, the other through a holy symbol and a prayer, and the other through invoking a connection to nature. Each of these and other magic-using classes possess restrictions on how they invoke magic, an ability score that governs their magic, as well as specific information regarding what magic spells they have access to, and whether their magic is arcane in origin, divine in origin, or comes from another source entirely.

While many gaming tables are content to adventure in worlds that carry these assumptions, and indeed many great stories have been told in these worlds, there are all manner of stories to be told in worlds that have none of these rules. Perhaps the story takes place in a world where magic is cast entirely through written runes. Perhaps a player wants to recreate a favorite TV, book, or movie character whose powers simply do not fit this paradigm for how magic operates in the core magic system.

Spheres of Power is designed to aid GMs and players in creating whatever worlds they wish to create, be they classic fantasy roleplaying worlds, transcriptions of worlds from literature or film, or entirely new worlds built out of their own imagination. To better facilitate this creative freedom, Spheres of Power makes use of casting traditions to allow GMs and players a greater level of freedom when determining the whys and hows of magic.

Whether it be a nation where government knights invoke animal spirits and collect souls to power their magic, a character who gains magical power from highly addictive and illegal magical drugs, or a setting where elemental-based casters use martial art forms to manipulate the world around them, casting traditions allow magic to be altered to fit the needs of the game, rather than the other way around.

## Using Casting Traditions

Casting traditions are made up of drawbacks, boons, and casting ability modifiers

Drawbacks represent restrictions and methodologies used by a casting tradition, while boons represent that tradition's particular strengths. Casting ability modifiers determine what ability score magic-users of that tradition use when determining the strength of their magic (usually Intelligence, Wisdom, or Charisma).

While casting traditions are a great way to customize a world, it is possible to use Spheres of Power with no tradition at all, either as a specific choice, or simply because a player or GM does not wish to include them. In that instance, magic is considered to be innate, and is treated the same as spell-like abilities. In these cases, the magic has no restrictions on its use, no benefits associated with it, and defaults to using Charisma as the casting ability modifier (the ability score used to govern spell-like abilities). If a character gains a casting ability modifier without gaining casting (such as through a class feature) then later gains a casting tradition, the casting tradition's casting ability modifier takes precedence.

## Casting Ability Modifiers

The first component of a casting tradition is its casting ability modifier: the ability score the caster uses when determining their spell points and the difficulty class of their magical effects. Unless a particular boon or magic trait is being used, this choice must be made from Intelligence, Wisdom, or Charisma.

## Drawbacks

Do magic-users of this particular tradition need to gesture to invoke magic? Must they speak in a resounding voice? Do they require a special magical focus or magical components, or does their magic only affect animals? If the answer to any of these or other, similar question is 'yes', then that casting tradition would make use of a drawback.

Drawbacks come in two varieties: general and sphere-specific. General drawbacks define the method by which a magic-user of that tradition creates magic, while sphere-specific drawbacks help define how that magic manifests.

General drawbacks are always considered part of a casting tradition, and cannot be gained after character creation. Sphere-specific drawbacks, however, can be gained as part of a casting tradition, but can also be gained by a player at the time they gain a particular magic sphere.

For example, the sample tradition "Lycanthrope" describes a caster who draws their power from a lycanthropic curse, and so contains the Lycanthropic Alteration sphere drawback, which limits the Alteration sphere to only being able to affect the caster alone. However, a character without the Lycanthrope

tradition could still choose, upon gaining the Alteration sphere, to gain the Lycanthropic drawback to reflect that their particular caster only knows how to transform herself. In one case the drawback is a result of the casting tradition, in another case it is a voluntary limitation to reflect the caster's focus, but both cases are equally viable for gaining that sphere-specific drawback.

## General Drawbacks

General drawbacks, as will be explained later, are the currency by which a casting tradition grants boons and bonus spell points. The more general drawbacks a tradition has, the more power it can grant its casters.

Some drawbacks are especially powerful; these drawbacks count as two drawbacks when calculating potential boons and bonus spell points. With GM permission a general drawback might be removed after character creation, but the caster must also lose the boon or bonus spell points gained from that drawback.

**Balancing Drawbacks:** Because a player is gaining power from a drawback, drawbacks are designed to be limiting. While some general drawbacks provide their own balancing mechanics (Extended Casting, Addictive Casting, Painful Casting, etc.), others depend on the situation around the caster in question (Verbal Casting, Material Casting, Focus Casting, etc.).

Casting traditions determine how magic is used, and as such are tied integrally to a game's setting, and as such the GM is encouraged to use these drawbacks when crafting situations for the characters to face.

For example, as detailed under the Material Casting drawback, the effects of Material Casting is heavily dependent on how hard the materials are to obtain: Are materials expensive? Are they common? Will the player run out and need to spend time hunting for more? Whether or not materials are core to the story, however, a player should not be able to gain the Material Casting drawback, only to negate its requirements through a one-time purchase of a spell pouch.

Similarly, if a character takes Focus Casting, it means he now must invoke an item to cast his magic, an action many enemies will notice and try to take advantage of. If this drawback has been incorporated into the world (for example, all magic-users must use a wand to cast spells), then disarming an opponent's focus would become a common combat technique that may be employed and must be guarded against. Indeed, it could be argued that if no enemy ever attempts to take the focus from the caster, then the player has gained all of the benefits of the drawback with none of the detriments.

### Addictive Casting

Your magic is addictive. Whenever you spend one or more spell points, you must succeed at a Fortitude save against your addiction DC. Your addiction DC is 10, + 1 for each roll you have previously made, to a maximum of 15 + your caster level (thus, your first roll would be a DC 10, the second a DC 11, the third a DC 12, etc.). If you fail this save, you gain a minor addiction, suffering a -2 penalty to Constitution. If you already possess a minor addiction and fail your Fortitude save after spending spell points, you gain a moderate addiction. This increases the penalty to a -2 penalty to Constitution and Strength, and

requires 3 saves to overcome. If you fail your save and already have a moderate addiction, you gain a severe addiction, suffering instead a -2 penalty to Dexterity, Constitution, Strength, Wisdom, and your primary casting attribute (if not Wisdom or Constitution). All penalties from your addiction are suppressed for 1 minute whenever you spend a spell point, whether or not you succeeded at your Fortitude save.

Each day you do not use a spell point, you may attempt a Fortitude save against your addiction DC. After succeeding at a save in this fashion, your addiction DC is reduced by 2. If you succeed at 2 consecutive saves, your addiction also reduces by one level (or disappears, if you only have a minor addiction). Unlike normal addictions, an addiction to magic cannot be cured with magic, although the Heal skill can be used to help overcome addictions similar to overcoming diseases.

This counts as 2 drawbacks when determining boons and bonus spell points.

### Area Bound

You are mystically bonded to a single notable location such as a cave, large tree, spring, a magical laboratory or prominent stone formation and draw your magic from it. You must remain within a number of miles equal to your MSB to use your magic normally. Using magic outside this area requires you to attempt a concentration check (DC 20 + 1/2 the caster level) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. You may bond to a new site of the same general type with an 8 hour ritual.

### Center Of Power

You have an obvious physical feature which is the source of your magical power. Whenever you cast, any creature observing you can clearly see that your magic originates from your center of power.

If a critical hit is confirmed on you, your center is disrupted and you lose 1d4 spell points (if you have them) and are dazed for 1 round. A creature can also target your center of power with a called shot, which also causes a disruption. The center of power is considered a challenging shot (-10).

At the GM's discretion, certain kinds of physical restraint might also make spellcasting require a concentration check (DC 20 + caster level), depending on the nature of the center of power and the restraint. An undesirable polymorph effect may also produce the same results.

You may not select this drawback if you possess the Focus Casting or Galvanized drawbacks.

### Consciousness Linked

Your effects are linked to you even after you spend a spell point to have them continue without concentration. If you fall asleep or unconscious, or are dazed, stunned, confused, reduced to animal intelligence, or otherwise unable to take coherent mental actions, all of your magical effects immediately end.

### Coy Caster

Your magic is a fickle thing, or perhaps you are simply possessed of performance anxiety. If you attempt to use magic while you know you are being observed, you must attempt a concentration check (DC 15 + 1/2 the caster level) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. If you believe you are hidden or alone, even if you are not, you may use magic normally.



## Diagram Magic

In order to perform any magical effect, either you or your target must be entirely contained within the boundaries of a special diagram. Creating this diagram requires a full-round action for every 5-foot square contained within the diagram. Once the circle has been drawn, attempt a Spellcraft check as part of the full-round action to draw the final part of the circle against DC 15 + the maximum caster level of any effect to be performed within the circle to determine if it was done correctly. You may take 10 on this check even if in combat or stressed. You can increase the speed at which you draw the diagram but at greater risk of making a mistake. Doing so prevents you from taking 10 on the check, and for every step by which you reduce the time required to draw the diagram, increase the spellcraft DC by +5 to a maximum of +20 to draw the circle as a free action.

The diagram need not be drawn with any special materials, and can be done with sprinkled salt, paint, blood, a finger in sand, or anything else that may be on hand so long as it is clearly visible. Permanent portable diagrams are usually not possible (as any scuff to the diagram disrupts the magic), but a diagram may be made out of fixed, permanent material such as metal. If a diagram is disrupted (any amount of damage dealt to the surface it is carved upon, or sufficient force from water, wind, or any other effect that might disperse the material the diagram was created with) then any magic currently being maintained by concentration via the diagram immediately ends, and no further magic may be used until a new circle is drawn. Spells and effects created by magic within the diagram (including summoned creatures) never disrupt it even if they would otherwise.

This counts as 2 drawbacks when determining boons and bonus spell points.

## Draining Casting

Using magic saps your lifeforce. Whenever you spend one or more spell points you are dealt 1 point of nonlethal damage which cannot be avoided by nonlethal damage immunity, reduced by damage reduction, and cannot be healed through any means except rest (a full night's rest heals all nonlethal damage caused by this drawback at once). This nonlethal damage increases by 1 point for every 5 caster levels.

## Emotional Casting

Your magic requires heightened emotional states of mind to use. When subject to a non-harmless effect that invokes an emotion (such as fear effects, demoralization, spells with the emotion descriptor, or (charms) such as Fear or Hostility) you are unable to use magic. You may use the metamagic feat Logical Spell to overcome this drawback.

## Extended Casting

Your magic takes longer to use than normal. When using an ability gained from a sphere or talent, increase the casting time by one step: swift and immediate actions become move actions, move actions become standard actions, standard actions become full-round actions, full-round actions take 1 round to complete, and 1-round actions take 1 minute to complete. This drawback counts as 2 drawbacks when determining boons and bonus spell points.

You may take this drawback twice. If taken twice, your casting takes a minimum of 1 minute to perform, regardless of

the sphere effect being used. Taking this drawback twice grants a total of 4 drawbacks when determining boons and bonus spell points.

## Fey-Infused Magic

Your magic is intrinsically linked to the realm of Faerie and shares its inhabitants aversion to iron. Any creature wearing light armor consisting of cold iron, steel or iron gains a +1 circumstance bonus to saving throws against sphere effects originating from you. Wearing medium armor increases this bonus to +2 and wearing heavy armor increases it to +3. Wielding a weapon made of cold iron increases this bonus by +1.

When a target under the effects of one of your sphere abilities takes damage from iron or steel weapons, that target is treated as if it had been affected by the Counterspell feat, with a magic skill check equal to 10 +1/4th the damage dealt. This Counterspell is applied at the beginning of that creature's turn, adding together all damage suffered from applicable sources since the beginning of its last turn, and ignores all effects that do not have the Fey-Infused Magic drawback. If the target is struck by a weapon made out of cold iron, the Counterspell is capable of dispelling one additional sphere effect per 5 points of base attack bonus that the attacker possesses.

## Focus Casting

Your magic requires you to use an item such as a wand, holy symbol, ring, or staff to create magic. The focus must be wielded or equipped to be used (for example, a wand must be held, a ring must be equipped in a ring slot, etc.) Using magic without your focus requires you to attempt a concentration check (DC 20 + 1/2 the caster level) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. If a focus is lost, stolen, or broken, the caster must create a new focus by securing the necessary item and spending 8 hours bonding with it. At the GM's discretion, however, another caster's focus may be used instead.

If you are carrying your focus when subject to a polymorph effect that would normally meld your equipment into your new form, your focus melds into your body as well, causing this drawback to function as the center of power drawback for the duration of the effect.

You may not select this drawback if you possess the Center Of Power or Galvanized drawbacks.

## Galvanized

Your magic was forged by war, and is integrated with your fighting abilities. To use or concentrate on your abilities, you must be wielding a martial or exotic weapon with at least some metal components (even some metal decorations on a wooden weapon are sufficient). You must be able to attack with the weapon (it cannot be tied down or otherwise unusable), and you must have proficiency with it. The weapon itself does not need to have any special abilities, but cannot have the broken condition.

Being disarmed or having the weapon sundered counters any sphere abilities you are casting or maintaining. If a polymorph spell causes the weapon to become part of your body you lose your abilities, unless you can still attack with the weapon somehow. You can still switch between weapons while maintaining sphere abilities.

You may not select this drawback if you possess the Center Of Power or Focus Casting drawbacks.

### **Magical Signs**

Your magic is accompanied by tell-tale signs; for example, your body glows brightly, the sound of tortured souls shriek as you cast, a deep chill affects all nearby creatures, etc. Using magic automatically breaks stealth, and whenever you use magic all creatures within 60 feet who are observing you are considered to have automatically succeeded at a Spellcraft check to know which sphere effect, talents, and casting tradition you used.

You may not select this drawback if you possess the Witchmarked drawback.

### **Material Casting**

Your magic requires the expenditure of specific materials: precious metals, rare components, etc. The exact nature of this material should be worked out with the GM, but as a rule of thumb, this should cost a silver piece worth of materials per caster level per ability used. A player who does not want to track the cost of such material components can instead simply spend 10 gp per caster level per month on components, which is assumed to cover his costs for spells cast and research performed. You must possess a spell component pouch or otherwise have access to your components to use your magic.

The gp cost of materials listed in this drawback are certainly not the only metric that can be used to reflect the role of magic materials in a setting, and GMs are encouraged to consider what role magic materials might play in their game.

Perhaps magic in one world requires a pearl to use per spell point, and players must track how many pearls they possess. Perhaps magic is fueled by a rare mineral, the buying and selling of which is heavily regulated by powerful kings, merchants, and other world powers; in such a world, Material Casting might even be worth two drawbacks to reflect its rare usage.

### **Mental Focus**

Your magic requires you to have a focus that is not always possible to achieve. You normally have focus, but lose it whenever you fail a save versus mind-affecting magic, have a critical hit confirmed on you, or a condition causes you to lose the ability to concentrate (such as being nauseated or helpless or failing a forced concentration check such as from being entangled). Using magic without your mental focus requires you to attempt a concentration check (DC 20 + 1/2 caster level) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. If focus is lost, the caster can refocus by meditating as a full-round action that provokes attacks of opportunity.

### **Narcoleptic Casting**

Your magic has a pacifying effect that can lull you to sleep. At the end of any round in which you spend 1 or more spell points you must succeed at a Fortitude saving throw with a DC of 10 + 1/2 your magic skill bonus (minimum DC 11) or fall asleep standing up for 1 round. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature without dealing damage is a standard action (an application of the aid another action). Creatures immune to sleep cannot gain this drawback; if a creature later becomes immune to sleep after gaining this drawback, they must immediately retrain it for another drawback or lose it, recalculating their spell points as appropriate.

This counts as 2 drawbacks when determining the number of spell points gained.

### **Painful Magic**

Your magic debilitates you the more you rely on it. Whenever you spend one or more spell points, you must succeed at a Fortitude save (DC 10 + 1/2 the ability's caster level) or be sickened for 1 round. If you fail this save while already sickened, you are instead nauseated for 1 round. If you fail this save while nauseated, increase the duration of the nauseated condition by 1 round. Creatures immune to the sickened condition cannot take this drawback.

### **Prepared Caster**

You must prepare your magic before you can use it. After resting to regain spell points, you must assign each of your spell points to a sphere you possess. You cannot spend more spell points in a given sphere in a day than you have assigned to that sphere. Class features and feats that use spell points (such as the Counterspell feat) are considered a single unified 'sphere' for this purpose.

### **Rigorous Concentration**

Your magic requires intense amounts of concentration to use. When attempting a concentration check (such as to cast defensively or while taking damage), the DC increases by +10. You may increase the casting time by one step to take extra time focusing and negate this penalty.

### **Skilled Casting**

You must create your magic through singing, drawing, or performing some other activity. Your magic is tied to a particular Perform, Profession, or Craft skill (although with GM permission another skill may be substituted). You must succeed at a skill check to use any sphere ability. The DC of this skill check is 15 + the ability's caster level. For every 2 points by which this skill check falls short of this DC, the ability manifests at -1 caster level. If this reduces the ability to a caster level below 0, the manifested ability fails and any spell points used are lost.



A caster with Skilled Casting must be able to perform their skill to use their magic, which is similar to but not the same as possessing other drawbacks. For example, a caster who must draw to create magic must have at least one hand free, although unless he also possesses Somatic Casting he may do so while wearing any armor without a chance of arcane spell failure. Likewise, a caster who uses music to create magic must be able to speak, but unless he also possesses Verbal Casting he can do so by whispering and thus not automatically break stealth.

At the GM's discretion, this drawback may count as two drawbacks if the skill involved requires bulky equipment or the use of both hands (for example, the Perform (strings) skill, or Craft (stonework)).

### Somatic Casting

You must gesture to cast spells—a process that requires you to have at least 1 hand unoccupied. When using magic, you cannot wear armor heavier than light without incurring a chance of arcane spell failure.

You may select this drawback twice. If taken a second time, you cannot wear any armor or use a shield without incurring a chance of arcane spell failure.

**Note:** With GM permission, it is possible to modify this drawback so that, when taken once, the caster may wear either light or medium armor but cannot use a shield without incurring a chance of arcane spell failure, mimicking the core bloodrager.

### Terrain Casting

Your magic draws upon the primal energy and nutrients of the terrain. Whenever you use a sphere talent or ability you must either spend an additional spell point or increase your casting time by one step, else your magic drains and corrupts your space and all adjacent squares. Terrain that has been blighted in such a manner prevents those who possess the Terrain Casting drawback from using sphere talents or abilities as if it were a dead magic zone. Areas that have had its nutrients drained are affected in different ways depending upon location (water may turn brackish or stagnant, while soil may become barren or salted); regardless of location, blighted areas will generally heal naturally after a year.

### Verbal Casting

You must speak in a loud, clear voice to cast spells. Using magic alerts all nearby hearing creatures to your presence and location, effectively breaking stealth. You cannot cast in an area of magical silence, or in any other situation where you are unable to speak clearly.

### Wild Magic

Your magic is not entirely stable and can result in a variety of unwanted effects. You have a base wild magic chance of 10% (whenever you cast a spell or magical sphere ability, you have a 10% chance of activating a wild magic event). When you activate a wild magic event, roll as if you had activated a rod of wonder, then add that effect to those you produce with your magic. GMs may always use their own wild magic tables to determine the nature of a wild magic event.

### Witchmarked

Some aspect of your visage is a dead giveaway about your magical nature. This could be any purely cosmetic modification or sensation that is hard to hide such as a vestigial tail

(or tails), glowing eyes, an aura visible to the naked eye or the stench of death clinging to you. The intensity of this trait grows proportional to your power. Anyone who sees you may attempt a Knowledge (arcana) check (DC 20 - your MSB, minimum DC 0) to learn your magic skill bonus, caster level and what base magic spheres you possess.

You may attempt to hide your witchmark trait, but doing so requires a successful Disguise check (DC 10 + your MSB, roll is hidden). Alternatively, if attempting to hide your witchmark as part of a more elaborate disguise, this gives a penalty to that Disguise check equal to your MSB. Using an illusion, shapechange, or other magical disguise to hide your witchmark automatically succeeds, but any use of magic that does not explicitly hide your witchmark instead immediately reveals your witchmark to all observers.

You may not select this drawback if you possess the Magical Signs drawback.

## Sphere-Specific Drawbacks

Rather than granting boons and bonus spell points, sphere-specific drawbacks grant the target an extra magic talent in their prerequisite sphere. The prerequisites of the selected talent must be fulfilled. A creature does not gain this bonus magic talent until they gain the sphere-specific drawback's prerequisite sphere. A sphere-specific drawback may be removed by spending a magic talent, in essence 'paying back' the talent gained from the drawback.

It is possible to have multiple sphere-specific drawbacks from the same sphere, but some drawbacks are incompatible with each other. These are listed under each drawback as 'incompatible'. Occasionally a sphere-specific drawback grants a bonus feat in place of a bonus magic talent. Such sphere-specific drawbacks must be bought off with a feat instead of a talent, and may only be bought off in this fashion if the caster meets the bonus feat's prerequisites.

You cannot gain sphere-specific drawbacks when gaining a sphere through temporary talents (such as those that are only gained for a single casting or that last less than 24 hours), nor use a temporary talent to buy off a sphere-specific drawback you possess.

## Alteration

### Beast Soul

You cannot bestow the Blank Transformation, including through the Anthropomorphic Transformation talent. You must select a (transformation) talent with the bonus talent gained from this drawback.

### Fleshwarper

You may not target yourself with *shapeshift*.

**Incompatible:** Lycanthropic

### Lycanthropic

You can only target yourself with your *shapeshift* ability. You cannot gain the Mass Alteration nor Ranged Alteration talents.

**Incompatible:** Fleshwarper, Rebound

## Rebound

If an unwilling creature succeeds on a save to resist your *shapeshift* effect, you must save against the same effect at the same DC. On a failed save, you receive all the traits and forms you would have granted the target. This effect lasts for 1d4 rounds. You must select Animal Mind or Twisted Shapeshift with the bonus talent gained from this drawback.

**Incompatible:** Lycanthropic

## Transformative Brew

You must select the Instill Shapeshift talent with the bonus talent granted by this drawback, and you can only use your Alteration sphere abilities through this talent.

## Unnatural Transformation

Creatures under the effect of your *shapeshift* bear irrepressible signs (coloration, visual aura, glowing sigil or similar) of their true identity. Your *shapeshift* never grants a bonus to Disguise checks due to the obviously unnatural nature of the transformation. When touched by silver (such as being hit with a silver weapon or even touched by a silver piece) a creature under the effect of your *shapeshift* must attempt a Will save with a DC equal 5 + any damage dealt or have the *shapeshift* end immediately.

# Blood

## Hemokinetic

You cannot use *blood control*. You must select the Hemokinesis talent with the bonus talent from this drawback. You may use the blood arc option on creatures within *blood control* range (and may take the Improved Range talent) even when they are not under your *blood control*. You may use the Hemokinesis options dependant on the Manipulate Alchemy and Manipulate Health talents, but only when the necessary ability has been used by another creature.

**Incompatible:** Limited Acceleration, Self-controlled

## Humors

You must select the Instill Blood Control talent with the bonus talent granted by this drawback, and you can only use your Blood sphere abilities through this talent.

## Limited Acceleration

Choose either (quicken) or (still). You can only use this ability and cannot use abilities of the other type.

**Incompatible:** Hemokinetic

## Self-Controlled

You may only target yourself with *blood control*. You must select the Self Control talent with the bonus talent from this drawback.

**Incompatible:** Hemokinetic

# Conjuration

## Caller

You do not gain the *summon* ability of the Conjuration sphere. You must select the Call Planar Creature advanced talent with the bonus talent gained from this drawback. This drawback may not be selected if the Call Planar Creature advanced talent is not permitted in your campaign.

**Incompatible:** Any Conjuration drawback that affects the *summon* ability or companions granted by it.

## Constant Link

Maintaining your companion's presence requires concentration. You may not spend a spell point to continue the duration of *summon* without concentration nor take any talents that would allow you to maintain the *summon* without concentration.

## Divided Soul

Your Conjuration sphere companions share a single pool of Hit Dice. The Hit Dice of all your companions combined is equal to your caster level (with a minimum of 1 Hit Die per companion). When you gain a caster level, you may choose which companion gains the additional Hit Die, but no single companion can have Hit Dice exceeding 2/3 your caster level. If this calculation would result in companions with less than 1 Hit Die, such a companion instead has 1 Hit Die, but has their hit points reduced by half and takes a -1 penalty on all d20 rolls. Calculate the companion's Hit Dice prior to applying the effects of any companion template. You must take Extra Companion with the bonus talent gained from this drawback.

## Elongated Summoning

*Summoning* a creature requires 1 minute of concentrated effort, rather than only a standard action.

## Figment Companion

Your companions are only semi-real projections. The first time each round a creature is affected by an effect originating from your companions, such as attacks or sphere effects, it may attempt a Will save versus your Conjuration sphere DC to negate the effect and any others originating from your companion before the start of the creature's next turn. Succeeding on this save grants a +2 bonus on future saves made against that same companion for the next 24 hours. (As usual, this bonus does not stack with itself.)

## Material Weakness

Choose cold iron, silver, or wood (or another special material with GM's explicit approval). When touched by an object primarily composed of the chosen material, your companion must attempt a Will save with a DC equal to 10 + any damage dealt by the object or be dismissed from the plane. The companion may not be *summoned* again for 1 hour.

## Object Bound

Choose an object you possess for each companion you gain (for example: a small oil lamp, a ring, or a sword). Such objects count as magic items of the Conjuration sphere using your caster level for the item's caster level, though you may still enchant them with other effects normally. If enchanted separately, the other effects on the item may be suppressed using dispel effects separately from the magic property granted by this drawback, using the caster level of those enchantments for determining the MSD of those effects.

You must drop or throw this object as part of *summoning* the companion. This does not affect the casting time, though additional actions may be required to draw the object.

If this object is broken or destroyed, you cannot *summon* the corresponding companion. While the companion is present, the object is visible on the companion and may be targeted with the sunder maneuver, dispel effects, and other effects that

can target attended magical items. While part of the companion, the object emits a sign that draws attention to itself, usually glowing. If the object is broken, destroyed, or has its magic suppressed, the companion immediately disappears and may not be *summoned* again until the object is repaired or replaced.

Attuning a new object requires a 24 hour ritual. Any damage dealt to the object is also dealt to the companion without being further affected by damage reduction, immunity, resistance, or vulnerability.

You may choose to have a single item for any or all of your companions, but no more than one companion can be *summoned* at a time using a single item.

## Creation

### Fission

When *creating* objects, you do so by splitting off part of your body: this inflicts 1d4 points of damage + 1d4 per size category of the object or objects above Small to be *created*. This damage bypasses temporary hit points, and cannot be healed as long as the object or objects exist. However, you may reabsorb the *created* object by touching it as a free action, causing you to heal damage equal to that expended to *create* it. If an object has the broken condition when it is reabsorbed you only gain 1/2 the hit points back. If the object is destroyed you cannot reabsorb it but may heal normally. You may dismiss any object *created* in this way regardless of distance. Doing so does not restore the lost hit points but allows you to recover normally as if the object was destroyed. Even through Distant Creation or other options, you cannot *create* objects further away from you than adjacent spaces. You must take either the Created Momentum, Exquisite Detail, or Practiced Creation talent with the bonus talent gained from this drawback.

**Incompatible:** Limited Creation (alter)

### Limited Creation

Choose either *alter* or *create*. You can only use this ability.

### Material Focus

You may only *create* or *alter* objects of a single, special substance such as wood, stone, bones, gas, etc. If the material in question would require a (material) talent to use, you must choose that (material) talent as the talent gained from this drawback. You cannot gain any other (material) talent. If you choose a material not available from 1st caster level (for example: iron or gold), this does not allow you to *create* or *alter* that material before your caster level is high enough.

**Incompatible:** Water Wizard

### Material Mimic

In order to *create* or *alter* objects you must be in physical contact with another object that is composed of the material that will result from the effect and no more than three size categories smaller (e.g. to create

a Medium iron object, you would need to be touching another iron object of Diminutive size or larger). If you possess Change Material then this restricts the materials you can change the targeted object into. You may not use your own body as a blueprint, but you may use other creatures, if applicable.

### Water Wizard

You may only *create* or *alter* water, ice, and steam. You lose the ability to *create* or *alter* vegetable matter and instead can *create* or *alter* water in its solid, liquid, or gaseous forms. You gain Gaseous Generation as the bonus talent gained from this drawback, but can only use it to affect steam. You cannot gain any other (material) talents.

**Incompatible:** Material Focus

## Dark

### Black Spot

Your area of *darkness* is only a 5-foot radius, and cannot be increased in any way. You cannot select talents that change the area of your *darkness* (such as Greater Darkness, Shifting Shadows, or Wall Of Darkness). You must select a (darkness) talent as your bonus talent for this drawback.

**Incompatible:** Meld Into Dark, Penumbra, Shadow Master, Shadowed Brew

### Cloaking Darkness

You are adept at turning a target's own shadow against them, but your ability to craft areas of *darkness* from nothing is lacking. You must select Ranged Darkness as the bonus talent gained from this drawback. You may use (shadow) talents at this increased range, but you cannot form and maintain areas of *darkness* or *blot* unless you are standing within their area of effect.

**Incompatible:** Meld Into Dark, Penumbra, Shadow Master, Shadowed Brew

### Crepuscular

Your magic draws on the interplay of darkness and light and the contrast of shadows rather than pure blackness. You may not use Dark sphere talents when you are positioned within lighting conditions of darkness or bright light, even if they were created by your own magic.

### Meld Into Dark

You cannot create *darkness*, and cannot select (darkness) talents.

You gain the Greater Meld talent as the bonus talent gained by this drawback.

**Incompatible:** Black Spot, Cloaking Darkness,



Penumbra, Shadow Dependence, Shadow Master, Shadowed Brew, Subtle Shade

### Penumbra

You cannot create *darkness*, and cannot select (darkness) talents. You must select the Dampen Light talent as your bonus talent for this drawback.

**Incompatible:** Black Spot, Cloaking Darkness, Meld Into Dark, Shadow Dependence, Shadow Master, Shadowed Brew, Subtle Shade

### Personal Meld

You cannot grant a *meld* to another creature; you can only use them on yourself. You must select Quick Meld with the bonus talent gained by this drawback.

### Shadow Dependence

Rather than summon darkness from nothing, you draw upon your own shadow to produce your magic. You stretch and manipulate your shadow to create areas of *darkness* or *blot*, and may only have one active at any given time. When your *darkness* or *blot* is active you do not cast a shadow and cannot use or be the target of abilities or talents that depend on possessing a shadow. You may otherwise use (shadow) and (meld) talents normally.

**Incompatible:** Meld Into Dark, Penumbra, Shadow Master, Shadowed Brew

### Shadow Master

You cannot create *darkness*, and cannot select (darkness) talents. You must select a (shadow) talent as your bonus talent for this drawback.

**Incompatible:** Black Spot, Cloaking Darkness, Meld Into Dark, Penumbra, Shadow Dependence, Subtle Shade

### Shadowed Brew

You must select the Instill Dark talent with the bonus talent granted by this drawback, and you can only use your Dark sphere abilities through this talent. You must possess either the Meld Into Dark or Shadow Master drawback to select this drawback.

**Incompatible:** Black Spot, Cloaking Darkness, Crepuscular, Penumbra, Shadow Dependence.

### Subtle Shade

You must select the Insinuate talent with the bonus talent granted by this drawback. You cannot create *darkness* except for *blots*, and must use the Insinuate talent when creating *blots*.

**Incompatible:** Meld Into Dark, Penumbra, Shadow Master, Shadowed Brew.

## Death

### Death To The Living

The only actions undead you *reanimate* understand are “attack”, “fall” (causing them to fall prone as a free action), and “rise” (causing them to stand up from prone). While prone, they will still attack creatures within reach and will spend their move action to move 5 feet, but will not rise until commanded. If you do not direct your undead to attack a creature each round, they act as though confused (you are considered part of their “self”, but other allies are not). You may not select talents that increase your ability to communicate with your undead, such as Undead Whisperer or Master’s Presence. You must select

Reanimated Warriors as the bonus talent gained through this drawback.

**Incompatible:** Flesh Artisan, Necromantic Limit (*ghost strike*)

### Deathful Touch

You may only use *ghost strike* as a melee touch attack. If you use the Cryptic Strike talent, you can only do so with melee attacks. You must take a talent that augments *ghost strike* with the drawback.

**Incompatible:** Flesh Artisan, Necromantic Concoction, Necromantic Limit (*reanimate*),

### Favored Undead

You gain the Expanded Necromancy talent with the bonus talent gained by this drawback. Choose one variant undead (such as bloody skeleton, burning skeleton, fast zombie, or plague zombie). Whenever you *reanimate* a creature, you must use this talent and may only *reanimate* creatures as the chosen variant.

**Incompatible:** Flesh Artisan, Necromantic Limit (*ghost strike*)

### Flesh Artisan

You do not gain *ghost strike* nor *reanimate*. You gain both Corpse Manipulation and Tomb Of Flesh with the bonus talents granted by this drawback. This drawback counts as two drawbacks, and *ghost strike* and *reanimate* must be bought back separately.

**Incompatible:** Death To The Living, Deathful Touch, Favored Undead, Necromantic Limit, Necromantic Concoction, Undead Trainer

### Necromantic Concoction

You must select the Instill Death talent with the bonus talent granted by this drawback, and you can only use your Death sphere abilities through this talent.

**Incompatible:** Deathful Touch, Flesh Artisan

### Necromantic Limit

Choose either *ghost strike* or *reanimate*. You can only use this ability and cannot use the one not chosen.

**Incompatible:** Flesh Artisan

### Undead Trainer

Choose a creature type (other than undead) from the ranger favored enemies table. You may only *reanimate* dead creatures of the chosen type (and subtype, if applicable). For every 5 caster levels you possess, you may choose an additional creature type. You may choose ‘construct’ for a creature type, in which case it allows you to *reanimate* necrotic marionettes. You must select Undead Whisperer with the bonus talent gained through this drawback.

**Incompatible:** Flesh Artisan, Necromantic Limit (*ghost strike*)

## Destruction

### Aligned Combatant

Choose an end of the alignment spectrum that you possess (good, evil, lawful, or chaotic). Your *destructive blast* deals no damage to creatures who possess this alignment and full damage to creatures of the opposite alignment (evil for good, lawful for chaotic, etc.). Neutral creatures (those who possess neither your selected alignment nor its opposite) suffer only half damage from your *destructive blast*.

## Destructive Touch

Your *destructive blast*'s range decreases from close to touch; you cannot use it to make ranged attacks. While you may still apply (blast shape) talents to your *destructive blast*, they cannot extend further than your natural reach (or the reach of your melee weapon, if using Energy Strike; you cannot use Energy Strike to make ranged attacks).

**Incompatible:** Shape Focus

## Energy Focus

Choose a blast type group. You may only make *destructive blasts* from that blast type group. You must select a (blast type) talent from the chosen blast type group with the bonus talent granted by this drawback. You may not select any other (blast type) talents outside the chosen blast type group.

## Shape Focus

You may only make a *destructive blast* of a single shape. You must select a (blast shape) talent with the bonus talented granted by this drawback, and cannot make *destructive blasts* except when using that (blast shape). You may not select any other (blast shape) talents.

**Incompatible:** Destructive Touch

## Divination

### Divining Concoction

You must select the Instill Divination talent with the bonus talent granted by this drawback, and you can only use your Divination sphere abilities through this talent.

### Limited Divination

Choose either *sense* or *divine*. You can only use this ability and cannot use the other type.

### Limited Penetration

When using Divination talents or abilities to *divine* you cannot penetrate solid objects. You must select a (divine) talent with the bonus talent granted by this drawback.

**Incompatible:** Limited Divination (*sense*)

### Hidden Magic

You do not gain the base *divine* ability to detect magic, nor the base *sense* ability to decipher magical text. You may still gain other *senses* through magic talents and gain the ability to detect other things (undead, charms, etc.) through the *divine* ability.

### Shaped Divination

Your *divine* area changes to a cone rather than a sphere centered upon yourself. You may take this drawback a second time, limiting your ability to only *divine* targets inside a line instead of a cone. This drawback does in no other way change the range at which you may *divine* targets. In regards to this drawback, your *divination* shape (be it cone or line) remains fixed pointing in one direction, and once each round as a free action you may change the direction of the shape. You must select (divine) talent(s) with the bonus talent(s) granted by this drawback.

**Incompatible:** Limited Divination (*sense*)

## Enhancement

### Bodily Enhancement

You cannot *enhance* equipment and objects, only creatures. You can only take talents which can affect creatures. You must choose an (enhance) talent or Natural Enhancement with the bonus talent gained by this drawback.

**Incompatible:** Constructor

### Constructor

You cannot use any effect of the Enhancement sphere that does not create a creature or mind. You must use the bonus magic talent from this drawback to select either Animate Object or Bestow Intelligence.

**Incompatible:** Bodily Enhancement, Personal Magics

### Marking Enhancements

A mark appears on any creature or object you *enhance*. This mark always appears on a body part or portion of the object where it is easily visible. The mark can be easily removed; it can be rubbed away as a standard action (which requires a touch attack and provokes an attack of opportunity if the creature is not willing), or fades away after being exposed to water or another solvent for one minute. Once the mark has been removed, the *enhancement* ends prematurely.

### Personal Magics

You may only *enhance* yourself and your own equipment. You cannot take the Ranged Enhancement talent, and any *enhancement* bestowed on an object ceases to function unless you are carrying, wearing, or wielding that object. You cannot take talents such as Bestow Intelligence or Animate Object that give life or minds to objects.

**Incompatible:** Constructor

### Special Delivery

You must choose the Instill Enhancement talent with the bonus talent gained from this drawback. You cannot create *enhancements* except by using Instill Enhancement.

## Fate

### Cursed Brew

You must select the Instill Fate talent with the bonus talent granted by this drawback, and you can only use your Fate sphere abilities through this talent. You must possess the Tongue Of Ages drawback to gain this one.

### Luckless

You cannot use the Serendipity *consecration*. You must choose a (consecration) talent with the bonus talent gained from this drawback.

**Incompatible:** Tongue Of Ages

### Neutrality

You lack a strong connection to any alignment type. You cannot use the *Hallow word*. You must choose a (word) talent with the bonus talent gained from this drawback.

**Incompatible:** Sanctified

### Personal Fate

You may only target yourself with your *words* and *motifs*, and your *consecrations* only affect you. You cannot take Echoing

Word or any other talent that would increase the range or expand the targets for your Fate sphere effects.

### Sanctified

You may not create *words*.

**Incompatible:** Neutrality

### Tongue Of Ages

You may not create *consecrations*.

**Incompatible:** Luckless

## Illusion

### Disappearance

You cannot create *illusions* or *tricks*, except to make suppressions. You must select the Suppression talent as your bonus talent for this drawback.

**Incompatible:** Theme Fixation

### Glamerd Brew

You must select the Instill Glamer talent with the bonus talent granted by this drawback, and you can only use your Illusion sphere abilities through this talent. You must possess the Obscura Mage drawback to select this one.

**Incompatible:** Personal Illusion, Theme Fixation

### Limited Sensation

You may not take additional (sensory) talents from the Illusion sphere. Your *illusions* lose the sight descriptor granted by the base Illusion sphere. You must take a (sensory) talent as the bonus talent granted by this drawback. If you select Illusionary Touch as the bonus talent granted by this drawback you are not prohibited from taking it a second time.

### Obscura Mage

You may not create figments with your *tricks* and *illusions*. You must select a (glamer) talent as your bonus talent for this drawback, unless you possess the Disappearance drawback in which case you must select a (sensory) talent.

### Personal Illusion

Your *illusions* are directly connected to your body. You can only apply glamers to yourself, and the range of your figments and *tricks* that target an area is reduced to 0 feet; you may only target squares that you currently occupy and must spend an immediate action any time your location changes to direct all figments and *tricks* you are currently maintaining to move with you.

To use *tricks* that target unwilling creatures or objects you must first make a successful melee touch attack. The duration of *tricks* targeting creatures or objects immediately ends the round you are no longer maintaining physical contact with the target.

**Incompatible:** Glamerd Brew

### Theme Fixation

You may only create figments and glamers within a specific and narrow theme such as dragons, cubes, insects, cards, weapons, hands, etc.

The exact nature of this concept should be worked out with the GM, but as a rule of thumb, this should consist of a consistent singular theme; you might only be able to create figments or glamers of dragons, or be able to create a figment of fire if it originated from the mouth of a dragon glamer. The GM is the final arbiter on whether an image or idea fits into the dedicated

theme. You must take a (sensory) talent as the bonus talent granted by this drawback.

**Incompatible:** Disappearance, Glamerd Brew

### Tricksters Grudge

Your *illusions* only work on one specific type of creature. When you select this drawback you must select a creature type. If you select humanoid or outsider you must also select a subtype. All other creature types automatically disbelieve your *illusions* and any non-shadow effects that would persist even if disbelieved have no effect on them.

## Life

### Glorious

You are not a healer, you are a soldier, and life cannot be given before it is taken. You cannot use your Life sphere abilities without successfully attacking a worthy enemy first. You gain the Taste Of Victory talent as your bonus talent for this drawback, but you can only use your Life abilities when Taste Of Victory is triggered.

**Incompatible:** Medicinal

### Inhuman Healing

Your *cure* effects cannot heal living creatures. You gain Esoteric Healing with the bonus talent gained through this drawback.

### Limited Restoration

Choose either *restore* or *cure/invigorate*. You can only use this ability or abilities and lose the ability to use the ones not chosen.

### Medicinal

You must select the Instill Life talent with the bonus talent granted by this drawback, and you can only use your Life sphere abilities through this talent.

**Incompatible:** Glorious, Sympathetic

### Regenerate

You may only target yourself with your Life sphere abilities.

**Incompatible:** Sympathetic

### Slow Recovery

You lack the ability to cause rapid healing. You must select the Revitalize talent with the bonus talent granted by this drawback, and cannot use *cure* unless you use it through the Revitalize talent.

**Incompatible:** Limited Restoration (*restore*)

### Sympathetic

You may only *restore* others by taking their afflictions unto yourself. You must select the Empathic Healing talent with the bonus talent gained from this drawback and can only use the *restore* ability with the Empathic Healing talent.

**Incompatible:** Limited Restoration (*cure/invigorate*), Medicinal, Regenerate,

### Unnatural Remedy

Your healing magic may be cold, eerie, harsh, or pervasive. Whenever you use *cure*, *restore*, or *invigorate* on a target (even yourself), they reflexively resist (even while unconscious), and must attempt a Will saving throw against the effect as if they were an unwilling target. On a success, *restore* is negated and any healing or temporary hit points bestowed by *cure* or *invigorate* are halved. Targets cannot choose to fail this saving throw.



## Light

### Flexible Lens

You cannot create a Telescope *lens*. You must choose a (lens) talent with the bonus talent gained from this drawback.

**Incompatible:** Light Focus

### Glowing Brew

You must select the Instill Glow talent with the bonus talent granted by this drawback, and you can only use your Light sphere abilities through this talent.

**Incompatible:** Nimbus Focus, Roving Glow, Touch Of Light Lens Focus

You cannot create *glow* effects.

**Incompatible:** Light Focus, Nimbus Focus, Roving Glow, Subtle Light, Touch Of Light

### Light Focus

You cannot create *lenses*.

**Incompatible:** Flexible Lens, Lens Focus

### Nimbus Focus

You may only cause your *glows* to shed light in a specific shape. You must select a (nimbus) talent with the bonus talent granted by this drawback, and must always apply that (nimbus) talent to your *glows*. You may not select any other (nimbus) talents.

**Incompatible:** Glowing Brew, Lens Focus

### Roving Glow

You cannot place *glow* effects on objects or creatures. You must select the Dancing Lights talent with the bonus talent gained from this drawback.

**Incompatible:** Glowing Brew, Lens Focus, Touch Of Light

### Subtle Light

You must select the Black Light talent as the bonus talent gained from this drawback, and must use this talent on every *glow* you create.

**Incompatible:** Lens Focus

### Touch Of Light

You cannot cause objects to *glow* as a ranged touch attack, nor create *lenses* at a range greater than touch. You cannot take Ranged Light, and you may only apply Solar Strike to melee attacks.

**Incompatible:** Glowing Brew, Lens Focus, Roving Glow

## Mind

### Addling Brew

You must select the Instill Charm talent with the bonus talent granted by this drawback, and you can only use your Mind sphere abilities through this talent.

### Animal Shaman

You may affect animals with your Mind sphere effects, but not creatures of your own creature type. You must choose the Recondite Stimuli advanced talent as the bonus talent gained from this drawback, and must choose vermin with that talent.

**Incompatible:** Kindred Knack

### Blatant Side-Effects

Your mind-affecting magic acts more like a hammer than a scalpel, and produces odd, unintended changes in your target, effectively giving your mind-affecting effects a signature, recognizable trait. Deadpan speech patterns accompanied by an echo and a change in vocabulary, strange glowing halos, curious tremors in the earth whenever the target draws near, the temporary growth of horns or antlers, or even inexplicably vibrant, sometimes swirling, eyes are just some of the traces that your magical mind-affecting effects might leave on their targets.

These side effects vanish without a trace when a target is no longer under the effect of one of your mind-affecting effects, making it incredibly obvious when you are influencing someone's mind and when you are not. Whatever the nature of the signs, a person speaking to or observing a target so affected will recognize the creature's signs with a DC 10 Perception check, and may know (either through personal history or a DC 10 Spellcraft check) that the target is under mental control. In addition, a DC 15 Sense Motive check will suggest mental coercion and allow someone to detect the enchantment at work, as will a DC 5 Sense Motive check for incredibly blatant mind-affecting effects (such as the Enthrall or Mind Control talents or the *dominate person* spell).

### Empath

You do not gain the Suggestion *charm*. You must select a (charm) talent with the bonus talent granted by this drawback.

### Kindred Knack

You may not affect creatures of your own creature type, and the Expanded Charm talent does not allow you to affect creatures of your own creature type. The bonus magic talent gained from this drawback must be the Recondite Stimuli advanced talent.

**Incompatible:** Animal Shaman

### Lost In Translation

Your *charms* become language dependent effects; the targets of your (charm) talents must share a language with you in order for the *charms* to take effect, and the language must be properly spoken to them as part of the casting. Creatures incapable of hearing you cannot be affected by your *charms*. You may not select or use (cloud) talents.

### Tactile Charm

The range of your Mind sphere effects such as *charms* and *clouds* decreases from close to touch. Using a *charm* on a target requires you to touch them first, which usually requires a melee touch attack as part of using the *charm*. You must select the Charming Strike talent as the bonus talent from this drawback, and can only use that talent when making melee attacks.

## Nature

### Holistic Brew

You must select the Instill Spirit talent with the bonus talent granted by this drawback, and you can only use your Nature sphere abilities through this talent. You must possess the Limited Nature talent twice to gain this drawback.

### Limited Nature

You gain only a single *geomancing* ability of your starting Nature package. For example, if you have the (plant) package, you gain only Entangle, Harvest, or Pummel. You must take

a (geomancing) talent with the bonus talent gained from this drawback.

You may take this drawback twice. If taken twice, you cannot use *geomancing* powers at all, only (spirit) talents. Instead of a (geomancing) talent, you gain the Master Of Elements talent and one (spirit) talent of your choice as the bonus talents gained from this drawback.

## Protection

### Alternate Aegis

You do not gain the Deflection *aegis*. You must use the talent gained with this drawback to acquire an (aegis) talent.

**Incompatible:** Limited Protection (*ward*)

### Aligned Protection

Choose an end of the alignment spectrum that you possess (good, evil, lawful, or chaotic). Your *aegises* and *wards* only provide protection against creatures of the opposite alignment (evil for good, lawful for chaotic, etc.). Creatures who possess your selected alignment or are neutral (those who possess neither your selected alignment nor its opposite) are not stopped by your *barriers*, hindered by your *wards*, and your *aegises* provide no protection against effects that originate from those creatures.

### Circle Of Symbols

Your *wards* consist of circles of glowing symbols and runes with no true physicality. You cannot use the *barrier ward* and cannot take talents that augment *barriers*, such as Greater Barrier, Buttressing, Barrier Maze, or other, similar talents. You must use the bonus talent gained from this drawback to select a (ward) talent.

**Incompatible:** Limited Protection (*aegis*)

### Crystalline

Your *aegis* abilities create a physical lattice of crystal around the creature bearing the *aegis*. It can not be removed without destroying it, and any part that is broken off disappears. A Spellcraft check against a DC equal to  $15 + 1/2$  your caster level can identify what the lattice is. This requires some means of perceiving magic (such as the Divination sphere's *divine* ability). The lattice can be sundered as if it were a piece of armor. It has a hardness equal to  $5 + 1$  for every 4 caster levels, and hit points equal to  $4 +$  your caster level. In addition, it provides no defense from touch attacks by incorporeal creatures or light-based attacks.

You must use the talent gained with this drawback to acquire an (aegis) talent.

**Incompatible:** Limited Protection (*ward*), Luminous, Second Skin, Shielding

### Limited Protection

Choose either *aegis* or *ward*. You lose the other ability and cannot take talents that only grant or alter the lost ability.

### Luminous

Your Protection sphere abilities take on the form of an aura or field of light. The light is not powerful enough to be used as a light source, but makes the presence of the protection ability obvious to anyone within 30 feet. Creatures wearing an *aegis* you created can not benefit from stealth, invisibility, or

concealment. Effects that dispel light (such as Dark effects) dispel your Protection sphere abilities as well. You must use the bonus talent gained from this drawback to gain an (aegis) talent.

**Incompatible:** Crystalline, Limited Protection (*ward*), Second Skin, Shielding

### Protected Soul

You cannot target other creatures with your *aegis*, only yourself. You must use the bonus talent gained from this drawback to gain an (aegis) talent.

**Incompatible:** Limited Protection (*ward*)

### Protective Brew

You must select the Instill Aegis talent with the bonus talent granted by this drawback, and you can only use your *aegises* through this talent.

**Incompatible:** Limited Protection (*ward*)

### Second Skin

Your *aegis* not only surrounds creatures, it enchants their skin directly. You may only apply an *aegis* to a creature who is wearing no armor, and wearing armor suppresses its effects. You must use the bonus talent gained from this drawback to gain an (aegis) talent.

**Incompatible:** Crystalline, Luminous, Limited Protection (*ward*), Shielding



## Shielding

Your *aegis* takes the form of an energy shield that you use to intercept attacks. You can not create any *aegis* that protects a creature from the environment (such as Breathless), and creatures lose the benefit of your *aegis* against attacks that would bypass a shield or when they are flat-footed. You must use the bonus talent gained from this drawback to take the Shared Aegis talent.

**Incompatible:** Crystalline, Luminous, Second Skin

## Telekinesis

### Directional Control

Choose either directly towards you or directly away from you. When you affect targets with *telekinesis*, you can only move them in the selected direction. You cannot affect yourself and you cannot perform actions such as lifting targets or creating sustained forces unless the movement is entirely in the selected direction. You must choose Acceleration as the talent gained from this drawback.

**Incompatible:** Flight, Gravity, Orbit

### Flight

You can only use *telekinesis* to lift creatures. You must select the Flight talent with the bonus talent gained from this drawback, and cannot use *telekinesis* unless it also uses that talent.

**Incompatible:** Directional Control, Gravity, Limited Telekinesis, Orbit

### Gravity

You have power over gravity. You can only gain Telekinesis talents that affect gravity such as Gravity Shift, Gravity Ward, or Gravity Well, and must choose one such talent as the bonus talent gained from this drawback. You cannot use *telekinesis* except through one of those talents.

**Incompatible:** Directional Control, Limited Telekinesis, Flight, Orbit

### Limited Telekinesis

You may only use your *telekinesis* on one type of material (water, metal, stone, etc.) chosen when you gain this drawback. If you are an armorist, you may select weapons or equipment you have made with your bound equipment and summon equipment class features as your 'material type'. If you possess the Blood sphere and have selected 'blood' as your material, you may use your *telekinesis* abilities on creatures under the effects of your *blood control*.

**Incompatible:** Flight, Gravity

### Orbit

You must choose Orbit as the bonus talent gained from this drawback. You may only use *telekinesis* to place objects in, remove them from, or use objects contained within your orbit.

**Incompatible:** Directional Control, Flight, Gravity, Passive Telekinesis

### Passive Telekinesis

You possess the ability to maneuver your *telekinesis* in delicate ways, but find direct force difficult. You cannot use your *telekinesis* to perform a Bludgeon attack. You must select Telekinetic Tools as the bonus talent gained from this drawback.

**Incompatible:** Flight, Gravity, Orbit

## Time

### Altered Time

Choose either Haste or Slow. You lose this ability. You may take this drawback twice, losing both Haste and Slow.

### Personal Time

You may only affect yourself when using *alter time* abilities that affect creatures. You cannot gain the Ranged Time or Mass Time talents. You must select a (time) talent or Improved Haste with the bonus talent gained from this drawback.

**Incompatible:** Temporal Blade

### Temporal Blade

You must select the Time Strike talent with the bonus talent gained from this drawback. You cannot use any *alter time* ability except through the use of the Time Strike talent.

**Incompatible:** Personal Time, Temporal Brew

### Temporal Brew

You must select the Instill Time talent with the bonus talent granted by this drawback, and you can only use your Time sphere abilities through this talent.

**Incompatible:** Temporal Blade

## War

### Alternate Rally

You cannot use the Commanding Aid *rally*. You must choose a (rally) talent with the bonus talent gained from this drawback.

**Incompatible:** Commando

### Alternate Totem

You cannot use Totem Of War. You must choose a (totem) talent with the bonus talent gained from this drawback.

**Incompatible:** Battle Manipulation, Small Unit Strategist

### Battle Manipulation

You cannot create *totems*. You must select Eternal Vigilance with the bonus talent gained through this drawback, unless you also possess Solo Combatant, in which case any War talent you qualify for can be selected.

**Incompatible:** Alternate Totem, Personal Conflict, Small Unit Strategist, Squadron Elite

### Commando

You cannot use *rallies*. You must select a (mandate) talent or a (momentum) talent with the bonus talent gained through this drawback.

**Incompatible:** Alternate Rally, Battle Manipulation, Solo Combatant

### Personal Conflict

You can only create *totems* attached to creatures. You must choose Totemic Aura as the bonus talent gained from this drawback. Turning any *totem* you create into a fixed *totem* (such as through the use of the Redeployment talent) dispels it. You can create *mandates* and *rallies* normally.

You may take this drawback twice. If taken twice, you may only attach *totemic auras* to yourself. If taken twice, you must choose Call To Arms with the bonus talent gained from this drawback.

**Incompatible:** Battle Manipulation, Small Unit Strategist

### Small Unit Strategist

You cannot create *totems*. You must select a (mandate) talent or a (momentum) talent with the bonus talent gained through this drawback.

**Incompatible:** Alternate Totem, Battle Manipulation, Personal Conflict

### Solo Combatant

You cannot target other creatures with your *rallies*, only yourself. You must select Eternal Vigilance with the bonus talent gained through this drawback, unless you also possess Battle Manipulation, in which case any War talent you qualify for can be selected.

**Incompatible:** Commando, Squadron Elite

### Squadron Elite

Your War magic only works for those in your squadron. Creatures outside your squadron cannot be affected by your *totems*, be *rallied*, use *momentum*, or be in *mandates*. When you take this drawback, you do not gain a bonus talent. Instead, you gain the Squadron Commander feat.

**Incompatible:** Battle Manipulation, Solo Combatant

## Warp

### Bender

You cannot *teleport*, you may only *bend space*. You must select a (space) talent with the bonus talent gained through this drawback.

**Incompatible:** Inanimate Teleport, Personal Warp, Short Teleport, Splintering Teleport, Taxing Teleport

### Inanimate Teleport

You cannot *teleport* creatures, only objects. You must select Teleport Object with the bonus talent you gain from this drawback.

**Incompatible:** Bender, Personal Warp

### Limited Warp

You may only *teleport* or *bend space* when within an area that meets a specific condition and can only choose a destination for *teleport* that also matches that condition. Choose one of the following conditions or speak with your GM about finding another appropriate one: you can only *teleport* or *bend space* in areas of dim light or darkness; you can only *teleport* or *bend space* in a body of water; you can only *teleport* or *bend space* when touching fire; you can only *teleport* or *bend space* when touching a living tree.

### Personal Warp

You may only target yourself with your *teleport* ability. You cannot gain talents that specifically target others such as Mass Teleport, Swap Placement, or Unwilling Teleport, and cannot gain a (space) talent as the talent gained from this drawback.

**Incompatible:** Bender, Inanimate Teleport

### Short Teleport

The range of your *teleport* is limited to 10 feet plus an additional 5 feet per 4 caster levels. You may not spend a spell point to increase your *teleport* range. If another talent would alter the range of your *teleport*, use the shorter of the two ranges. You cannot take Distant Teleport. You must select Emergency Teleport, Quick Teleport or Swap Placement as the bonus talent from this drawback.

**Incompatible:** Bender, Taxing Teleport

### Splintering Teleport

Whether due to the style of your *teleportation*, incomplete training, or some other phenomenon, whenever you *teleport* a subject they suffer damage in transit. You must select Splinter with the bonus talent you gain from this drawback and must always apply its effects to your *teleport*.

**Incompatible:** Bender

### Taxing Teleport

When you *teleport*, you must always pay a spell point to increase your *teleport* range, even if you are *teleporting* a shorter distance. You must select Distant Teleport as the bonus talent from this drawback.

**Incompatible:** Bender, Short Teleport

### Warping Brew

You must select the Instill Teleport talent with the bonus talent granted by this drawback, and you can only use your Warp sphere abilities through this talent.

## Weather

### Atmospheric Brew

You must select the Instill Weather talent with the bonus talent granted by this drawback, and you can only use your Weather sphere abilities through this talent. You must possess the Localized Weather drawback to select this one.

**Incompatible:** Limited Weather, Small Weather

### Limited Weather

You may only affect one weather category: Aridity, Ash, Cold, Heat, Precipitation, Fog, or Wind. If you choose Aridity you may lower the severity of Precipitation but cannot increase it. If you choose Cold you may lower the severity of Heat but cannot increase it. If you choose Heat you may lower the severity of Cold but cannot increase it. If you choose Precipitation you may lower the severity of Aridity but cannot increase it. You cannot take talents that alter an aspect of weather you cannot affect. If the chosen category requires an additional talent to be used, you must select the appropriate talent as the bonus talent, otherwise you must select Severe Weather with the talent gained from this drawback.

**Incompatible:** Atmospheric Brew, Localized Weather.

### Localized Weather

You do not gain the ability to *control weather* and you cannot take talents that improve this ability. You must select a (shroud) or (mantle) talent with the bonus talent gained from this drawback.

**Incompatible:** Limited Weather, Small Weather

### Personal Mantle

You cannot place your *mantle* on other creatures. When you take this drawback, you do not gain an additional talent. Instead, you gain the Mantled Caster feat, even if you do not meet its prerequisites.

### Small Weather

The size of your weather is very limited; the maximum size area you can *control weather* has a close range-sized radius. You must select Focused Weather with the talent gained from this drawback.

**Incompatible:** Atmospheric Brew, Localized Weather

# Boons

Boons are the opposite of drawbacks: instead of adding limitations and requirements to a caster's magic, they add bonuses and benefits.

Boons are 'purchased' through general drawbacks; a caster must possess 2 general drawbacks for each boon gained. Any general drawbacks that have not been exchanged for a boon instead grant the caster bonus spell points, according to the table below:

Number of Drawbacks	Bonus Spell Points
1	+1, +1 per 6 levels in casting classes
2	+1, +1 per 3 levels in casting classes
3	+1 per odd level in a casting class (1, 3, 5, etc.)
4	+1, +1 per 1.5 levels in a casting class (2, 3, 5, 6, etc.)
5	+1 per level in a casting class

## Atmoturgy

Choose a weather category (Aridity, Cold, Heat, Precipitation, or Wind). While in weather of this type of severity level 3 or higher, you gain a +1 competence bonus to your caster level. At severity level 6 or higher, this bonus becomes +2.

## Bound Creature

Your magic is tied to a magical creature, who shares essence and power with you.

You gain the Conjuration sphere (or the Extra Companion talent if you already possess the Conjuration sphere), and a companion who serves as the source of your power. Your companion can possess companion archetypes and gain (form) talents as a normal companion, but does not gain the extraplanar subtype; it cannot be summoned, dismissed, or banished, and costs no spell points to use. (Form) talents that require the expenditure of spell points when a companion is summoned can be activated by spending those points after you rest to regain spell points, in which case the benefit lasts until the next time you rest to regain spell points. Bound creatures cannot benefit from talents gained from implements or that you do not permanently possess.

You do not suffer a chance of failure from the Focus Casting drawback so long as your bound creature is on the same plane as you and is within medium range (100 feet + 10 feet per caster level). If your bound creature dies, you suffer a chance of spell failure as outlined in the Focus Casting drawback until you gain another bound creature or bring the previous one back to life somehow. You cannot bond with a new creature for 30 days or until you gain another level, whichever comes first.

A caster must possess the Focus Casting drawback to select this boon.

## Deathful Magic

The closer you are to death, the more powerful your magic. While you are at half hit points or less, you gain a +1 competence

bonus to your caster level. While you are at 1/4th your total hit points or less, this competence bonus increases to +2.

## Draw Magic

You gain a +1 competence bonus to your caster level whenever at least 3 creatures under the effects of your sphere abilities are within 30 feet of you. This competence bonus increases to +2 if there are at least 6 such creatures within 30 feet.

## Drawback Feat

You gain a (drawback) feat, chosen when this casting tradition is created.

## Easy Focus

When maintaining a sphere ability through concentration, effects that normally require a standard action to concentrate on only require a move action for you. This does not decrease the sphere ability's casting time, only the action used to maintain concentration.

## Embodiment

You have come to mentally embody some substance in spirit. Select some substance to which you have a mental or philosophical kinship. Magic that can only affect that substance or work through that substance can still affect you if you wish to be so affected.

This does not allow you to use talents or abilities that only affect items of a particular nature on yourself, but allows you to use abilities that could reasonably apply to you apart from a material limitation. For instance, you could not use the Nature sphere to use Towering Growth on yourself via Embodiment (trees), but you could use Limited Telekinesis (ice) to move yourself via Embodiment (ice). Similarly, having Embodiment (trees) would allow another with Limited Warp (trees) to teleport to your location if you knew they wished to and allowed it to happen.

## Empowered Abilities

Your magic grows in strength the more you use it. While your current number of spell points is half your total spell points or less, you gain a +1 competence bonus to your caster level. While your current number of spell points is 0, the competence bonus to your caster level becomes +2.

## Fortified Casting

You may use your Constitution as your casting ability modifier if it is higher than your usual casting ability modifier. You must possess the Draining Casting drawback to select this boon.

## Metamagic Expert

Your sphere abilities are cast with a +1 competence bonus to caster level whenever you augment it with a metamagic feat.

## Overcharge

You may overcharge your magic, giving yourself great power at the cost of your own strength. Whenever you use a sphere ability, you may give yourself a +2 competence bonus to your caster level for that ability, but you become fatigued afterward. If you are already fatigued, you become exhausted. If you are exhausted, you collapse to the ground unconscious for 1d4 rounds. Creatures immune to fatigue cannot benefit from this boon.

## Overwhelming Power

Creatures under the effects of at least 1 of your sphere abilities suffer a -1 penalty to their saves against your other sphere

abilities. This penalty increases to -2 if they are under the effects of at least 3 of your sphere abilities.

### Sanguine Empowerment

At the beginning of your turn when you take damage from an ongoing bleed effect, you gain a +1 competence bonus to your caster level until the start of your next turn.

### Virtuoso

Your magic is blended into your performance making it more difficult to identify. Observers must attempt a Perception or Sense Motive check opposed by your Skilled Casting check to realize that you are even invoking magic. You must possess the Skilled Casting drawback to select this boon, and cannot possess drawbacks such as Center of Power, Magical Signs, or Witchmarked that specifically reveal the nature of your casting.

### Wild Will

Choose an environment from the ranger's favored terrain list. Animals, vermin, and magical beasts commonly found in your selected environment are especially susceptible to your magic; your talents are treated as 2 caster levels higher when affecting these creatures. Vermin common to these environments are treated as animals with an Intelligence score of 1 for the purposes of affecting them with your mind-affecting talents.

This boon may be taken multiple times, each time using a different environmental setting.

## Magic Type: Arcane, Divine, and Psychic Magic

One aspect of core magic use in Pathfinder is magic type; whether a particular casting tradition uses arcane, divine, or psychic magic. In the core magic system these serve much the same purpose as a casting tradition: individual classes may use different casting abilities and even sometimes possess their own unique drawbacks, but for the most part arcane, divine, and psychic magic represent the three major casting traditions of the core Pathfinder magic system, each with their own associated drawbacks and rules regarding learning spells, preparing spells, chances for failure, etc.

In the core Pathfinder magic system this distinction is important when determining whether or not a caster can do things such as use a spell completion item (such as a scroll), which in the core Pathfinder system requires that the caster be of the proper magic type (arcane, divine, or psychic) as well as have the spell on their class spell list. However, this distinction is not discussed in detail here as part of casting traditions because it only serves such a purpose when interacting with that very specific core magic rule; as casting traditions already cover things such as arcane spell chance failure and specific manifestation, no other benefit is gained by deciding if a casting tradition is arcane, divine, or psychic in nature.

If a GM so desires, they may completely ignore magic type, or decide that every casting tradition must be either arcane, divine, or psychic in nature (and indeed, such distinctions are listed in the 'standard traditions' section below for ease of reference). Alternatively, they may invent their own magic types to reflect how magic works within their world (which could

include arcane, divine, psychic, occult, primal, blood, draconic, etc.), or treat each custom tradition as if it were its own separate magic type. The choice, ultimately, is up to them.

## Multiple Traditions

As a variant rule, a GM may permit a player to follow two traditions (similar to creating a wizard/cleric in traditional Pathfinder). When gaining a level in casting classes beyond their 1st, the caster may apply that casting level to a new tradition. They gain an entirely separate set of spheres, talents (including the +2 bonus talents gained from a character's first level in casting classes), caster level, spell points, drawbacks, and boons, which are determined similarly to but completely separate from the first set. When creating a magical effect, they must choose which of these traditions (and its associated spheres, talents, spell points, etc.) they will use; they cannot use aspects of one tradition to empower the other.

Whenever the caster gains a level in casting classes, they must decide which of their traditions that casting class level will be applied to for gaining spell points, casting level, and talents.

## Standard Traditions

Every core magic-using class in Pathfinder has its own casting tradition: wizards cannot use armor and must be able to speak and gesture, while clerics can wear armor but must often handle a holy symbol. When using Spheres of Power, some players and GMs may wish to keep these classical traditions, especially when using a pre-published campaign setting that assumes them.

Unless the GM says otherwise, it is reasonable to assume that a game set in a traditional tabletop RPG setting will use standard traditions. When using standard traditions, each Pathfinder class comes with the tradition listed below.

### Alchemist

**Magic Type:** Arcane

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Extended Casting x2, Material Casting; Transformative Brew (Alteration), Humors (Blood), Meld Into Dark and Shadowed Brew (Dark), Necromantic Concoction (Death), Shape Focus (Energy Bomb) (Destruction), Divining Concoction (Divination), Special Delivery (Enhancement), Cursed Brew and Tongue Of Ages (Fate), Glamered Brew and Obscura Mage (Illusion), Medicinal (Life), Glowing Brew (Light), Addling Brew (Mind), Holistic Brew and Limited Nature x2 (Nature), Limited Protection (aegis) and Protective Brew (Protection), Temporal Brew (Time), Warping Brew (Warp), Atmospheric Brew and Localized Weather (Weather).

**Boon:** +1 spell point per level gained in casting classes.

### Arcanist

**Magic Type:** Arcane

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Material Casting, Prepared Caster, Somatic Casting x2, Verbal Casting

**Boon:** +1 spell point per level gained in casting classes.

**Bard****Magic Type:** Arcane**Casting Ability Modifier:** Charisma**Drawbacks:** Somatic Casting, Verbal Casting**Boon:** +1 spell point, +1 per three levels gained in casting classes.**Bloodrager****Magic Type:** Arcane**Casting Ability Modifier:** Charisma**Drawbacks:** Somatic Casting (alternate), Verbal Casting**Boon:** +1 spell point at 1st level, +1 per 3 levels in casting classes.**Cleric****Magic Type:** Divine**Casting Ability Modifier:** Wisdom**Drawbacks:** Focus Casting, Prepared Caster, Verbal Casting; Aligned Combatant (Destruction), Aligned Protection (Protection)**Boon:** +1 spell point per odd level in casting classes.**Druid****Magic Type:** Divine**Casting Ability Modifier:** Wisdom**Drawbacks:** Focus Casting, Prepared Caster, Verbal Casting; Animal Shaman (Mind)**Boon:** +1 spell point, +1 per odd level in casting classes.**Hunter****Magic Type:** Divine**Casting Ability Modifier:** Wisdom**Drawbacks:** Focus Casting, Verbal Casting; Animal Shaman (Mind)**Boon:** +1 spell point, +1 per three levels in casting classes.**Inquisitor****Magic Type:** Divine**Casting Ability Modifier:** Wisdom**Drawbacks:** Focus Casting, Verbal Casting**Boon:** +1 spell point, +1 per three levels in casting classes.**Magus****Magic Type:** Arcane**Casting Ability Modifier:** Intelligence**Drawbacks:** Material Casting, Prepared Caster, Somatic Casting, Verbal Casting**Boon:** +1 spell point, +1 per one and a half levels in casting classes.**Medium****Magic Type:** Psychic**Casting Ability Modifier:** Charisma**Drawbacks:** Emotional Casting, Rigorous Concentration**Boon:** +1 spell point, +1 per three levels in casting classes.**Desmerist****Magic Type:** Psychic**Casting Ability Modifier:** Charisma**Drawbacks:** Emotional Casting, Rigorous Concentration**Boon:** +1 spell point, +1 per three levels in casting classes.**Occultist****Magic Type:** Psychic**Casting Ability Modifier:** Intelligence**Drawbacks:** Emotional Casting, Rigorous Concentration**Boon:** +1 spell point, +1 per three levels in casting classes.**Oracle****Magic Type:** Divine**Casting Ability Modifier:** Charisma**Drawback:** Verbal Casting**Boon:** +1 spell point, +1 per six levels in casting classes.**Paladin****Magic Type:** Divine**Casting Ability Modifier:** Charisma**Drawbacks:** Focus Casting, Prepared Caster, Verbal Casting; Aligned Combatant (Destruction), Aligned Protection (Protection)**Boon:** +1 spell point per odd level in casting classes.**Psychic****Magic Type:** Psychic**Casting Ability Modifier:** Intelligence**Drawbacks:** Emotional Casting, Rigorous Concentration**Boon:** +1 spell point, +1 per three levels in casting classes.**Ranger****Magic Type:** Divine**Casting Ability Modifier:** Wisdom**Drawbacks:** Prepared Caster, Verbal Casting; Animal Shaman (Mind)**Boon:** +1 spell point, +1 per three levels in casting classes.**Shaman****Magic Type:** Divine**Casting Ability Modifier:** Wisdom**Drawbacks:** Prepared Caster, Verbal Casting**Boon:** +1 spell point, +1 per three levels in casting classes.**Skald****Magic Type:** Arcane**Casting Ability Modifier:** Charisma**Drawbacks:** Somatic Casting, Verbal Casting**Boon:** +1 spell point, +1 per three levels in casting classes.**Sorcerer****Magic Type:** Arcane**Casting Ability Modifier:** Charisma**Drawbacks:** Somatic Casting x2, Verbal Casting**Boon:** +1 spell point per odd level in casting classes.**Spiritualist****Magic Type:** Psychic**Casting Ability Modifier:** Wisdom**Drawbacks:** Emotional Casting, Rigorous Concentration**Boon:** +1 spell point, +1 per three levels in casting classes.**Summoner****Magic Type:** Arcane**Casting Ability Modifier:** Charisma**Drawbacks:** Somatic Casting, Verbal Casting**Boon:** +1 spell point per three levels in casting classes.

### Warpriest

**Magic Type:** Divine

**Casting Ability Modifier:** Wisdom

**Drawbacks:** Focus Casting, Prepared Caster, Verbal Casting; Aligned Combatant (Destruction), Aligned Protection (Protection)

**Boon:** +1 spell point per odd level in casting classes.

### Witch

**Magic Type:** Arcane

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Material Casting, Prepared Caster, Somatic Casting x2, Verbal Casting

**Boon:** +1 spell point per level in casting classes.

### Wizard

**Magic Type:** Arcane

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Material Casting, Prepared Caster, Somatic Casting x2, Verbal Casting

**Boon:** +1 spell point per level in casting classes.

## Custom Traditions

By combining drawbacks and boons, a truly unique casting tradition can be created and used to breathe life into a setting or concept. It is also entirely possible for a player to ask a GM if he can create his own custom tradition to reflect a particular character concept; however, it must be remembered that custom casting traditions are a GM tool first and a player tool second.

**Example:** *Jake the GM is creating a campaign centered around the conflict between four groups of magic users; wizards (who use the Traditional Magic tradition), clerics (who use the Divine Petitioner tradition), druids (who use the Druidic tradition), and cultists (who use the Blood Magic tradition). He informs the players that they are free to use whatever classes they wish, but that their character should pick one of those four traditions to use. One of the players approaches the GM and asks if they can use a custom tradition; their character is an alchemist who gains power by ingesting custom brews, transforming into a magical alter-ego not unlike Dr. Jekyll and Mr. Hyde. After thinking it over, the GM decides this is awesome and agrees, telling the player that his tradition will be considered a subset of the Traditional Magic tradition and will count as Traditional Magic for all purposes.*

### Sample Custom Casting Traditions

#### Addled

Hidden within the ramblings of the insane, one word is often repeated. Some healers theorize that this word is the name of the hidden god of madness, gaining power from—and granting power to—those who surrender their minds to him. There must be some truth to this theory, because sometimes, when those with this word on their lips are displeased with their surroundings, they possess the ability to change them.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Addictive Magic, Verbal Casting, Wild Magic

**Boons:** Easy Focus, +1 spell point, +1 per 6 levels in casting classes.

#### Apothecary

Apothecaries are masters of tinctures and tonics, who are capable of turning mere bottles of water or pinches of salt into potions and magic powders. Unlike the academic alchemists of the larger cities, apothecaries usually set up shop in country towns, learning as much from experimentation and tradition as they do from their teachers.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Material Casting, Skilled Casting (Craft (alchemy) or Profession (apothecary)); Special Delivery (Enhancement)

**Boon:** +1 spell point, +1 per six levels in casting classes.

#### Artificery

Artificers construct magical implements (known as an artificer's focus) to direct and control their magic. Each sphere they know requires a different focus, and foci can be created by spending 8 hours in a magic lab or alchemist's lab. While somewhat unstable, these items make directing power easy.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Focus Casting (artificer's focus), Wild Magic

**Boon:** Easy Focus

#### Bardic Magic

Bardic magic is a holistic style of magic that transforms the natural magic of music into powerful magical force. While rather physically demanding, those who have trained in bardic magic often have more power at their call than others.

**Casting Ability Modifier:** Charisma





**Drawbacks:** Skilled Casting (Perform (any)), Somatic Casting, Verbal Casting

**Boon:** +1 spell point per odd level in casting classes.

### Beast Charming

It is often said that music can soothe the savage beasts of the world, but the knack for doing so is a difficult, and often dangerous, skill to develop. Many practitioners develop specialties that cause them to become more comfortable with certain kinds of animals, but whether they choose to catch rats, charm snakes, or divert locusts from crops the ability to pacify, guide, or otherwise enchant animals remains the same.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Skilled Casting (Perform (any)), Somatic Casting x2; Animal Shaman (Mind)

**Boon:** +1 spell point per odd level in casting classes.

### Bloodletting

Casters of the bloodletting tradition use their ornate ritual knife to make precise incisions, drawing forth trickles of blood that is smeared, thrown, or otherwise manipulated to cast their spells. Casters of this tradition usually use the Blood Price optional ritual pricing.

**Casting Ability Modifier:** Constitution

**Drawbacks:** Draining Casting, Focus Casting (ritual knife), Magical Signs, Painful Magic, Somatic Casting

**Boons:** Fortified Casting, Sanguine Empowerment, +1 spell point, +1 per 6 levels in casting classes.

### Blood Magic

One of the most dangerous forms of magic, blood magic, promises great power to its practitioners, but with a price. Blood magic is difficult, lengthy, complicated, and draining, but for its practitioners the promise of insurmountable power is worth the mere price of their life force. Blood mages are constantly performing a dangerous dance, for the closer they are to death's door, the greater their power.

**Casting Ability Modifier:** Constitution

**Drawbacks:** Draining Casting, Extended Casting, Somatic Casting x2, Verbal Casting

**Boons:** Deathful Magic, Fortified Casting, Overcharge

### Bonneteur

This method of fast talking con artistry has been developed to the point where it is undeniably supernatural in nature. A tradition closely guarded by many thieves guilds until they can monopolize a region, it has nevertheless spilled out into the world. Only a small number of true magicians employ this style, but rogues, bards, and other dabblers in mental magic will often focus their studies on this magical tradition.

The fast-talking and wild gesticulating arm movements are similar enough to the actions of street hawkers that the magic can often go unnoticed by those who are not expecting it, and its effectiveness at the negotiating table makes the draining effect on the caster's psyche worth the trouble.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Draining Casting, Somatic Casting, Verbal Casting; Lost In Translation (Mind)

**Boon:** +1 spell point per odd level in casting classes.

### Cartomancy

Most commonly practiced by itinerant fortune-tellers, cartomancy is the art of divining by cards. Many casters extend this to manipulating the myths the cards symbolize to empower themselves and others.

**Casting Ability Modifier:** Wisdom

**Drawbacks:** Extended Casting, Focus Casting (deck of cards), Skilled Casting (Profession (fortuneteller)); Limited Divination (*sense*) (Divination), Sanctified and Tongue Of Ages (Fate)

**Boons:** Easy Focus, +1 spell point, +1 per six levels in casting classes.

### Chi Gracer

Considered a subset of the monastic casting tradition, monks who train their minds as well as their body and spirit have a greater endurance for performing their techniques, though their feats of mentalism require a knowledge of an enemies' (or allies') pressure points and chi lines, giving them the ability to deliver crippling nerve pinches (or helpful chiropractic alterations) to impart their charms.

**Casting Ability Modifier:** Wisdom

**Drawbacks:** Somatic Casting x2; Lycanthropic (Alteration), Meld Into Dark (Dark), Deathful Touch (Death), Destructive Touch (Destruction), Bodily Enhancement and Personal Magics (Enhancement), Personal Fate (Fate), Personal Illusion (Illusion), Touch Of Light (Light), Regenerate (Life), Tactile Charm (Mind), Nature Spirit (Nature), Limited Protection (Protection), Personal Time (Time), Solo Combatant (War), Personal Warp (Warp)

**Boon:** Easy Focus

### Cholmic Traditionalist

A tradition that dates back to the long dead Cholmic civilization, the methods of their cultural magic have been lost to all but a few liches and fragments of old, rotten tomes. While the methods themselves are cursed by the very gods, that curse has also decayed over the years – while the magic would have originally hideously harmed the caster and the recipient, nowadays most of the curse decays into simple pain, grey light, and the noise of vast bells.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Addictive Casting, Magical Signs, Painful Magic, Somatic Casting x2, Verbal Casting

**Boons:** Overwhelming Power, +1 spell point per level in casting classes.

### Contaminated

Somewhere in the bowels of the criminal underworld, an alchemist cracked the code of magic and created Essence. This powerful, addictive powder would grant magical ability to anyone who consumed it. The crime lord who first distributed Essence sold it everywhere, eager to gain a dedicated following of addicted 'wizards', but he underestimated the power of the addiction—and of the addicted. The lab was destroyed as magic users descended on it to increase their supply and steal the secret of its creation. Now Essence can be found virtually anywhere people are rich enough—and foolish enough—to seek it out.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Addictive Casting, Material Casting, Wild Magic

**Boon:** +1 spell point per odd level in casting classes.

### Divine Petitioner

A divine petitioner gains their magic through service and prayer to a divine source, such as a deity. A divine petitioner must pray every day to regain their spell points, petitioning not only for their magic, but specifying how they intend to use it that day. Divine petitioners do everything in the name of their deity and find it difficult to even manifest their power unless they have their holy symbol in hand.

**Casting Ability Modifier:** Wisdom

**Drawbacks:** Focus Casting, Prepared Caster, Verbal Casting; Aligned Combatant (Destruction), Aligned Protection (Protection)

**Boon:** +1 spell point per odd level they gain in casting classes.

### Dream Casting

Dream casters are aloof individuals often viewed as extremely odd by other types of magic users. Wielding strange implements and prone to torporic trances, dream casters typically draw their power from esoteric and poorly understood spheres such as Mind and Time. Walking the far borders of reality, dream casters are able to call upon amazing strength but do so at significant risk.

**Casting Ability Modifier:** Wisdom

**Drawbacks:** Focus Casting, Magical Signs, Narcoleptic Casting

**Boons:** Overcharge, +1 spell point, +1 per three levels in casting classes.

### Druidic

A druid gains their magic through communion with nature and the spirits contained therein. While many casters band together for mutual study and protection, druids take this a step further, possessing their own secret language that identifies one druid to another. The hierarchy of the druids is a very sacred thing for them, and there are only so many high-level druids in the world at any one time. Indeed, a druid rising through the ranks often times must claim their new title by taking it from another druid through a demonstration of superior magic. A druid gains +1 spell point, +1 per three levels gained in a spell-casting class.

**Casting Ability Modifier:** Wisdom

**Drawbacks:** Focus Casting, Prepared Caster, Verbal Casting; Animal Shaman (Mind)

**Boon:** +1 spell point, +1 per odd level in casting classes.

### Fey Magic

To the fey, magic is simply a part of life - and those who study their styles often find that their emotions are a problem, but magic is stronger and easier to control.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Emotional Casting, Fey-Infused Magic, Somatic Casting, Wild Magic

**Boons:** Easy Focus, Overcharge

### Flame-Blooded

There exist those who bear in their blood a touch of pure fire. Details of their origin are spotty at best, but the tale is told

of a tryst between a mortal woman and the elemental spirit of fire itself, granting the power of fire to all her descendants. The flame-blooded are often as brash and volatile as the element that powers their magic; to cross one is to invite a swift and deadly response.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Energy Focus (fire) (Destruction), Limited Warp (requires fire) (Warp), Focused Weather (Heat) (Weather)

**Boon:** None

### Gadeteer

Not often thought of as a mentalist or magician (even amongst themselves), gadeteers have a knack for constructs, magic devices, and machinery. Armed with a favored tool or set of tools (such as a specially designed burin or wrench), they tinker with clockwork and other bits of artifice to transform the world around themselves and bring mental might to bear on creatures such as golems. Teammates often dislike their magic due to suddenly having clockwork gears or strange gadgets incorporated into them, but apart from that they can bring great gifts to those they assist.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Focus Casting (artisan tools), Magical Signs, Material Casting, Rigorous Concentration, Skilled Casting (Craft (mechanical)); Unnatural Transformation (gadgets and gears) (Alteration), Elongated Summoning (Conjuration), Kindred Knack (construct) (Mind)

**Boon:** +1 spell point per level in casting classes.

### Hypnotism

Often unsettling and always mysterious, the art of hypnotism, sometimes called mesmerism, has its roots in the magic of the mind, but a flick of the wrist, sway of a pendulum, and penetrating stare of a master has allowed magicians of all stripes to unlock their truest potential. Wielding a specially prepared amulet, pocket watch, gemstone, or other lustrous item that can be held aloft or swayed with a practiced hand, hypnotists and those who use their methods to unlock magical power are often feared as insidious or enthralling masterminds, but can also be celebrated as entertainers and practitioners of skills that make the mysterious appear whimsical and mundane.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Extended Casting, Focus Casting, Skilled Casting (Profession (hypnotist)), Somatic Casting

**Boon:** +1 spell point per level in casting classes.

### Inherent Divinity

For some, the source of divine power does not come from without, but from within. With nothing more than a word and their will, they can impose their desires on the world.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Emotional Casting, Verbal Casting

**Boon:** Easy Focus

### Ley-line Tapper

Ley-line tappers draw their power from the innate mystic potential of the ley-lines connected to notable natural locations. Doing so takes great effort, but once the power is drawn, it is in some measure self-sustaining.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Area Bound, Extended Casting

**Boons:** Easy Focus, +1 spell point, +1 per six levels in casting classes.

### Lycanthrope

Curses are terrible things and lycanthropy more so than most. For some casters, however, lycanthropy is the beginning of a long journey to power. These souls not only learn to control their animalistic natures, but to expand them, pulling power from their curse and turning it into a source of magic. Practitioners of this magic should beware however; curses are not trivial things, and a lycanthrope's magic is unpredictable at best.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Wild Magic; Lycanthropic (Alteration)

**Boon:** +1 spell point, +1 per six levels in casting classes.

### Mind

For some people, magic is an expression of their will, and a little mental focus is enough to call it into being.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Emotional Casting, Rigorous Concentration

**Boon:** +1 spell point, +1 per three levels in casting classes.

### Monastic

When the power of the spirit is properly cultivated through physical discipline and meditation, it can elevate itself to a form of magic. There are orders of monks who practice this form of magic, using their monastic traditions to guide their pursuit of magical awakening. Renowned for their versatility of power, casters of these monastic orders are often solitary, as the very source that gives them such great power also makes it difficult to manifest that power outside of their own bodies.

**Casting Ability Modifier:** Wisdom

**Drawbacks:** Somatic Casting x2; Lycanthropic (Alteration), Meld Into Dark (Dark), Deathful Touch (Death), Destructive Touch (Destruction), Bodily Enhancement and Personal Magics (Enhancement), Personal Fate (Fate), Personal Illusion (Illusion), Touch Of Light (Light), Regenerate (Life), Nature Spirit (Nature), Protected Soul (Protection), Personal Time (Time), Solo Combatant (War), Personal Warp (Warp)

**Boon:** Easy Focus

### Mysticism

Mysticism is less about strict hierarchies and more about learning from the divine forces that empower the world. As students of the magical arts, those who follow the path of the mystic tend to have very obvious displays of magic as they channel the might of various spirits and deities.

**Casting Ability Modifier:** Wisdom

**Drawbacks:** Focus Casting (any), Magical Signs, Verbal Casting, Wild Magic

**Boon:** Empowered Abilities, Metamagic Expert

### Nomad Shamans

An oral magical tradition, the nomad shamans are members of nomadic tribes who have honed their connection to the natural world through ritual deprivation. Their long and harsh training is often necessary for the survival of their tribe,

allowing their people to subsist in areas too harsh for normal survival.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Magical Signs, Verbal Casting; Bodily Enhancement and Restricted Enhancement (tribe members) (Enhancement), Nature Spirit (Nature)

**Boon:** Draw Magic

### Pact Magic

Pact Magic focuses on summoning beings to cast magic on the user's behalf. Having another entity managing the power makes it easy to control, but it can be hard to resist the pull they have over the caster...

**Casting Ability Modifier:** Charisma

**Drawback:** Addictive Casting

**Boon:** Easy Focus

### Runist

Runists study the first language—the language of creation itself. With this knowledge, they can create magical effects by writing out the appropriate runes—a time-consuming process, but a powerful one. Runists spend their lives mastering true names and meditating on the meaning of the runes, for once a runist has mastered a rune's essence, they master that aspect of creation itself.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Extended Casting, Skilled Casting (Craft (calligraphy)), Somatic Casting x2

**Boon:** +1 spell point per level in casting classes.

### Scion Of The Crown

In a small Western kingdom, the princes and princesses are taught a unique casting tradition that draws on the symbolism of permanence through ponderous recitations of their family line back generations and straight-backed demonstrations of their authority. Throughout centuries of marriages, alliances, and usurpations, this tradition has spread throughout the land—however, competition with foreign traditions and the requirement of noble blood has left it as more of a curiosity than anything else.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Extended Casting, Focus Casting (crown or coronet), Skilled Casting (Knowledge (nobility)), Verbal Casting

**Boons:** Drawback feat (Careful Magic, Magical Focus), +1 spell point per six levels in casting classes.

### Song-Wielder

Born of ancient royalty, a song-wielder makes magic through the power of their voice. It is an ancient art and difficult to master, but very rewarding. Because a song-wielder's magic is tied to their voice, they grow in strength the longer they sing. Often, it is only when a song-wielder has sung himself hoarse that his true power manifests.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Skilled Casting (Perform (sing)), Verbal Casting

**Boon:** Empowered Abilities

### Sorcerous Blood

For some individuals, magic is truly in the blood, and all it takes to use it is a flick of the wrist and a quick chant of arcane words.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Somatic Casting x2, Verbal Casting

**Boon:** +1 spell point per odd level in casting classes.

### Sword-Bound

Sometimes, when a magic-user dies, a part of their spirit (called an echo) remains attached to the objects they wielded in life. This is the case with a particular ancient house, where the heir apparent inherits the house's sword on their fifteenth birthday. Not only does this ancient sword still cut as well as the day it was forged, but it also carries the echo of the family's founder, granting its owner access to the ancestor's famed magical power. Wielding the sword is exhausting, but it is a small price to pay to access its magic.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Draining Casting, Focus Casting (sword)

**Boon:** Fortified Casting

### Traditional Magic

Traditional magic is the study of the natural world, astronomy, alchemy, and ancient learning to create magic through a combination of gestures, words, and magical components. Traditional magic is based on performing specific rites and observing various taboos, meaning its practitioners must decide each morning what magic they will use that day so they may perform the appropriate rituals. Traditional magic is the realm of academics, making it a long and grueling course of study but granting wisdom and power in equal amounts.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Material Casting, Prepared Caster, Somatic Casting x2, Verbal Casting

**Boon:** +1 spell point per level in casting classes.

### Water-Magi

There exists an order of monks who pull power from an ancient pact formed with the spirit of the moon. These water-magi are born with the power to bend water to their will, pulling it as the moon pulls the tides. Through dedicated practice, they use their movements to control this liquid and bring its power to bear against their enemies.

**Casting Ability Modifier:** Wisdom

**Drawbacks:** Somatic Casting x2; Water Wizard (Creation), Energy Focus (cold) (Destruction), Limited Telekinesis (requires water) (Telekinesis), Focused Weather (Precipitation) (Weather)

**Boon:** Easy Focus

### Wild-Born

A wild-born is someone who was raised by magical creatures: the adopted children of dragons, fey beings, or other creatures of natural inborn magic. While being raised by such beings does not grant the adopted child their parent's magic, a wild-born might develop a connection with a magical sibling, drawing their power through this familiar bond.

**Casting Ability Modifier:** Charisma

**Drawbacks:** Focus Casting, Verbal Casting

**Boon:** Bound Creature

### Wizardry

Considered a subset of traditional magic, wizardry takes a lot of study, using magic wands and exotic materials to bend natural powers to the user's will in very obvious displays of power. Wizards often carry a signature when they use magic, as it manifests in a particular color and shape that grows as they gain power to reflect their own personal styling. The path of wizardry is hard, but those who master it learn to manipulate their power with great skill, becoming masters of metamagic.

**Casting Ability Modifier:** Intelligence

**Drawbacks:** Focus Casting, Magical Signs, Material Casting, Prepared Caster, Somatic Casting x2, Verbal Casting

**Boons:** Metamagic Expert, +1 spell point per level in casting classes.



## Chapter 3

# Classes

## Armorerist

Armorerists are among the most direct masters of the spheres, and indeed, tend to see magic as only the first step in resolving a situation. Their ability to call forth whatever equipment a situation requires makes them more flexible than many of their opponents realize.

**Role:** Armorerists are masters of combat who use items, rather than simple brute force, to dominate their enemies.

**Alignment:** Any

**Hit Die:** d10

**Starting Wealth:** 5d6 x 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The armorerist's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

### Class Features

**Weapon and Armor Proficiency:** An armorerist is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

**Casting:** An armorerist may combine spheres and talents to create magical effects. An armorerist is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** An armorerist gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** An armorerist gains a magic talent at 2nd level and every 2 levels thereafter, according to **Table: The Armorerist**.

**Summon Equipment (Su):** An armorerist may spend a spell point as a swift action or move action to conjure a weapon, shield, or suit of armor into her hands or directly onto her body, which stays for 1 minute per class level before disappearing.

The armorerist must be proficient with the weapon or type of shield or armor to summon it, and in the case of exotic

weapons, she must have studied a pre-existing version of the weapon for at least 1 week. This weapon, shield, or suit of armor is masterwork quality, and while antimagic barriers may prevent the armorerist from summoning these items, the items themselves are not considered magical creations and so may



**Table: The Armorerist**

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>	<i>Max Bonus</i>	<i>Caster Level</i>	<i>Magic Talents</i>
1st	+1	+2	+0	+2	Bound equipment (+1), casting, spell pool, summon equipment	+1	+0 (1)	0 (+2)
2nd	+2	+3	+0	+3	Arsenal trick	+1	+1	1
3rd	+3	+3	+1	+3	Armor training, bound equipment (+2)	+2	+1	1
4th	+4	+4	+1	+4	Arsenal trick	+2	+2	2
5th	+5	+4	+1	+4	Bind implement, bound equipment (+3, 2x)	+2	+2	2
6th	+6/+1	+5	+2	+5	Arsenal trick	+3	+3	3
7th	+7/+2	+5	+2	+5	Armor training, bound equipment (+4)	+3	+3	3
8th	+8/+3	+6	+2	+6	Arsenal trick	+3	+4	4
9th	+9/+4	+6	+3	+6	Bound equipment (+5)	+4	+4	4
10th	+10/+5	+7	+3	+7	Arsenal trick, boost equipment, bound equipment (x3)	+4	+5	5
11th	+11/+6/+1	+7	+3	+7	Armor training, bound equipment (+6)	+4	+5	5
12th	+12/+7/+2	+8	+4	+8	Arsenal trick	+5	+6	6
13th	+13/+8/+3	+8	+4	+8	Bound equipment (+7)	+5	+6	6
14th	+14/+9/+4	+9	+4	+9	Arsenal trick	+5	+7	7
15th	+15/+10/+5	+9	+5	+9	Armor training, bound equipment (+8, 4x), quick summons	+5	+7	7
16th	+16/+11/+6/+1	+10	+5	+10	Arsenal trick	+5	+8	8
17th	+17/+12/+7/+2	+10	+5	+10	Bound equipment (+9)	+5	+8	8
18th	+18/+13/+8/+3	+11	+6	+11	Arsenal trick	+6	+9	9
19th	+19/+14/+9/+4	+11	+6	+11	Armor training, bound equipment (+10)	+6	+9	9
20th	+20/+15/+10/+5	+12	+6	+12	Arsenal trick, bound equipment (5x), infinite arsenal	+6	+10	10

not be dispelled. Ranged weapons come with 50 pieces of basic ammunition.

When summoning armor, the armorist may also summon the suit directly onto a willing touched target's body as a standard action. When summoning armor onto her own or another target's body directly, their current armor disappears in favor of the new armor until the duration is over and the old armor returns. Dismissing a piece of summoned equipment is a free action.

Summoned equipment is always considered masterwork quality and gains a +1 enhancement bonus for every 3 armorist levels the creator possesses, to a maximum of +6 at 18th level. These bonuses may be traded for special abilities according to **Table: Bound Equipment**. A piece of summoned equipment cannot have higher than a +5 enhancement bonus; enhancement bonuses beyond this amount must be traded for special abilities.

**Bound Equipment (Su):** An armorist gains a bond with a specific weapon, shield, or suit of armor that is far greater than with her other summoned equipment. Bound equipment is summoned and treated just like summoned equipment, except it does not cost a spell point to summon, cannot be used by anyone other than the armorist herself (the item's magic does not function in another's hands), comes with limitless

ammunition, and disappears 1 round after leaving the armorist's hands. She gains another piece of bound equipment at 5th level, 10th level, 15th level, and 20th level, and may bond implements beginning at 5th level.

Bound equipment is masterwork quality, and gains a +1 enhancement bonus for every odd armorist level possessed. A piece of bound equipment's enhancement bonus cannot exceed +1, +1 per 3 armorist levels (maximum +5); all enhancement bonus beyond this must be traded for special abilities.

An armorist may give her bound weapon special abilities from **Table: Bound Equipment**, trading enhancement bonus for other benefits. Bound equipment cannot be enchanted through any other means than gaining armorist levels and must retain at least a +1 enhancement bonus. Bound implements use the rules presented in the Magic Items chapter, granting the armorist enhancement bonuses to her caster level with one sphere, chosen when the implement is created. A piece of bound equipment may be an implement or a weapon/shield/suit of armor, but not both at the same time.

Once a piece of bound equipment has been selected, or once its special abilities have been chosen, they may only be changed if the armorist spends 8 hours (1 day) meditating to dismiss the old piece of bound equipment and create a new piece of bound equipment to take its place.

Table: Bound Equipment

<i>Weapon Special Ability</i>	<i>Enhance. Bonus Value</i>	<i>Shield Special Ability</i>	<i>Enhance. Bonus Value</i>	<i>Armor Special Ability</i>	<i>Enhance. Bonus Value</i>	<i>Implement Special Ability</i>	<i>Enhance. Bonus Value</i>
<i>Advancing</i>	+2 bonus	<i>Arrow catching</i>	+1 bonus	<i>Anti-ballistic</i>	+1 bonus	<i>Abjuring</i>	+1 bonus
<i>Agile</i>	+1 bonus	<i>Arrow deflection</i>	+2 bonus	<i>Anti-spell</i>	+2 bonus	<i>Aggressive</i>	+1 bonus
<i>Anchoring</i>	+2 bonus	<i>Bashing</i>	+1 bonus	<i>Benevolent</i>	+1 bonus	<i>Aiming</i>	+1 bonus
<i>Arcing</i>	+1 bonus	<i>Blinding</i>	+1 bonus	<i>Bolstering</i>	+1 bonus	<i>Alerting</i>	+3 bonus
<i>Avalanche</i>	+1 bonus	<i>Clangorous</i>	+1 bonus	<i>Brawling</i>	+1 bonus	<i>Capacitance</i>	+2 bonus
<i>Benevolent</i>	+1 bonus	<i>Deflecting</i>	+1 bonus	<i>Deathless</i>	+1 bonus	<i>Carved</i>	+1 bonus
<i>Blast vessel</i>	+2 bonus	<i>Focusing</i>	+4 bonus	<i>Energy resistance (10, one element)</i>	+3 bonus	<i>Equitable</i>	+1 bonus
<i>Corrosive</i>	+1 bonus	<i>Fortification (heavy)</i>	+5 bonus	<i>Energy resistance, improved (20, one element)</i>	+4 bonus	<i>Extra sphere</i>	+1 bonus
<i>Corrosive Burst</i>	+2 bonus	<i>Fortification (light)</i>	+1 bonus	<i>Energy resistance, greater (30, one element)</i>	+5 bonus	<i>Girding</i>	+2 bonus
<i>Courageous</i>	+1 bonus	<i>Fortification (moderate)</i>	+3 bonus	<i>Focusing</i>	+4 bonus	<i>Magic talent</i>	+2 bonus
<i>Cruel</i>	+1 bonus	<i>Ghost touch</i>	+3 bonus	<i>Fortification (heavy)</i>	+5 bonus	<i>Mesmerism</i>	+3 bonus
<i>Cunning</i>	+1 bonus	<i>Grinding</i>	+1 bonus	<i>Fortification (light)</i>	+1 bonus	<i>Sunset</i>	+1 bonus
<i>Decisive</i>	+2 bonus	<i>Impervious</i>	+1 bonus	<i>Fortification (moderate)</i>	+3 bonus	<i>Sustaining</i>	+2 bonus
<i>Defending</i>	+1 bonus	<i>Merging</i>	+2 bonus	<i>Ghost touch</i>	+3 bonus	<i>Vital</i>	+2 bonus
<i>Destructive focus</i>	+1 bonus	<i>Mirrored</i>	+1 bonus	<i>Grinding</i>	+1 bonus	<i>Watchful</i>	+2 bonus
<i>Destructive focus, greater</i>	+2 bonus	<i>Ramming</i>	+1 bonus	<i>Invulnerability</i>	+3 bonus	<i>Wellspring</i>	+1 bonus
<i>Dimensional</i>	+4 bonus	<i>Reflecting</i>	+5 bonus	<i>Impervious</i>	+1 bonus		
<i>Distance</i>	+1 bonus	<i>Spell resistance (13)</i>	+2 bonus	<i>Mind buttressing</i>	+2 bonus		
<i>Driving</i>	+1 bonus	<i>Spell resistance (15)</i>	+3 bonus	<i>Mirrored</i>	+1 bonus		
<i>Entangling</i>	+1 bonus	<i>Spell resistance (17)</i>	+4 bonus	<i>Shadow warded</i>	+1 bonus		
<i>Fey-Forged</i>	+1 bonus	<i>Spell resistance (19)</i>	+5 bonus	<i>Stanching</i>	+1 bonus		
<i>Flaming</i>	+1 bonus			<i>Spell dodging</i>	+2 bonus		
<i>Flaming Burst</i>	+2 bonus			<i>Spell resistance (13)</i>	+2 bonus		
<i>Flying</i>	+1 bonus			<i>Spell resistance (15)</i>	+3 bonus		
<i>Fortuitous</i>	+1 bonus			<i>Spell resistance (17)</i>	+4 bonus		
<i>Frost</i>	+1 bonus			<i>Spell resistance (19)</i>	+5 bonus		
<i>Ghost touch</i>	+1 bonus			<i>Titanic</i>	+3 bonus		
<i>Howling</i>	+1 bonus						

<i>Weapon Special Ability</i>	<i>Enhance. Bonus Value</i>	<i>Shield Special Ability</i>	<i>Enhance. Bonus Value</i>	<i>Armor Special Ability</i>	<i>Enhance. Bonus Value</i>	<i>Implement Special Ability</i>	<i>Enhance. Bonus Value</i>
<i>Hungry</i>	+1 bonus						
<i>Hypochondriac</i>	+1 bonus						
<i>Icy burst</i>	+2 bonus						
<i>Impervious</i>	+1 bonus						
<i>Invisible</i>	+3 bonus (+4 firearms)						
<i>Keen</i>	+1 bonus						
<i>Leaping</i>	+1 bonus						
<i>Menacing</i>	+1 bonus						
<i>Merciful</i>	+1 bonus						
<i>Mighty cleaving</i>	+1 bonus						
<i>Preventative</i>	+ 1 bonus						
<i>Quenching</i>	+1 bonus						
<i>Radiant edge</i>	+2 bonus						
<i>Reposition</i>	+3 bonus						
<i>Returning</i>	+1 bonus						
<i>Shadow wake</i>	+1 bonus						
<i>Shadowstrike</i>	+2 (+3 ranged)						
<i>Shock</i>	+1 bonus						
<i>Shocking burst</i>	+2 bonus						
<i>Skeptical</i>	+1 bonus						
<i>Speed</i>	+3 bonus						
<i>Thundering</i>	+1 bonus						
<i>Throwing</i>	+1 bonus						
<i>Umbral edge</i>	+1 bonus						
<i>Vicious</i>	+1 bonus						
<i>Vorpal</i>	+5 bonus						
<i>Windblast</i>	+2 bonus						
<i>Wounding</i>	+2 bonus						

The armorist's bound equipment can be damaged and sun-dered, but always returns to full health the following day.

A bound double-weapon must divide its enhancement bonuses and special abilities between the two ends (for example, a +5 bound quarterstaff could have a +3 bonus on one end and a +2 bonus on the other). Alternatively, the armorist may bind each end of the double weapon as a separate piece of bound equipment, thus granting full bonuses to each half. If one end of the double weapon has no bonuses, it is still considered masterwork.

**Arsenal Trick:** At 2nd level and every even-numbered level thereafter, the armorist gains an arsenal trick, representing the ways she has chosen to focus her study of equipment and its uses. Unless otherwise specified, an individual arsenal trick can only be gained once.

*Additional Binding (requires bound equipment):* The armorist may bind an additional piece of equipment.

*Ammunition Specialist:* When the armorist summons a ranged weapon or calls a bound ranged weapon, she may summon non-basic ammunition. If it is a firearm it can be summoned with paper alchemical cartridges. Additionally, the



armorist may summon up to 10 gp per armorist level of specialist ammunition; this ammunition replaces pieces of normal ammunition such that the summoned amount is still 50.

This arsenal trick can be taken twice. If taken a second time, increase the value of summoned non-basic ammunition to 25 gp per armorist level.

*Arms of the Outer Planes:* The armorist adds *anarchic* (+2), *axiomatic* (+2), *holy* (+2), and *unholy* (+2) to the list of special abilities she may add to her bound and summoned weapons.

*Battle Magician (requires armorist 5):* The armorist's implements gain the *exacting* and *meditation* special abilities.

*Bloody Equipment:* All the armorist's bound and summoned weapons gain the *blood dowsing* special ability. The armorist adds *thirsty* (+1) to the special abilities she can add to her bound or summoned weapons. Blood stored in a piece of bound equipment with either *blood dowsing* or *thirsty* perseveres even if the equipment is dismissed and resummoned.

*Bonded Boost (requires armorist 10, boost equipment class feature):* The armorist may boost their bound equipment. The armorist may use the same action to both summon a piece of bound equipment and boost that piece of bound equipment.

*Bound Companion (requires natural materials or horseman's materials):* The armorist gains an animal, plant, or vermin companion, treating her armorist levels as druid levels for that purpose.

*Combat Feat:* The armorist may select a combat feat as a bonus feat. She must meet the prerequisites for this feat. This arsenal trick can be selected multiple times, choosing another combat feat each time.

*Combat Implementation (requires armorist 6, bind implement class feature):* When the armorist creates a bound weapon they may allow that bound weapon to also function as an implement. The bound weapon grants its enhancement bonus to one sphere while wielded (chosen when the bound equipment is created) as well as to attack and damage rolls, and the bound weapon can be given implement special abilities, although its combined enhancement and weapon/implement special abilities still cannot exceed its total bonus as a bound weapon.

*Crafter:* The armorist gains an item creation feat of her choice. She must meet the prerequisites to gain an item creation feat in this manner. She may gain this arsenal trick multiple times. Each time it is selected, she gains another item creation feat.

*Cut Magic:* The armorist adds *dispelling* (+1), *dispelling burst* (+2), and *skeptical* (+1) to the list of special abilities she may grant their bound and summoned weapons. The armorist can store her own spell points into weapons with *dispelling* or *dispelling burst* as part of the process of summoning them.

*Cut Minds:* The armorist adds *conscription* (+3) to the list of special abilities she can add to bound and summoned weapons, and *jamaï vu* (+2) to the list of special abilities she can add to bound and summoned armor. If she is wielding this equipment, she may use her own Mind sphere save DC in place of the save DC listed in these special abilities.

*Dancing:* The armorist adds *dancing* (+4), *flying* (+5), and *animated* (+2) to the list of special abilities she may add to her bound and summoned weapon and shields, respectively. A bound weapon or shield with the *dancing*, *flying*, or *animated*

special ability does not disappear until after it has finished its 4 rounds of independent action.

*Dark Materials:* The armorist's bound and summoned weapons gain the *tenebrous* special ability. Her bound and summoned armor gains the *shaded* and *shadow* special abilities. The armorist may choose to give its bound and summoned weapons the *shade-bexed* special ability.

*Energy Equipment:* The armorist adds *brilliant energy* (+4) and *plasma blade* (+3) to the list of special abilities she may add to her summoned and bound weapons.

*Extradimensional Storage (Sp):* The armorist gains the Extradimensional Storage Warp sphere talent, even if she does not possess the Warp sphere. She may use her armorist level as her caster level for this ability if it is higher, and she may choose to summon items from her *extradimensional storage* with the same action and with the same rules (such as replacing one suit of armor with another) as her other summoned equipment.

She may take this arsenal trick twice, which upgrades her spell-like ability to have the effect of two purchases of Extradimensional Storage.

*Fighter Armor Training (requires armor training or greater armor training, armorist 3):* The armorist gains the Advanced Armor Training feat, treating her armorist levels as fighter levels when meeting its prerequisites and determining its effects. She may take this arsenal trick multiple times, but this does not allow her to take Advanced Armor Training more than the feat usually allows (once per 3 fighter levels).

*Greater Armor Training (requires armorist 3):* The armorist's armor check penalty is reduced by 1 (minimum 0) and increases the maximum Dexterity bonus allowed by her armor by 1. This arsenal trick may be taken multiple times, its effects stack with itself and the armor training class feature.

*Group Summons:* The armorist may summon (or boost, if she is capable) multiple pieces of equipment at once, +1 per 2 armorist levels she possesses (minimum 1). The armorist may summon or boost multiple pieces of equipment on the same creature or onto multiple creatures, but the armorist must still be touching the creature or creatures to affect them. The armorist may grant different benefits to each summoned or boosted piece of equipment, but still spend a spell point for each summon or boost.

*Heroic Equipment:* The armorist adds *sacrificial* (+1) and *selfless* (+2) to the list of special abilities she can add to her summoned and bound armors.

*Hide Equipment:* The armorist's bound and summoned gear gain the *glamered* special ability.

*Horseman's Materials:* The armorist's bound and summoned armor gains the *jousting* and *hosteling* special abilities. Creatures contained within *hosteling* equipment are harmlessly ejected when the equipment is dismissed.

Additionally, the armorist can summon or boost equipment for her mount (such as summoning or boosting barding) with the same speed which she may use for her own equipment. The armorist may even create bound equipment usable by her mount (such as barding), although the armorist dismounting counts as the item leaving her hands, causing it to disappear one round later if the armorist does not remount.

*Hunter (requires armorer 10):* The armorer adds *bane* (+1) and *defiant* (+1) to the special abilities she may add to her bound and summoned weapons and armor/shields respectively.

*Imbued Arsenal (requires bound equipment):* The armorer can add her casting ability modifier instead of her Strength or Dexterity modifier to attack rolls when she is wielding a bound or summoned weapon.

*Improved Equipment:* The armorer chooses one piece of bound equipment she possesses. That piece of equipment gains an additional +1 enhancement bonus, to a maximum total of +11. If she permanently dismisses this piece of bound equipment, she may transfer this bonus to another piece of bound equipment she possesses. She may take this talent multiple times. Each time it is taken, increase the bonus granted by another piece of bound equipment by 1. She cannot increase an individual item more than once with this arsenal trick.

*Improved Materials (requires armorer 6):* The armorer may summon equipment or create bound equipment out of cold iron, silver, or mithril. At 10th level, the armorer may summon equipment and create bound equipment that is made from adamantine or stable shadowstuff. This can also affect ammunition.

*Lightning Weapon:* The armorer's bound and summoned weapons gain the *crackling* special ability.

*Morphic Weapon (Su):* When summoning a weapon or a bound weapon, as part of the action required to summon it the armorer may merge that weapon with a limb capable of wielding a weapon as per the Graft Weapon trait of the Morphic Weapon Alteration talent.

*Movement:* The armorer adds the following special abilities to those she may grant to a suit of armor: +20 feet base speed (+1), waterbreathing (+1), 30 feet swim speed (+1), 30 feet climb speed (+1), 30 feet fly speed (maneuverability average, +2), 15 feet burrow speed (+2). She may grant movement-altering special abilities multiple times to the same suit of armor. When granting the same movement type multiple times, multiply the granted speed by the number of times given. The maneuverability of the fly speed increases by one step for every time chosen after the first.

*Natural Materials:* The armorer may summon equipment or create bound equipment out of darkwood, darkleaf cloth, greenwood, or normal wood treated with the ironwood ritual. The armorer adds *wild* (+3) and *green-touched* (+1) to the special abilities she may add to her bound and summoned armor and shields, and *wild fang* (+1) to those she may add to bound and summoned weapons.

The armorer may make a natural attack she possesses or her own unarmed strike into a bound weapon, granting it the bonuses associated with being a bound weapon. The armorer may use her boost equipment class feature on unarmored creatures or on natural weapons and unarmed strikes.

*Oiled Equipment:* The armorer's bound and summoned armors gain the *creeping* and *slick* special abilities.

*Ranged Summons:* The armorer may summon (or boost, if she is capable of doing so) equipment directly onto a willing ally anywhere within 60 feet to which she has both line of sight and line of effect.

**Normal:** The armorer must be touching a target to summon equipment directly onto them.

*Rigorous Equipment:* The armorer's bound and summoned gear gains the *impervious* special ability.

*Shadow Armory (Sp):* The armorer gains the Shadow Stash Dark sphere talent, even if she does not possess the Dark sphere. She may use her armorer level as her caster level for this ability if it is higher.

She may take this arsenal trick twice, which upgrades her spell-like ability to have the effect of two purchases of Shadow Stash.

*Share Bond:* The armorer may cause a piece of summoned or bound equipment to appear on or in the possession of a Conjunction sphere companion that she has summoned. The companion must be within 25 feet + 5 feet per two armorer levels. The companion may be treated as the armorer for the purposes of maintaining the bound equipment in its possession. Additionally, if she possesses the Variable Armaments feat, she may apply the benefits of any equipment tricks granting additional weapon special ability options to those available to her companion.

*Shifting Weapon:* The armorer's bound and summoned weapons gain the *transformative* and *adaptive* special abilities. She may take this arsenal trick twice. Doing so grants her bound and summoned weapons the *greater transformative* special ability.

*Skillful Implementation (requires armorer 10):* The armorer's implements gain the *erudite* special ability.

*Space-Bending Equipment:* The armorer's summoned and bound armors gain the *collapsible* special ability. The armorer adds *intercepting* (+1) to the list of special abilities she can add to summoned and bound shields, and adds *phasic* (+2) to the list of special abilities she can add to summoned and bound weapons.

*Store Magic:* The armorer adds *spell stealing* (+3), and *spell storing* (+1), to the list of special abilities she may grant their bound and summoned weapons, and *spell storing* (+1) to the list for its summoned and bound armor. The armorer can store her own spells or sphere effects into weapons with *spell storing* as part of the process of summoning them.

*Wand Implementation (requires armorer 5):* The armorer's implements gain the *wand-chambered* special ability. Only implements that can be wielded gain this benefit. The armorer can add *wand turret* (+2) to the list of special abilities it can add to summoned and bound armor.

**Armor Training (Ex):** Starting at 3rd level, an armorer learns to be more maneuverable while wearing armor. Whenever she is wearing armor, she reduces the armor check penalty by 1 (minimum 0) and increases the maximum Dexterity bonus allowed by her armor by 1. Every four levels thereafter (7th, 11th, 15th, and 19th) these bonuses increase by +1, to a maximum -5 reduction of the armor check penalty and a +5 increase of the maximum Dexterity bonus allowed.

In addition, an armorer can also move at her normal speed while wearing medium armor. At 7th level, an armorer can move at her normal speed while wearing heavy armor.

**Boost Equipment:** Beginning at 10th level, instead of summoning equipment, the armorer may touch a piece of magical equipment and spend a spell point to increase its enhancement bonus by half the bonus she may grant to summoned equipment (minimum +1). This has the same duration

as summoned equipment and causes the item to count as summoned equipment for the purpose of arsenal tricks. This requires a standard action to boost equipment being wielded by another, but can be done with the same action cost as summoning equipment if the armorist is already touching or wielding the piece of equipment. The armorist must be able to summon a type of equipment (weapons, shields, or armor) in order to boost a piece of similar equipment.

Just as with summoned equipment, a boost cannot raise a piece of equipment's enhancement bonus higher than +5, but can be traded for special abilities. Boosting an item a second time replaces the first boosting, and pieces of bound equipment cannot be boosted.

**Quick Summons:** At 15th level, the armorist may summon or switch equipment onto herself as an immediate action or free action.

**Infinite Arsenal (Su):** At level 20, the armorist no longer needs to spend a spell point to summon equipment, and the duration of summoned equipment and boosted equipment increases to 1 hour per class level.

## Elementalist

Elementalists specialize in the command and control of elemental magic, using it to control the battle area, protect allies, and rain destruction down upon their foes.

**Role:** Elementalists are magical warriors, wielding elemental damage with the same skill and tactical precision a fighter might wield their sword or bow.

**Alignment:** Any

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The elementalists' class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks Per Level:** 4 + Int modifier.

**Table: The Elementalist**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1st	+0	+2	+2	+2	Casting, spell pool, weave energy	+0 (1)	0 (+2)
2nd	+1	+3	+3	+3	Combat feat, evasion	+1	1
3rd	+2	+3	+3	+3	Favored element	+2	2
4th	+3	+4	+4	+4	Dodge bonus +1	+3	3
5th	+3	+4	+4	+4	Elemental defense	+3	3
6th	+4	+5	+5	+5	Combat feat	+4	4
7th	+5	+5	+5	+5	Elemental movement	+5	5
8th	+6/+1	+6	+6	+6	Dodge bonus +2	+6	6
9th	+6/+1	+6	+6	+6	Favored element	+6	6
10th	+7/+2	+7	+7	+7	Combat feat	+7	7
11th	+8/+3	+7	+7	+7	Elemental defense, improved evasion	+8	8
12th	+9/+4	+8	+8	+8	Dodge bonus +3	+9	9
13th	+9/+4	+8	+8	+8	Elemental movement	+9	9
14th	+10/+5	+9	+9	+9	Combat feat	+10	10
15th	+11/+6/+1	+9	+9	+9	Favored element	+11	11
16th	+12/+7/+2	+10	+10	+10	Dodge bonus +4	+12	12
17th	+12/+7/+2	+10	+10	+10	Elemental defense	+12	12
18th	+13/+8/+3	+11	+11	+11	Combat feat	+13	13
19th	+14/+9/+4	+11	+11	+11	Elemental movement	+14	14
20th	+15/+10/+5	+12	+12	+12	Dodge bonus +5, energy body	+15	15

## Class Features

**Weapon and Armor Proficiency:** An elementalist is proficient with all martial and simple weapons and light armor.

**Casting:** An elementalist may combine spheres and talents to create magical effects. An elementalist is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** An elementalist gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** An elementalist gains 3/4ths of a magic talent per level, according to **Table: The Elementalist**.

**Weave Energy:** An elementalist gains the Destruction sphere as a bonus magic talent and uses his class level as his caster level with the Destruction sphere. This stacks normally with caster levels gained from other sources.



**Evasion (Ex):** At 2nd level an elementalist learns to avoid damage from many area-effect attacks. If an elementalist succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the elementalist is wearing light armor or no armor and carrying no more than a light load. A helpless elementalist does not gain the benefit of evasion.

**Combat Feat:** An elementalist's martial focus grants him a bonus combat feat at 2nd level and every 4 levels thereafter, chosen from those for which he qualifies.

**Favored Element (Su):** At 3rd level, the elementalist chooses one blast type group from the Destruction sphere. When creating a *destructive blast* from this blast type group, it deals an additional +1/2 damage per elemental level.

At 9th and 15th level, the elementalist chooses an additional favored element, gaining the same bonus. In addition, the bonus granted by his previous favored elements increase by an additional +1/2 damage per elemental level.

**Dodge Bonus:** At 4th level, an elementalist gains a +1 dodge bonus to his AC. This increases by one for every 4 levels thereafter, to a maximum of +5 at 20th level.

**Elemental Defense (Su):** At 5th level, an elementalist gains resistance 5 to acid, cold, fire, and electricity. At 11th level, this resistance increases to 10. At 17th level, this resistance increases to 15.

**Elemental Movement:** At 7th level, the elementalist gains one of the following: a 30 feet swim speed, a 20 feet fly speed with maneuverability (average), a 15 feet burrow speed, or a +20 feet bonus to his base speed. At 13th and 19th levels, the elementalist gains an additional elemental movement and all elemental movements possessed increase by 10 feet.

**Improved Evasion (Ex):** At 11th level, an elementalist's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless elementalist does not gain the benefit of improved evasion.

**Energy Body:** At 20th level, the elementalist's body has become one with the energy he weaves. His elemental defense increases to resistance 20, and he gains immunity to sneak attacks and critical hits, and gains DR 10/magic.

# Eliciter

Elicitors are masters of emotion, using their control of others' minds to accomplish their goals.

**Role:** Elicitors are masters of mind magic, making them powerful negotiators and boons to their allies

**Alignment:** Any

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The eliciter's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** An eliciter gains proficiency with all simple weapons, light armor, and shields, as well as the longsword, rapier, sap, shortsword, shortbow, and whip.

**Table: The Eliciter**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1st	+0	+0	+2	+2	Casting, enchanter, fascinate, hypnotism, persuasive +2, spell pool	+0 (1)	0 (+2)
2nd	+1	+0	+3	+3	Emotion	+1	1
3rd	+2	+1	+3	+3	Defensive empathy	+2	2
4th	+3	+1	+4	+4	Liberate	+3	3
5th	+3	+1	+4	+4	Emotion	+3	3
6th	+4	+2	+5	+5	Persuasive +3	+4	4
7th	+5	+2	+5	+5	Terrorize	+5	5
8th	+6/+1	+2	+6	+6	Emotion	+6	6
9th	+6/+1	+3	+6	+6	Convincing	+6	6
10th	+7/+2	+3	+7	+7	Inspire greatness	+7	7
11th	+8/+3	+3	+7	+7	Emotion	+8	8
12th	+9/+4	+4	+8	+8	Persuasive +4	+9	9
13th	+9/+4	+4	+8	+8	Insanity	+9	9
14th	+10/+5	+4	+9	+9	Emotion	+10	10
15th	+11/+6/+1	+5	+9	+9	Link	+11	11
16th	+12/+7/+2	+5	+10	+10	Inspire heroics	+12	12
17th	+12/+7/+2	+5	+10	+10	Emotion	+12	12
18th	+13/+8/+3	+6	+11	+11	Persuasive +5	+13	13
19th	+14/+9/+4	+6	+11	+11	Reverence	+14	14
20th	+15/+10/+5	+6	+12	+12	Domination, emotion	+15	15

**Casting:** An eliciter may combine spheres and talents to create magical effects. An eliciter is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** An eliciter gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** An eliciter gains 3/4ths of a magic talent per level, according to **Table: The Eliciter**.

**Enchanter:** An eliciter gains the Mind sphere as a bonus sphere at 1st level and treats his class level as his caster level for this sphere. This stacks normally with caster levels gained from other sources.

**Persuasive (Su):** An eliciter's empathic abilities gives him greater insights into the workings of the mind and makes his words (both magical and mundane) harder to resist. An eliciter gains a +2 bonus to the DCs of his Mind sphere abilities and eliciter class features, as well as Bluff, Diplomacy, and Intimidate checks. These bonuses increase to +3 at 6th level, +4 at 12th level, and +5 at 18th level.

**Hypnotism (Su):** An eliciter may manipulate another with little more than a look and a word. The eliciter targets

a single creature, which must be within close range and able to see and hear the eliciter. Hypnotizing a target is a standard action. The eliciter may use hypnotism a number of times per day equal to  $3 + 1/2$  his eliciter level.

When hypnotizing a target, the eliciter chooses one effect available to him from the list below. If this ability calls for a saving throw, the DC is equal to  $10 + 1/2$  his eliciter level + his Charisma modifier + his Persuasive bonus. Hypnotism is a mind-affecting ability. An eliciter may target himself with his own hypnotism, even if he cannot see or hear himself.

#### *Fascinate*

The eliciter causes the target to become fascinated with him for 1 round per eliciter level (Will negates). While fascinated, a target takes no action except to stand or sit quietly and watch the eliciter. The target takes a  $-4$  penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to attempt a new saving throw to end the fascination effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.



#### *Liberate*

At 4th level, the eliciter may use hypnotism to free a target's mind of harmful effects. The target may reroll a Will save (using the eliciter's bonus if it is higher) against each harmful mind-affecting effect they are suffering from. The eliciter may also allow the target to reroll a Will save made to disbelieve an illusion, but this may only be used against an illusion that the eliciter has already successfully disbelieved.

#### *Terrorize*

At 7th level, the eliciter may demolish the target's mind, granting the target a penalty to their Will saving throws equal to his Persuasive bonus (no save). This lasts a number of rounds equal to his casting ability modifier. While a target is affected in this manner, the eliciter does not gain his Persuasive bonus to eliciter abilities and Mind sphere effects against that target.

#### *Inspire Greatness*

At 10th level, the eliciter may use hypnotism to instill the target with the effects of the inspire greatness bardic performance for a number of rounds equal to his casting ability modifier.

#### *Insanity*

At 13th level, the eliciter may plant compulsions into the target's mind to distract them. For a number of rounds equal to the eliciter's casting ability modifier, the target must succeed at a Will save each round or suffer one of the following effects (roll a d6 to determine the effect):

1. take no action but to babble incoherently,
2. run away from the eliciter at top speed,
3. fall prone,
4. drop all held items and be unable to pick them back up,
5. deal  $1d8 +$  Strength modifier damage to self with whatever is in hand as a standard action,
6. attack nearest creature.

Each effect lasts 1 round.

#### *Inspire Heroics*

At 16th level, the eliciter may grant the target the benefit of the inspire heroics bardic performance for a number of rounds equal to his Charisma modifier.

#### *Reverence*

At 19th level, the eliciter may cause the target to fall before him in reverence (Will negates). On a failed saving throw, the target falls prone and is considered helpless for 1 round per level. A flying creature incapable of hovering must land immediately in order to prostrate itself. Each round on its turn, the target may attempt a new saving throw as a full-round action to end the effect early. This does not provoke an attack of opportunity. If a creature succeeds its initial saving throw against this ability, it is staggered for 1 round and may not be targeted again with this ability until the following day.

**Emotions:** An eliciter's power comes from his command of emotions, both his own and others. At 2nd level, an eliciter chooses an emotion, gaining the minor power associated with that emotion. At 5th level and every 3 levels thereafter, the eliciter may choose to gain the minor power of a new emotion, or gain access to the next level of an emotion he already possesses (lesser, greater, and master). An eliciter cannot gain a lesser

power before 5th level, a greater power before 8th level, or a master power before 11th level. All emotions are mind-affecting effects. If an emotion calls for a saving throw, the DC is equal to  $10 + 1/2$  his eliciter level + his Charisma modifier + his persuasive bonus.

**Defensive Empathy (Su):** At 3rd level, an eliciter adds his persuasive bonus to Sense Motive checks, as well as Will saves against enchantment (charm) and enchantment (compulsion) effects.

**Convincing (Ex):** At 9th level, an eliciter may take 10 with any Bluff, Diplomacy, Intimidate, or Sense Motive check if he has ranks in that skill, even if circumstances would normally prohibit this action.

In addition, once per day the eliciter may choose to take 20 on one of these skill checks without taking additional time. He may use this ability twice per day at 13th level, and three times per day at 17th level.

**Link (Su):** At 15th level, whenever the eliciter charms or dominates a target (such as through the *Enthrall charm* from the Mind sphere, the love emotion power, or the domination eliciter class ability), the eliciter may send thoughts and instructions telepathically to that creature. The target may also communicate back to the eliciter via this same telepathic link. The target must be within 60 feet for this ability to function.

**Domination (Su):** At 20th level, an eliciter may permanently enslave a target's mind. Once per day as a standard action, the eliciter may make a touch attack against a target and attempt to dominate it. This is a compulsion, mind-affecting effect. The target is allowed a Will save (DC  $10 + 1/2$  his eliciter level + his casting ability modifier + his Persuasive bonus) and on a failed save, the target becomes devoted to the eliciter, gaining a disposition of helpful and obeying any orders the eliciter gives to the exclusion of all other activities except those necessary for survival (eating, sleeping, etc.). The target never obeys obviously self-destructive commands, and is allowed a new save with a +2 bonus to throw off the compulsion if asked to do something against its nature. A DC 25 Sense Motive check reveals the target is under compulsion.

The eliciter may only have one target dominated in this fashion at a time; if the eliciter successfully uses this ability to dominate a second target, the first is immediately released from service.

## Emotions

### Apathy

**Minor: Touch of Apathy (Su):** As a standard action, the eliciter may make a touch attack against a target, stealing its desire to act. The creature loses its standard action on its next turn. Once a creature has been affected by touch of apathy, it is immune to its effects for 24 hours. He can use this ability a number of times per day equal to  $3 +$  his casting ability modifier.

**Lesser: Lethargic:** The eliciter's touch of apathy causes the target to lose both its standard and move action for 1 round.

**Greater: Stupor (Su):** As an immediate action, the eliciter may make a target within close range dazed for 1 round. The target is allowed a Will save, and on a failure the target loses all actions until the beginning of its next turn. He can use this

ability once per day at 8th level and one additional time per day for every four levels beyond 8th.

**Master: Stop:** When using the eliciter's touch of apathy, the target must also succeed at a Will save or be paralyzed for  $1d4+1$  rounds.

### Aversion

**Minor: Touch of Paranoia (Su):** The eliciter make a melee touch attack against an enemy, and if successful, fill them with an irrational sense of dread and anxiety. If they fail a Will save, then for the next round they act in a far more defensive manner. On their turn, they can not willingly enter a square that is threatened by more creatures than their current square, and they must move immediately if a less threatened square is within their movement range and they can get there without taking damage or drawing an attack of opportunity. They may use special abilities to do so, but are not required to. If not threatened they may move freely, but may not willingly move into a threatened square. In addition, they must use their standard action to do one of the following: heal themselves, activate defensive abilities, reposition themselves to defend themselves more effectively, or take the total defense action. They can not willingly perform any action that might draw an attack of opportunity, and they can not make attacks except for attacks of opportunity. They can still flank. This effect lasts 1 round, and is a mind-affecting effect, but is not a fear effect.

He can use this ability a number of times per day equal to  $3 +$  his casting ability modifier.

**Lesser: Self-Preservation:** The eliciter's touch of paranoia lasts 2 rounds.

**Greater: Aura of Menace (Su):** The eliciter can emit a 30-foot aura of menace for a number of rounds per day equal to his eliciter level. These rounds need not be consecutive. Enemies within this aura are paranoid about him and his abilities, and will not attack him or move into a square he threatens (Will negates). The effect ends immediately if the creature leaves the aura, but restarts if they move back in. This ability is a swift action to activate.

**Master: Suspicion:** The eliciter's touch of paranoia lasts 3 rounds.

### Enmity

**Minor: Touch of Enmity (Su):** As a standard action, the eliciter may make a touch attack against a creature to force that creature to immediately make an attack of opportunity against one of its allies (Will negates). The ally designated must be within the touched creature's threatened area.

**Lesser: Crushing Hatred:** When using the eliciter's touch of enmity on a target, that target gains a bonus to its attack and damage roll equal to  $1/2$  his eliciter level (minimum 1) for the attack of opportunity.

**Greater: Hateful Aura (Su):** The eliciter can emit a 30-foot aura of hatred for a number of rounds per day equal to his eliciter level. These rounds need not be consecutive. Enemies within this aura are filled with hatred and cannot use teamwork feats, nor consider other characters allies for the purpose of any actions (Will negates). Targets within this area treat all other creatures as enemies when determining whether or not an action provokes attacks of opportunity (such as movement or casting), and a creature within this area must take attacks of

opportunity when one is provoked from them. The effect ends immediately for a creature if they leave the aura, but restarts if they move back in. This ability is a swift action to activate.

**Master:** *Pure Hatred*: When the eliciter affects a target with his touch of enmity, the target not only makes an attack of opportunity against the designated target, but must make at least one attack against that target on its next turn. The creature gains the eliciter's crushing hatred bonus to this attack. Once the creature has attacked the designated target, it loses the eliciter's crushing hatred bonus and may conclude its turn as normal. If it would be impossible for the creature to attack the designated target, the creature spends its turn moving as close as it can to the target, or (if the target's new location is unknown) spends its turn looking for its designated target as best as it can.

### Excitement

**Minor:** *Touch of Zeal* (Su): The eliciter may touch a willing creature as a standard action, flooding it with a passion for the moment and the world around it. The target gains one 5 feet increase to its movement speed per 2 eliciter levels (minimum 5 feet). In addition, the target gains a dodge bonus to AC and Reflex saves and a competence bonus to Acrobatics and Fly checks equal to 1 + 1 per 4 eliciter levels. These bonuses last for 1 round. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Lesser:** *Vim and Vigor*: The effects of the eliciter's touch of zeal ability last for 2 rounds instead of 1.

**Greater:** *Instill Alacrity* (Su): The eliciter may target an ally within 30 feet as a swift action to grant them an immediate attack at their full base attack bonus. He may use this ability once per day at 8th level, plus 1 extra time per day for every 4 eliciter levels he possesses beyond 8th.

**Master:** *Unbridled*: The effects of the eliciter's touch of zeal ability last for 3 rounds instead of 2.

### Fear

**Minor:** *Touch of Fear* (Su): The eliciter can make a melee touch attack as a standard action to make a target frightened for 1 round (Will negates). A successful save still leaves the target shaken for 1 round. This does not stack with other shaken effects. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Lesser:** *Weaken Resolve*: When the eliciter successfully touches a target with his touch of fear, they are shaken for 1 round per 2 eliciter levels he possesses, regardless of whether they succeed at their save to negate the frightened effect.

**Greater:** *Feed on Fear* (Su): At 8th level, as an immediate action upon successfully hitting a creature with a melee attack that's already suffering from a fear effect, the eliciter deals 2d6 extra points of damage and gain that amount in temporary hit points. These temporary hit points last for 24 hours or until lost. He can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

**Master:** *Dread*: The eliciter's touch of fear causes targets who fail their save to become panicked for a number of rounds equal to his casting ability modifier. Panicked creatures drop everything held, run away at top speed, and cower if attacked.

### Grief

**Minor:** *Touch of Grief* (Su): As a standard action, the eliciter may make a touch attack against a target to fill it with crushing sadness. This inflicts 1d6 points of nonlethal damage + 1 for every two eliciter levels he possesses and sickens the target for 1 round. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Lesser:** *Paralyzing Grief*: When the eliciter uses his touch of grief on a target, that target must succeed at a Will save or also be nauseated for 1 round.

**Greater:** *Aura of Despair* (Su): The eliciter may emit a 30-foot aura of despair for a number of rounds per day equal to his eliciter level. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. This ability is a swift action to activate, and the rounds do not need to be consecutive. This is a mind-affecting effect.

**Master:** *Pure Grief*: When the eliciter uses his touch of grief on a target, the target is sickened for 1 round per 2 eliciter levels he possesses.

### Joy

**Minor:** *Touch of Joy* (Su): The eliciter can touch a willing creature as a standard action, filling it with elation and confidence in all it undertakes. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Lesser:** *Lingering Joy*: The effects of the eliciter's touch of joy ability last for 2 rounds instead of 1.

**Greater:** *Aura of Elation* (Su): At 8th level, the eliciter can emit a 30-foot aura of courage for a number of rounds per day equal to his eliciter level. Allies in the area gain a +2 morale bonus to attack rolls, saving throws, skill checks, and ability checks. These rounds do not need to be consecutive. This ability is a swift action to activate.

**Master:** *Pure Joy*: The effects of the eliciter's touch of joy ability lasts for 3 rounds instead of 2.

### Love

**Minor:** *Charming Touch* (Su): The eliciter can charm a living humanoid by touching it. Creatures in combat and those with a hostile attitude toward him are unaffected. Creatures receive a Will saving throw to negate the effect. Creatures that fail their save change their attitude toward him to friendly for 1 round per eliciter levels. The target views him and his words in favorable ways (although this does not grant the ability to communicate with the target if it cannot already understand him). He must succeed at an opposed Charisma check to convince it to do something it would not normally do, and requests that are against its nature or fatal to itself are never obeyed. Any hostile action by him and his allies breaks the effect. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Lesser:** *Universal Love*: The eliciter's charming touch ability can affect a greater arrangement of minds. He may target any creature not immune to mind-affecting abilities and may even affect creatures who are hostile to him or in combat, although these creatures receive a +5 bonus to their saving throw.

**Greater:** *Anything to Please* (Su): The eliciter can compel a creature within 30 feet to attempt to please him as a standard



action. The creature receives a Will save to negate this effect. If the save fails, the creature attacks his enemies for 1 round, gives him its most valuable item, or drops prone at his feet and grovels for 1d4 rounds (GM's choice). He can use this ability once per day at 8th level and one additional time per day for every four levels beyond 8th.

**Master:** *Obsession:* The eliciter's charming touch ability causes the target to be consumed with love for him, to the exclusion of all thoughts of self or previous obligation. The target's attitude becomes helpful instead of friendly. The target will do anything he asks of it, even things it would not normally do. Gross violations of its nature (asking a good person to attack its allies, etc.) allows the target a new saving throw with a +2 bonus to throw off the entire effect. A target never obeys requests that are obviously fatal.

### Loyalty

**Minor:** *Touch of Clarity (Su):* The eliciter can touch a willing creature, filling it with a powerful desire to protect and serve its allies. This lasts a number of rounds equal to his eliciter level. While under this effect, the creature may perform an aid another action as a swift action. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Lesser:** *Nobility:* When a creature under the effects of touch of clarity uses the aid another action, the ally they aid may apply the bonus to both their attack roll and their AC instead of just one of them.

**Greater:** *Aura of Synchronicity (Su):* The eliciter can emit a 30-foot aura of cooperation for a number of rounds per day equal to his eliciter level. Whenever he or an ally within the aura would gain a bonus to attack rolls or to AC due to aid or battlefield positioning, such as flanking, higher ground, or cover, that bonus is increased by +2. This ability is a swift action to activate. These rounds do not need to be consecutive.

**Master:** *Compassion (Su):* Whenever a creature under the effects of touch of clarity aids another willing ally, they may also transfer any number of hit points, temporary hit points, or magic effects attached to them to the person they are aiding.

### Rage

**Minor:** *Touch of Rage (Su):* The eliciter can touch a willing creature as a standard action, giving it a morale bonus on attack rolls, damage rolls, and Will saving throws equal to 1/2 his eliciter level (minimum 1) for 1 round. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Lesser:** *Lingering Rage:* The bonuses granted by the eliciter's touch of rage last for 2 rounds instead of 1.

**Greater:** *Rage (Su):* The eliciter can enter a rage like a barbarian, for a number of rounds per day equal to his eliciter level. At 12th and 16th level, he can select one rage power. He cannot select any rage power that possesses a level requirement, but otherwise his barbarian level is equal to 1/2 his eliciter level. These rounds of rage stack with any rounds of rage he might have from levels of barbarian.

**Master:** *Pure Rage:* The bonuses granted by the eliciter's touch of rage last for 3 rounds instead of 2.

### Resolve

**Minor:** *Touch of Determination (Su):* The eliciter can touch a willing creature as a standard action, filling it with courage and the will to do what needs to be done. The creature gains a competence bonus to attack rolls, skill rolls, and saving throws that starts at 0, but increases by 1 any time they fail an attack roll, skill roll, or saving throw, up to a maximum equal to his casting ability modifier. The effect disappears after 1 minute. He may do this a number of times per day equal to 3 + his casting ability modifier.

**Lesser:** *Willful:* While under the effects of touch of determination, the creature is immune to fear, and to any spell or sphere effect that possesses or exercises mental control over them (including enchantment (charm) effects and enchantment (compulsion) effects).

**Greater:** *Implacable (Su):* As an immediate action, the eliciter may allow an ally within close range to reroll a saving throw they just failed. They receive a bonus to this saving throw equal to half his class level, and if they succeed, they are completely unaffected by the ability they saved against, even if it normally has a reduced effect on a successful save. He can use this ability once per day at 8th level and one additional time per day for every four levels beyond 8th.

**Master:** *Relentless:* While under the effects of touch of determination, the creature is immune to the effects of the fatigued and sickened conditions (though they may still have those conditions). In addition, they treat the confused, dazed and stunned conditions as being equal to the staggered condition for as long as they are relentless. Finally, if they are reduced to less than 1 hit point, their resolve immediately ends, and they remain at 1 hit point without falling below it.

### Tranquility

**Minor:** *Touch of Peace (Su):* The eliciter may touch a willing creature as a standard action, allowing a contented feeling to flood through it that lessens pain. The target gains 1d6 temporary hit points, +1 per level. These temporary hit points last for one minute. This ability may be used a number of times per day equal to 3 + his casting ability modifier.

**Lesser:** *Peace of Mind:* So long as a target still has temporary hit points granted by the eliciter's touch of peace, they gain a +4 bonus to all saving throws against emotion or mind-altering effects.

**Greater:** *Exonerate (Su):* As a standard action, the eliciter may remove the exhausted, fatigued, frightened, nauseated, shaken, or sickened condition (choose one) from a willing ally within 30 feet that may see or hear him. He may use this ability once per day at 8th level, plus 1 extra time per day for every 4 eliciter levels he possesses beyond 8th.

**Master:** *Peace of Heart:* The number of temporary hit points granted by the eliciter's touch of peace ability increases to 1d10 + 2 per level.

# Fey Adept

Fey Adepts specialize in using illusion and the creation of partially-real shadows to get their job done.

**Role:** Fey adepts are versatile casters and experts of trickery.

**Alignment:** Any

**Hit Die:** d6

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The fey adept's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** A fey adept is proficient with all simple weapons.

**Casting:** A fey adept may combine spheres and talents to create magical effects. A fey adept is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Table: The Fey Adept**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Talents
1st	+0	+0	+0	+2	Casting, fey magic, master illusionist, shadowmark (1d6, -1), shadowstuff, spell pool	+1	1 (+2)
2nd	+1	+0	+0	+3	Darkvision	+2	2
3rd	+1	+1	+1	+3	Shadowmark (2d6, -1)	+3	3
4th	+2	+1	+1	+4	Truesight (1/day)	+4	4
5th	+2	+1	+1	+4	Shadowmark (3d6, -1)	+5	5
6th	+3	+2	+2	+5	Create reality	+6	6
7th	+3	+2	+2	+5	Shadowmark (4d6, -2)	+7	7
8th	+4	+2	+2	+6	Truesight (2/day)	+8	8
9th	+4	+3	+3	+6	Shadowmark (5d6, -2)	+9	9
10th	+5	+3	+3	+7	Hide in plain sight	+10	10
11th	+5	+3	+3	+7	Shadowmark (6d6, -2)	+11	11
12th	+6/+1	+4	+4	+8	Create reality (improved), truesight (3/day)	+12	12
13th	+6/+1	+4	+4	+8	Shadowmark (7d6, -3)	+13	13
14th	+7/+2	+4	+4	+9	See in darkness	+14	14
15th	+7/+2	+5	+5	+9	Shadowmark (8d6, -3)	+15	15
16th	+8/+3	+5	+5	+10	Truesight (4/day)	+16	16
17th	+8/+3	+5	+5	+10	Shadowmark (9d6, -3)	+17	17
18th	+9/+4	+6	+6	+11	Create reality (improved)	+18	18
19th	+9/+4	+6	+6	+11	Shadowmark (10d6, -4)	+19	19
20th	+10/+5	+6	+6	+12	Feytouched, permanent illusion, truesight (5/day)	+20	20

**Spell Pool:** A fey adept gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A fey adept gains a magic talent every class level, according to **Table: The Fey Adept**.

**Fey Magic:** At 1st level the fey adept gains the Illusion sphere as a bonus magic talent.

**Master Illusionist (Ex):** Whenever the fey adept ceases to concentrate on an *illusion* he is maintaining through concentration, or if he decides not to maintain an *illusion* at all after its creation, it remains for a number of rounds equal to 1/2 his fey adept level (minimum 1) before disappearing.

**Shadowstuff:** Fey adepts gain a limited ability to wield shadowstuff—the pure essence of shadows. With this power, the fey adept can affect the world around him with his *illusions* by weaving reality into the images.

The fey adept gains a pool of shadow points equal to his Charisma modifier + 1/2 his fey adept level (minimum 1). A fey adept may spend shadow points to create any of the following effects.

**Shadowmark:** The fey adept may spend a shadow point to hurl pure shadowstuff at a target within your *illusion* range, weakening its body and making its mind more susceptible to the fey adept's magic. This requires a ranged touch attack. If

successful, the target takes 1d6 damage and suffers a -1 penalty to Will saves against all the fey adept's sphere abilities for 1 minute. This damage improves by 1d6 for every odd level the fey adept possesses, to a maximum of 10d6 at 19th level. The Will penalty increases to -2 at 7th level, -3 at 13th level, and -4 at 19th level. This penalty does not stack with itself. This is considered an *illusion* (figment, shadow) effect from the Illusion sphere.

**Create Reality:** At 6th level, the fey adept may spend shadow points in conjunction with creating an *illusion* with the Illusion sphere to weave reality into the *illusion*. This grants the *illusion* the [shadow] descriptor.

This follows all the usual rules for creating and maintaining *illusions*, except the *illusion* gains an additional benefit depending on what *illusion* is created. Many of these benefits improve at 12th and 18th levels. *Illusions* still must possess the appropriate (sensory) talents to be believed. When using an *illusion* to mimic an effect from another sphere the effect still counts as an Illusion sphere effect (such as when calculating caster level) and does not count as the alternate sphere for other purposes, such as when applying talents or feats based on those spheres.

In order to create reality, the fey adept must spend spell points as usual to create the *illusion*, plus 1 shadow point + 1 per spell point that would be required by the mimicked effect in question. This includes spell point costs to maintain an effect without concentration (thus, to create a shadow companion that persists without concentration would cost two spell points to create a self-sustained *illusion* as well as 3 shadow points).

#### Companion

The fey adept may create an illusionary creature that may interact with the world around it. This creates the equivalent of a companion from the Conjunction sphere, except it only possesses 1/5th a companion's usual hit points. Targets who interact with the illusionary creature are allowed a Will saving throw to disbelieve as usual. Targets who disbelieve the illusionary creature receive only half damage from the creature.

An illusionary companion possesses one (form) talent as is usual for companions, and gains an additional (form) talent at 12th level and 18th level.

#### Destructive Blast

The fey adept may give substance to an instantaneous effect such as a burst of fire, a bolt of lightning, or another simulated effect. This creates a *destructive blast* as the Destruction sphere, which may possess any (blast type) talent and (blast shape) talent of the fey adept's choosing. An instantaneous *destructive blast* cannot be extended through concentration or spell points as is usual with *illusions*, but a *destructive blast* with a duration (such as Energy Wall or Energy Sphere) persists as long as the *illusion* is maintained, to a maximum of 1 round per caster level.

Targets affected by an illusionary *destructive blast* who succeed at their Will save to disbelieve suffer only half damage and receive a +4 bonus to any saving throw associated with the *destructive blast* itself.

#### Glamer

If the fey adept can create a glamer, he may add substance to the glamer, making the change quasi-real.

This grants the creature any one trait (except for traits that affect the mind such as Animal Mind, or traits that change the nature of the creature such as making it incorporeal) from the Alteration sphere in addition to the glamer itself. The glamer must depict the trait to be applied (for example, the glamer must include wings to grant the creature a fly speed). This stacks with *shapeshifts* applied with the Alteration sphere (as it is an *illusion* and not an actual *shapeshift*), but only one glamer may be applied to an individual creature at a time in this manner. Applying a second glamer with shadowstuff to a creature dispels the first glamer, provided they were created by the same caster, or the second caster succeeds at a magic skill check.

A glamer created in this manner may grant up to two traits at 12th level, and up to three traits at 18th level.

#### Nature

The fey adept may create an *illusion* of a natural effect, such as those created through the Nature sphere. This can recreate the effects of the Create Fire, Dust Storm, Entangle, Fog, or Vortex *geomancing* abilities. The area to be affected need not have the usual materials such as water, dust, or plantlife to create this *illusion*. If a target succeeds at their Will save to disbelieve, they take half damage from the effect if it deals damage and gain a +4 bonus to any saving throw made against the effect.

#### Objects

The fey adept creates an object that has form, shape, and weight, as if *creating* an object with the Creation sphere, although it has a hardness of 0, 3 hit points per inch, and weight as if it were made of wood regardless of what the material appears to be. The fey adept may only create an object in this fashion with a size equivalent to 1 Small object per caster level, although this increases to 2 Small objects per caster level at 12th level, and 3 Small objects per caster level at 18th level.

Targets who succeed at their saving throw to disbelieve the *illusion* realize the object is shadowstuff



and not the material it appears to be and suffer only half damage if the object is used to damage them (for example if the object was dropped on them from above).

#### Weather

The fey adept may create the *illusion* of a weather effect such as rain, snow, wind, or even combined like in a storm. This creates a severity 4 aridity/precipitation, ash, temperature (cold or heat), vog (with caster level 10 or higher), and/or wind effect (with the resulting storm, snow and other effects if applicable) within a radius of close centered within the fey adept's *illusion* range. This cannot be used to calm the weather in an area, and has no effect in an area where the weather category to be affected already has a severity of 4 or higher.

If a target succeeds at its Will save to disbelieve, it treats the weather as being 2 steps lesser in severity in regard to itself. This cannot reduce the weather's severity lower than what it was before the fey adept created the *illusion*. He may create effects of severity level 5 at 12th level, and severity level 6 at 18th level.

**Darkvision (Ex):** At 2nd level, a fey adept gains darkvision 60 feet. If he already possesses darkvision with a range of 30 feet or more, the range increases by 30 feet.

**Truesight (Sp):** Once per day at 4th level, a fey adept may grant himself the ability to see all things as they truly are to a range of 120 feet for 1 round per level. The fey adept sees through magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, succeeds at all saving throws against illusions and sees through them naturally, and sees the true form of polymorphed, changed, or transmuted things. The fey adept may use this ability an additional time per day for every 4 levels beyond 4th, to a maximum of 5 times at 20th level. This does not allow the target to see through mundane disguises, non-magical means of hiding things, fog, or other such effects.

This cannot be combined with other magic that enhances the senses, such as a crystal ball.

**Hide in Plain Sight (Su):** At 10th level, a fey adept can use the Stealth skill even while being observed. As long as he is within 10 feet of an area of dim light, a fey adept can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

**See in Darkness (Su):** At 14th level, a fey adept can see perfectly in darkness of any kind, even magical darkness that normally impedes darkvision.

**Feytouched:** At 20th level, a fey adept is treated as a fey rather than as a humanoid (or whatever the fey adept's creature type was) for the purpose of spells and magical effects. He also gains DR 10/cold iron, and a +2 luck bonus on all saving throws.

**Permanent Illusion:** At level 20, the fey adept can make one of his *illusions* permanent. Only one *illusion* may be made permanent in this way at one time. If another *illusion* is designated as permanent, the previous permanent *illusion* ends.

## Hedgewitch

The hedgewitch is a student dabbling in whatever arts interest them the most. Versatile and independent, they often have more tricks up their sleeves than opponents expect, and there's few problems they cannot help resolve.

**Role:** Hedgewitches can fill virtually any role, depending on their selection of spheres and paths.

**Alignment:** Any

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The hedgewitch's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 6 + Int modifier

### Class Features

**Weapon and Armor Training:** A hedgewitch is proficient with all simple weapons and light armor.

**Casting:** A hedgewitch may combine spheres and talents to create magical effects. A hedgewitch is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A hedgewitch gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A hedgewitch gains 3/4ths of a magic talent per level, according to **Table: The Hedgewitch**.

**Paths:** The hedgewitch draws power from her paths, blending magic and hidden knowledge to powerful effect. A hedgewitch chooses two paths at 1st level, gaining their class skills, path benefits, path powers, and their path masteries at 20th level. In addition, each path grants access to a number of secrets the hedgewitch may choose whenever she gains a secret.

**Secret:** At 2nd level and every 2 levels thereafter, a hedgewitch learns a secret, gaining further insights into the unseen world. Unless noted otherwise, secrets may only be taken once. The hedgewitch chooses this secret from the list below, or from the path secret list associated with her path:

**Amateur Hedgewitch:** The hedgewitch gains the path benefit (but not the path power) of a path she does not possess. She counts as possessing that path when qualifying for secrets. This secret can be gained multiple times. Each time it is taken, she selects another hedgewitch path.

**Familiar:** The hedgewitch gains a familiar as the wizard class feature, using her hedgewitch level as her wizard level for this purpose. This stacks with all class levels from different classes granting a familiar for the purpose of determining the benefits.

**Fetish:** The hedgewitch may bind one masterwork item to herself as a fetish. She may enchant this item as if she possessed the prerequisite item creation feat, provided she meets

Table: The Hedgewitch

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1	+0	+0	+0	+2	Casting, path benefit, path power, paths, spell pool	+0 (1)	0 (+2)
2	+1	+0	+0	+3	Path secrets, secret	+1	1
3	+2	+1	+1	+3		+2	2
4	+3	+1	+1	+4	Secret	+3	3
5	+3	+1	+1	+4		+3	3
6	+4	+2	+2	+5	Secret	+4	4
7	+5	+2	+2	+5		+5	5
8	+6/+1	+2	+2	+6	Secret	+6	6
9	+6/+1	+3	+3	+6		+6	6
10	+7/+2	+3	+3	+7	Grand secrets, secret	+7	7
11	+8/+3	+3	+3	+7		+8	8
12	+9/+4	+4	+4	+8	Secret	+9	9
13	+9/+4	+4	+4	+8		+9	9
14	+10/+5	+4	+4	+9	Secret	+10	10
15	+11/+6/+1	+5	+5	+9		+11	11
16	+12/+7/+2	+5	+5	+10	Secret	+12	12
17	+12/+7/+2	+5	+5	+10		+12	12
18	+13/+8/+3	+6	+6	+11	Secret	+13	13
19	+14/+9/+4	+6	+6	+11		+14	14
20	+15/+10/+5	+6	+6	+12	Path mastery, secret	+15	15

that item creation feat's other prerequisites, such as minimum caster level. She may change her fetish at any time by spending 8 hours binding a new one, but doing so causes her previous fetish to lose all of its magic, becoming an ordinary masterwork item again.

**Magical Skill:** The hedgewitch gains one item creation feat, one metamagic feat, or any other feat of her choice that has the casting class feature or a magic sphere as a prerequisite, provided she meets the prerequisites. She may gain this secret multiple times. Each time it is taken, she gains another feat.

**Poppet:** The hedgewitch can create a poppet that possesses a sympathetic link to a creature, allowing her to affect them with her magic regardless of distance. To create a poppet, she must personally collect a specimen directly from the creature's body, such as a hair, a nail cutting, or drop of blood. Within 24 hours of collection, she must create a small poppet that incorporates the entire specimen, a process that takes 1 full minute and requires common materials of negligible cost (such as a handful of straw, mud, or wood). The poppet lasts indefinitely once created. When she uses a magic sphere ability, she may target the poppet to affect the creature it was made from, allowing her to affect them regardless of distance or line of sight, though they must be on the same plane. The sympathetic link makes the creature immediately aware of the incoming effect and allows them to defend against it without being surprised, even if asleep, though they are not made aware of the magic's

precise nature or source. After conveying magic 1 + 1 time per 10 hedgewitch levels, the poppet crumbles and becomes useless. She may only possess a number of poppets equal to her casting ability modifier at one time, and only one poppet at a time for any given creature. If she collects a sample for a new poppet that would put her over these limits, an older poppet crumbles (either the already existing poppet for the creature targeted if she has one, or one of her choice if she does not).

**Volatile Mood:** The hedgewitch gains the tempest-tost path power. She only gains the ability her state would grant at 1st level, not the additional abilities it would grant at 5th and 13th level. If she already possesses the tempest-tost path power, she cannot gain this secret.

**Grand Secrets:** Beginning at 10th level, a hedgewitch may select one of the following grand secrets in place of a secret, or any grand secret from the list associated with her path:

**Arcane Builder:** The hedgewitch selects one type of magic item (potions, wondrous items, and so on). She creates items of this type 25% faster than normal and gain a +4 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type. She may select this secret multiple times; its effects do not stack. Each time she selects this secret, it applies to another type of magic item.

**Extra Magic Item:** The hedgewitch can magically adjust her personal space in slight ways, allowing her to wear one additional magic item without it interfering with the other ones.

She gains an untyped item slot that can hold any item of any slot, such a second headband, a second pair of gloves, or third ring. This extra magic item can be stolen, sundered, or removed just like any other item.

**Metamagic Master:** The hedgewitch chooses one metamagic feat she possesses. Using this metamagic feat costs 1 fewer spell point to use, to a minimum of 1. She may select this secret multiple times. The effects do not stack. Each time it is selected, she chooses another metamagic feat.

## Paths

### Academia

The academian understands the theory behind magic, letting her accomplish feats akin to those of the greatest of wizards.

**Class Skills:** Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int).

**Path Benefit:** Treat the academian's class level as her caster level when meeting the prerequisites of and when crafting items with any item creation feat, as well as when using

and researching rituals. This stacks normally with caster levels gained from other sources.

**Path Power:** The academian gains 1 extra spell point for every 2 hedgewitch levels possessed. Additionally, the academian gains 1 bonus hedgewitch secret at 1st level.

**Path Secrets:** A hedgewitch with the academia path adds the following secrets to those she may select:

**Academic Training:** The academian gains an arcane discovery, treating her hedgewitch levels as wizard levels when meeting the prerequisites of or determining the effects of arcane discoveries.

**Extra Spell Points:** The academian increases their spell pool by 2 spell points. This secret can be taken multiple times. The effects stack.

**Scholarship:** The academian gains a +1 competence bonus to all Knowledge skill checks, +1 per 5 hedgewitch levels. The academian can attempt all Knowledge checks untrained, and takes half the usual time when consulting libraries.

**Path Grand Secrets:** A hedgewitch with the academia path adds the following grand secrets to those she may select:

**Metamagic Knowledge:** The academian gains a metamagic feat as a bonus feat. Whenever the academian rests to regain spell points she may choose to exchange this metamagic feat for another metamagic feat, so long as she meets its prerequisites.

**Path Mastery:** The academian gains a +2 bonus to one mental ability score of her choice.

### Astrology

The astrologer draws power and inspiration from the stars and heavens, channeling their light and interpreting their movements.

**Class Skills:** Knowledge (geography) (Int), Knowledge (planes) (Int), Perception (Wis).

**Path Benefit:** The astrologer gains the Light sphere as a bonus magic talent.

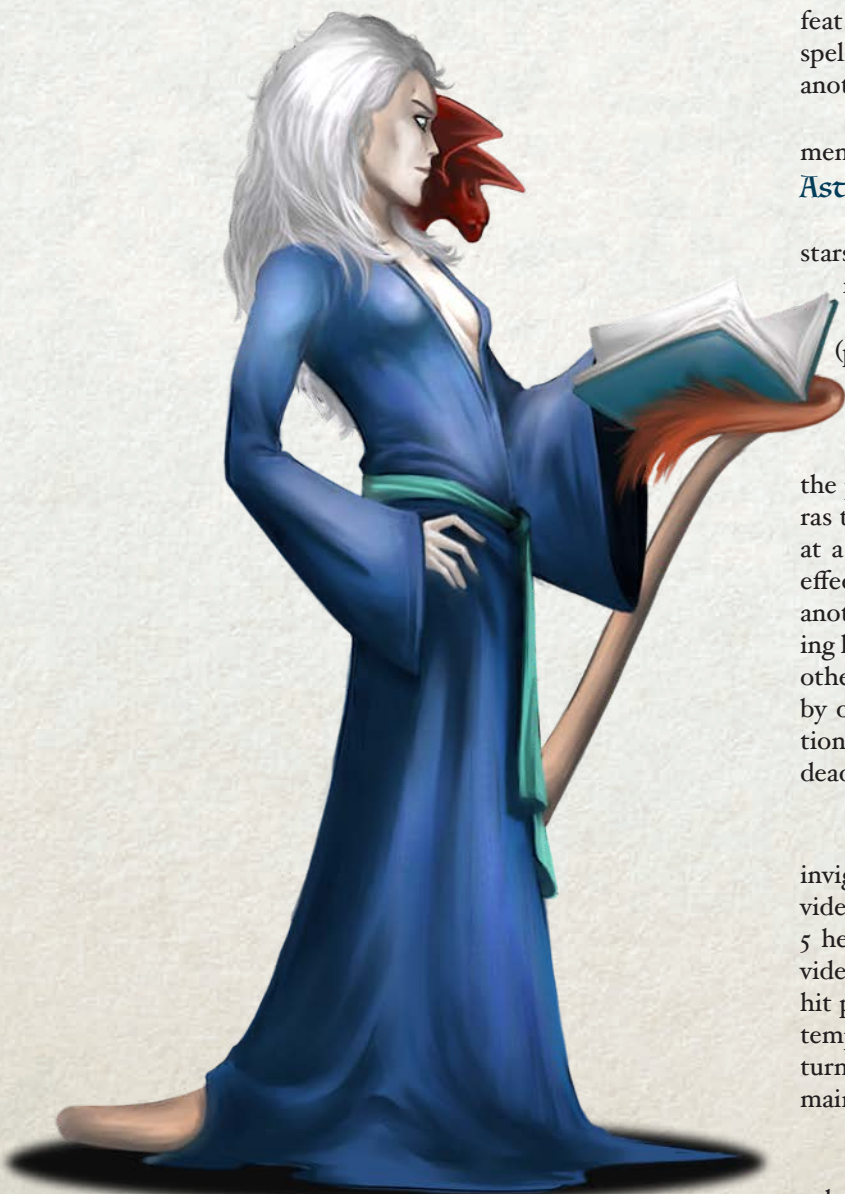
**Path Power:** The astrologer gains the ability to channel the power of celestial objects, projecting different celestial auras to aid her allies. She may only project a single celestial aura at a time. Projecting a celestial aura is a swift action, and its effects last until she dismisses it as a free action or she activates another aura. The effects of her auras apply to all allies (including herself) who are currently within 30 feet. In addition to any other benefits, all auras increase the light level within the area by one step to a maximum of normal light. This ability functions only while she is conscious, not if she is unconscious or dead. She gains two auras of her choice from the following list:

#### Moon

Moonlight is the light of revelry and lunacy, lending strange invigoration and vitality to all bathed within it. This aura provides a +1 bonus to Fortitude saves, and increases by +1 for every 5 hedgewitch levels she possesses. In addition, the aura provides one temporary hit point, plus an additional temporary hit point for every two hedgewitch levels she possesses. These temporary hit points automatically refresh at the start of her turn. These temporary hit points only persist on allies who remain within the area of this aura.

#### Planet

Drawing on the resilience of the planets and their atmospheres, the astrologer gains the ability to avoid the cold of



space and deflect the heat of the stars. This aura provides resistance equal to 5 plus her hedgewitch level to either cold or fire damage, chosen when the aura is projected.

#### Star

The astrologer calls on a guiding star, its light illuminating her path and keeping her alert, fixated on the goal ahead. This aura grants a +1 bonus to Perception and initiative checks, and increases by +1 for every 5 hedgewitch levels she possesses.

#### Sun

By channeling the power of the blazing sun, the astrologer projects an aura that grants a bonus 1d4 fire damage to weapon damage rolls, and increases by an additional 1d4 damage for every 5 hedgewitch levels she possesses.

**Path Secrets:** A hedgewitch with the astrology path adds the following secrets to those she may select:

*Celestial Revelation:* The astrologer gains one oracle revelation from the heavens, lunar, or solar mystery, using her hedgewitch level as her effective oracle level when meeting its prerequisites or determining its effects.

*Extra Aura:* The astrologer gains a celestial aura from the path power list. If she does not possess the path power, she may use this aura as if she does. She can take this secret multiple times, gaining a new aura each time she selects it.

*Heaven's Reach:* The radius of the astrologer's celestial aura increases by 10 feet. She can take this secret up to two times, and the effects stack.

*Wax and Wane:* The astrologer has greater control over the light of her celestial aura. As a free action she can adjust the light level it provides, increasing the level of light by up to two steps up to a maximum of bright light or shedding no light at all.

**Path Grand Secrets:** A hedgewitch with the astrology path adds the following grand secrets to those she may select:

*Syzygy:* The astrologer learns to mimic the alignment of the heavens, bringing to bear multiple celestial powers on a single point. She may project two different auras at a time instead of one.

**Path Mastery:** Increase her effective hedgewitch level by 5 when determining the strength of her celestial auras. In addition, she can project and change her aura once per turn as a free action instead of a swift action.

### Black Magic

The black magician has delved into magic theories and practices some believe are better left untouched.

**Class Skills:** Disguise (Cha), Intimidate (Cha), Knowledge (planes).

**Path Benefit:** The black magician chooses an oracle curse. She gains this curse and its associated benefits, using her hedgewitch level as her effective oracle level. If she already possesses an oracle's curse (or gains one later), this instead allows her hedgewitch levels to stack with the levels of the class that grants access to the oracle's curse.

If your curse provides you with spells known (for example, Haunted), you instead gain a bonus spell point at the levels you would normally gain those spells.

**Path Power:** As a standard action, the black magician may curse a target within 30 feet. She may bestow a number of curses in a day equal to 3 + 1/2 her hedgewitch level. Targets

may attempt a Will save (DC 10 + 1/2 her hedgewitch level + her casting ability modifier) to negate the curse. As a curse, only effects such as the Break Enchantment talent or spells like *remove curse* can remove a curse before its duration ends, and treat the black magician's class level as her caster level for the purpose of removing one of her curses. The black magician may always dismiss her own curses as a free action.

At 1st level, she may give a target a -2 penalty to attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to her casting ability modifier. This improves to -4 at 9th level. This does not stack with itself.

At 5th level, she may cause the target to roll twice whenever it makes an attack roll, skill check, ability check, or saving throw and take the lower result for a number of rounds equal to her casting ability modifier.

At 9th level, she may give a target 6 points of ability drain to one ability score of her choice. This does not stack with itself.

At 13th level, she can permanently blind or deafen the target.

At 17th level, she can permanently confuse the target.

**Path Secrets:** A hedgewitch with the black magic path adds the following secrets to those she may select:

*Curses:* The black magician increases the number of times she may bestow curses per day by 2. If she cannot bestow curses, she may bestow curses 2 times per day, as the black magic path power. She may select this secret multiple times. The effects stack.

*Hexcrafter:* The black magician gains a witch or shaman hex of her choice, treating her hedgewitch levels as witch/shaman levels and her casting ability modifier as her Intelligence/Wisdom modifier when determining the effects. This does not grant access to major hexes or grand hexes. She may gain this secret multiple times. Each time it is taken, she gains an additional witch hex.

**Path Grand Secrets:** A hedgewitch with the black magic path adds the following grand secrets to those she may select:

*Greater Hexcrafter:* The black magician gains a major witch hex of her choice, treating her hedgewitch levels as witch levels and her casting ability modifier as her Intelligence modifier when determining the effects.

This does not grant access to grand hexes. She may gain this secret multiple times. Each time it is taken, she gains an additional major witch hex.

**Path Mastery:** The black magician gains a witch's grand hex, treating her hedgewitch levels as witch levels and her casting ability modifier as her Intelligence modifier when determining the effects.

### Charlatanism

The charlatan learned to use showmanship to enhance her magic and magic to enhance her showmanship, until few can tell where one ends and the other begins.

**Class Skills:** Disable Device (Dex), Disguise (Cha), Sleight of Hand (Dex).

**Path Benefit:** The charlatan gains versatile performance, as the bard ability. She chooses one type of Perform skill. She can use her bonus in that skill in place of her bonus in its associated skills. When substituting in this way, she may use her

total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not she has ranks in that skill or if it is a class skill.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

**Path Power:** The charlatan gains a guile pool, containing a number of guile points equal to  $3 + 1/2$  her hedgewitch level. This pool replenishes after roughly 8 hours of rest; these hours do not need to be consecutive. If she gains a guile pool from another source, these levels combine when determining the number of guile points possessed, although she may add either 3 or that class's listed ability score modifier to the guile pool, not both.

The charlatan may spend a guile point as part of any skill check to grant herself a +2 bonus to that skill check. At 10th level, this bonus increases to +4.

When successfully making an attack against a creature within 30 feet that is flat-footed or denied its Dexterity bonus to AC, she may spend a guile point to deal sneak attack damage to that creature, as a rogue of equal level (1d6 at 1st level, 2d6 at 3rd level, etc.) This stacks with any rogue levels she possesses, or any sneak attack dice gained from other sources. This sneak attack may be affected by rogue talents.

**Path Secrets:** A hedgewitch with the charlatanism path adds the following secrets to those she may select:

*Extra Guile:* The charlatan increases her guile pool by 2 points. If she does not possess a guile pool, she gains a guile pool like that granted by the charlatan path power with 2 guile points in it. She may select this secret multiple times. The effects stack.

*Evasion:* The charlatan gains evasion, as the rogue class feature.

*Exceptional Skill:* The charlatan chooses one skill other than Perform. The charlatan gains a bonus equal to  $1/2$  her hedgewitch level to that skill. This applies to Perform checks made on behalf of that skill through versatile performance.

*Great Performance:* The charlatan may use the Distraction, Countersong, and Fascinate bardic performances, treating her hedgewitch levels as bard levels which stack with any other bard levels she possesses. The charlatan gains a number of rounds of bardic performance per day equal to her hedgewitch level.

The charlatan may take this secret multiple times. Each time it is gained, the charlatan gains a bardic masterpiece for which she meets the prerequisites.

*Trapfinding:* The charlatan gains trapfinding, as the rogue class feature.

*Trickery:* The charlatan gains a rogue talent of her choice, treating her hedgewitch levels as rogue levels when determining the effects. This stacks with any rogue levels she possesses. She may select this secret multiple times. Each time it is taken, gain another rogue talent.

*Versatile Performance:* The charlatan gains versatile performance, as the charlatanism path benefit. She may select this

secret multiple times. Each time this secret is gained, she gains an additional versatile performance.

**Path Grand Secrets:** A hedgewitch with the charlatanism path adds the following grand secrets to those she may select:

*Advanced Rogue Talent:* The charlatan gains an advanced rogue talent, treating her hedgewitch level as her effective rogue level when determining the effects. She may select this secret multiple times. Each time it is taken, she gains an additional rogue talent.

**Path Mastery:** When spending a guile point as part of a skill check, she adds +6 to that check instead of +4. When spending a guile point to deal sneak attack, she rolls d8s instead of d6s.

## Combat

The combatant has studied martial disciplines and knows how to implement magic on a battlefield.

**Class Skills:** Climb (Str), Intimidate (Cha), Swim (Str).

**Path Benefit:** The combatant gains proficiency with medium armor, shields (but not tower shields), and 1 martial weapon of her choice. If using *Spheres of Might*, she instead qualifies to take a martial tradition. If she already possesses a martial tradition, she instead gains one Equipment talent of her choice.

She may count half of her hedgewitch levels as fighter levels when meeting combat feat prerequisites.

**Path Power:** The combatant gains an arcane pool as the magus class feature, with a number of arcane points equal to  $3 + 1/2$  her hedgewitch level. If she gains an arcane pool from another source, she combines those levels with her hedgewitch levels when determining the number of arcane points it contains. At 1st level, she may expend 1 point from her arcane pool as a swift action to grant any weapon she is holding a +1 enhancement bonus for 1 minute.

For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. At 5th level, these bonuses can be used to add any of the following weapon special abilities: *dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal*.

Adding these special abilities consumes an amount of bonus equal to the special ability's base price modifier. These special abilities are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other special abilities can be added. These bonuses and special abilities are decided when the arcane pool point is spent and cannot be changed until the next time she uses this ability. These bonuses do not function if the weapon is wielded by anyone other than her.

She may not have more than one weapon enhanced in this manner at a time. If she uses this ability again, the first use immediately ends.

**Path Secrets:** A hedgewitch with the combat path adds the following secrets to those she may select:

*Combat feat:* The combatant gains a combat feat for which she meets the prerequisites. She may select this secret multiple



times. Each time it is gained, she selects an additional combat feat.

*Extra Arcane Pool:* The combatant increases her arcane pool by 2 points. If she does not possess an arcane pool, she gains an arcane pool as the combat path power with 2 arcane points in it. She may gain this secret multiple times. The effects stack.

*Greater Aid:* Whenever the combatant uses the aid another action to aid an ally, that ally gains a +3 bonus instead of a +2 bonus to his armor class, attack roll, saving throw, or skill check. She increases the size of the bonus by 1 for every 6 hedgewitch levels possessed.

*Magus Arcana:* The combatant gains a magus arcana, using her hedgewitch level as her effective magus level and her casting ability modifier in place of Intelligence when meeting its prerequisites or determining its effects. She may select this secret multiple times. Each time it is gained, she gains an additional magus arcana.

*Tactician:* The combatant gains a teamwork feat as a bonus feat for which she meets the prerequisites. Once per day as a standard action, she may grant this feat to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 hedgewitch levels she possesses. Allies do not need to meet the prerequisites of this bonus feat. She may take this secret multiple times. Each time it is taken, she gains a new teamwork feat and increases the total number of times she may use this ability by 1. She may choose which of her teamwork feats to grant to her allies whenever she uses this ability.

**Path Grand Secrets:** A hedgewitch with the combat path adds the following grand secrets to those she may select:

*Armor Training:* The combatant may move in medium or heavy armor without a penalty to her movement speed.

*Weapon Training:* The combatant chooses one weapon group, as noted in the fighter's weapon training class feature. She gains a +1 bonus to attack and damage rolls made with any weapon in that weapon group. She may select this secret multiple times. The effects do not stack. Each time it is selected, she chooses another weapon group.

**Path Mastery:** The combatant gains a +2 bonus to one physical ability score of her choice.

## Covenant

Whether as a member of a mystery religion, a follower of totemic spirits, or a researcher into ancient gods, the devotee's power comes through study and devotion to powers unseen.

**Class Skills:** Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int).

**Path Benefit:** The devotee selects an alignment from the following list: chaos, evil, good, or law. This must be an alignment she possesses (if she is neutral, she may choose any of the above alignments for this purpose). She gains an aura of her chosen alignment as a cleric of equal level. In addition, she may detect her opposite alignment (good and evil oppose one another, just as law and chaos oppose one another) as if using the Divine Alignment *divine* ability. To use this ability, she must spend a move action and focus on a single item or creature within 60 feet. She does not detect alignment in any other object or creature when using this ability in this way.

**Path Power:** If the devotee is of good alignment (or neutral and chooses to channel positive energy) she may touch a creature as a standard action (or herself as a swift action) and heal that target 1d6 hit points per 2 hedgewitch levels (minimum 1d6). She may use this ability a total number of times per day equal to 3 + 1/2 hedgewitch level. She may use this ability to harm undead, which is a standard action that provokes an attack of opportunity. Undead do not receive a saving throw against this damage. This counts as positive energy.

If she is evil (or neutral and chooses to channel negative energy), this ability instead harms living creatures and heals undead. This counts as negative energy.

This ability counts as possessing the lay on hands or touch of corruption class features (depending on whether she channels positive or negative energy) for the purpose of qualifying for and using feats that modify these abilities.

She may also expend two uses of this ability to channel energy, as the cleric class feature. As a standard action, she releases a wave of energy through her holy (or unholy) symbol, affecting all creatures of one type (living or undead, her choice) within 30 feet, healing or harming them just as if she had touched them, except creatures that take damage from channeled energy may attempt a Will saving throw (DC 10 + 1/2 of her hedgewitch level + her casting ability modifier) to halve the damage. She may choose whether or not to include herself in this effect. This requires a holy (or unholy) symbol to use, and counts as possessing the channel energy class feature when qualifying for and using feats.

**Path Secrets:** A hedgewitch with the covenant path adds the following secrets to those she may select:

*Channel Feats:* The devotee gains any one feat that has the channel energy class feature as a prerequisite. She must meet all of the feat's prerequisites. She may select this secret multiple times. Each time it is selected, she gains a new channeling feat.

*Divine Portfolio:* The devotee chooses a cleric domain. She gains the first-level power of that domain, treating her hedgewitch levels as cleric levels when determining the effects (but not gaining other domain powers), and using her casting ability modifier in place of Wisdom for this purpose. If she selects a domain gained through another class, this instead allows her to combine her hedgewitch levels with those levels when determining her effective cleric level for that domain. She may select this secret multiple times. Each time it is selected, she chooses another domain.

*Extra Healing:* The devotee increases the number of times she may use the covenant path power in a day by 4. If she does not possess the covenant path power, this grants her the ability to use this path power 4 times per day. She may select this secret multiple times. The effects stack.

*Mercy:* The devotee gains an antipaladin cruelty or paladin mercy, using her hedgewitch level as her antipaladin or paladin level when meeting its prerequisites. She may select this secret multiple times. The effects stack.

**Path Grand Secrets:** A hedgewitch with the covenant path adds the following grand secrets to those she may select:

*Greater Divinity:* The devotee gains a domain she has selected with the divine portfolio secret. She gains access to the higher-level powers associated with that domain. In all other

ways this functions the same as divine portfolio. She may select this talent once per domain gained through the divine portfolio secret.

**Smite:** Once per day, the devotee may smite the alignment she may detect through the covenant path benefit. This is in all other ways similar to a paladin's smite evil ability. She may gain this talent multiple times. Each time it is gained, she may smite her opposed alignment an additional time per day.

**Path Mastery:** She uses d8s instead of d6s when using her path power to heal, harm, or channel energy.

### Dreamwalker

Dreams are as comfortable to the dreamwalker as the physical world, and by using her magic she can twist them to her will.

**Class Skills:** Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis).

**Path Benefit:** The dreamwalker gains the Dreamspace feat as a bonus feat, even if she does not meet the prerequisites.

**Path Power:** While sleeping the dreamwalker can spend a spell point to merge her dreamspace with the dreams of another. The target must be asleep, and she must have some connection to them (such as a target she has met firsthand, have a lock of hair from, or that she has the name and likeness of) but may otherwise be anywhere, even another plane. They enter her dreamspace the same way she does, though they have no control over light, temperature, or other details. If they are unwilling they receive a Will save (DC 10 + 1/2 her hedgewitch level + her casting ability modifier) to avoid the connection, and if they fail they may reattempt it every minute to break away from her dreamspace. She may disconnect her dreamspace from their dream as a full-round

action, sending the target back to their previous dreams. They also return to their previous dreams if she wakes up or otherwise exit her dreamspace.

If the target is within touch range of her physical body, she does not need to spend a spell point to merge her dreamspace with their dreams. If the target is not asleep, cannot dream, or otherwise cannot be reached (such as by being in a dead magic zone) she may wait until they fall asleep, or at any point before merging with their dreamspace she may stop the attempt (which does not result in spending a spell point). She may only merge with one target's dreams at a time, plus an additional number of targets equal to 1/2 of her hedgewitch levels. She must still pay the spell point cost for each one separately. She does not need to connect to each target at the same time, but may connect and disconnect her dreamspace with each target's dreams separately.

Spell points spent on this power are taken from the dreamwalker's pool before they refresh, if spent during an 8 hour rest.

At 5th level she can merge her dreamspace with a target that is awake, causing them to immediately fall asleep when they enter her dreamspace. An unwilling target does not fall asleep if they succeed on their Will save, and even if they fail their save they may attempt a new save every round instead of every minute, waking up immediately after disconnecting from the dreamspace. Once they have succeeded on this save, they automatically succeed on further saves to put them to sleep this way for 24 hours. Slapping or wounding a sleeping target awakens them, but noise does not. Awakening a target is a standard action (an application of the aid another action).

At 13th level she may spend an additional spell point to create a mass dreamspace, connecting her dreamspace to a distinct group of people all at one time. This group must share some clear connection, such as all being members of an organization or family or living in the same locale (such as a settlement or small region, but not something larger like a country). She must also have a connection to this group (such as being a member of the organization, having a picture and surname of a family, or possessing soil from a location). When connecting to groups the maximum number of people she can connect to increases to her hedgewitch level multiplied by her casting modifier.

She may connect to multiple groups in the same dream (connecting to each separately), but all groups count against the same limit. If a given group is larger than this limit, the targets most known to her or most relevant to the group are affected first (such as heads of a family, the leaders of an organization or government, and the closest to the center of a locale).

**Path Secrets:** A hedgewitch with the dreamwalker path adds the following secrets to those she can select:

**Acolyte Dreaming:** If the dreamwalker does not possess the dreamwalker path power, this grants her the ability to use the 1st level version of the dreamwalker path power, but not its 5th and 13th level upgrades. She may select this secret up to three times, gaining access to the 5th level upgrade the second time, and the 13th level upgrade the third. She must still be the appropriate level to use and gain the benefits of those upgrades. If she already has the dreamwalker path power, she cannot select this secret.



**Dream Meditation:** The dreamwalker can choose to enter a meditative state at any time as a free action. This meditative state is treated and functions as sleeping in all respects, except that she retains awareness of the physical world (eliminating the usual +10 on Perception DCs), wakes up only when she desires as a free action, and can easily meditate while sitting upright, standing, or even moving at a walking pace.

**Expansive Dream:** The size of the dreamwalker's dreamspace increases to a 10-foot cube per hedgewitch level instead of its normal progression. If she has non-hedgewitch levels, she gains an additional 10-foot cube in size for every 4 non-hedgewitch levels she possesses.

**Greater Dream:** The dreamweaver multiplies her hedgewitch level by 2 when determining how many targets she can simultaneously merge her dreams with. She may select this secret multiple times, increasing the multiplier by 1 each time (3 if taken twice, 4 if taken three times, and so on).

**Imagery:** The dreamwalker has fine control over the cosmetics of her dreamspace, allowing her to reproduce specific locations rather than setting general themes, control precise details, and eliminate any influence of her unconscious mind if she so chooses.

**Path Grand Secrets:** A hedgewitch with the dreamwalker path adds the following grand secrets to those she can select:

**Dream Travel:** After successfully connecting the dreamwalker's dreamspace to a target, she may spend a spell point at any point during the merged dream to physically transfer her body through dreamspace. Her physical body teleports to an unoccupied space adjacent to the target, regardless of the distance between them or if the target is on another plane.

**Subjective Time:** The dreamwalker can adjust the effective time in her dreamspace, allowing experiences to occur faster or slower in the quasi-real space. Time in her dreamspace may either be doubled, allowing her to experience two rounds for every round in the real world, or halved, experiencing one round in dreamspace for every two rounds in the real world. She may adjust the effective time of her dreamspace when entering or part of the same standard action to adjust other traits of her dreamspace.

**Path Mastery:** Merging the dreamwalker's dreamspace with a target's dreams no longer costs a spell point.

## Exorcism

The exorcist battles monsters on behalf of those who cannot do so themselves.

**Class Skills:** Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int).

**Path Benefit:** The exorcist receives a competence bonus to her Knowledge skills equal to half her class level when attempting skill checks to identify the abilities and weaknesses of creatures.

**Path Power:** The exorcist has knowledge of 13 sanctions - symbols and signs that can repel, harm or even control different kinds of creatures. The exorcist can create a sanction as a standard action, and maintain it as a free action. The sanction appears as one or more glowing symbols moving in the air around the exorcist, often accompanied by loud sounds and changes in air pressure.

Using or maintaining a sanction requires the exorcist to have a free hand and for her to be able to speak. The exorcist can use her sanctions for a number of rounds per day equal to her casting ability modifier + 4 at 1st level, plus an additional 2 rounds for every class level thereafter. The sanction does not need to be perceived to be effective, but does require line of effect.

Each sanction affects creatures of one specific type within 30 feet, increasing by 5 feet every 4 levels after the 1st to a maximum of 50 feet at 17th level. The first time a creature is affected by a sanction - either by moving into range of the sanction or by beginning their turn within range - must attempt a Will saving throw against a DC equal to 10 + 1/2 her hedgewitch level + her casting ability modifier or any movement towards the exorcist requires twice as much movement (as if moving through difficult terrain), in addition to suffering from other effects determined by the sanction used. If a creature leaves the area of the sanction and then re-enters the area, or the exorcist stops the sanction and restarts it, they attempt a new saving throw.

The sanction is a supernatural ability. The exorcist may not use a sanction which would affect herself. Whenever the exorcist makes a successful attack with an ability that requires an attack roll against a creature affected by her sanction, she may attempt to push them out of the sanctioned area as a free action. Treat this as a bull rush attempt that does not provoke an attack of opportunity, using her hedgewitch level + her casting ability modifier as her CMB.

At 1st level, the exorcist may only have one sanction active at a time, but for every 4 levels beyond the first, she may have an additional sanction active, for a total of 5 sanctions at 17th level. A creature with multiple creature types can be affected by multiple sanctions simultaneously and attempts separate saving throws for each sanction.

Each active sanction requires a standard action to create, and each uses up a round of the exorcist's abilities to remain active.

Each sanction also has an additional effect dependent on the sanction. Effects last as long as the creature is affected by the sanction.

### Sign of Cleansing

Any vermin creature that fails its saving throw against this sanction takes a -4 penalty to Constitution and is unable to affect others with any poison or disease abilities it might possess. This penalty increases to -8 at 11th level.

### Sign of Lines

This sanction imbues the world with civilization and civility, sickening those who are more used to the tribal style of life. Monstrous humanoids that fail their saving throw against this sanction are sickened. At 11th level, the penalties for being sickened by this sanction double.

### Sign of Mortality

This sanction strips away the thinking abilities of humanoid creatures. Any such creature that fails its save takes a -4 penalty to their Intelligence. In addition, the sanction interferes with the ability to use tools. Any humanoid creature within takes a -4 penalty to any skill checks that require tools, and a -4 penalty to any attack roll or damage roll that uses a manufactured weapon.

*Sign of Noise*

This sanction interferes with the magic that animates non-living material. Constructs that fail their save against this effect are confused. This is not a mind-affecting effect.

*Sign of Numbers*

The cold logic of this sanction strikes at the nature of fey creatures, twisting their minds. Fey creatures who fail their saving throw against this sanction take a -2 penalty to all d20 rolls and are unable to use or concentrate on any mind-affecting ability they possess.

*Sign of Returning*

With this sanction, the world takes on a slight haziness that outsiders will instinctively recognize as a threat. Outsiders that fail their saving throws against this sanction lose all damage reduction, resistances and immunities imparted by their race or subtype, as well as any spell-like abilities common to their race or subtype.

In addition, if the outsider is not currently on their home plane on existence, whenever the exorcist make a successful attack with a weapon or any sphere ability or when they successfully use a combat maneuver against them, they may use a swift action to return the creature to its home place of existence. The creature may attempt a Will save to negate the effect.

*Sign of Stability*

This sanction takes on the form of a cold light emanating from the ground. Any ooze that fails its saving throw can only do half damage with any acid, fire, or cold damage attacks it possesses by virtue of being an ooze. In addition, it takes a -4 penalty to CMB, which increases to -8 at 11th level.

*Sign of Starlight*

This sanction enhances the emotional impulses of the primitive brain that disrupt the magic that elevated magical beasts above their primal kin. Any magical beast that fails its saving throw against this sanction takes a -4 penalty to attack rolls and damage rolls with natural weapons, and also loses the ability to speak or understand any form of language. This can prevent spellcasting.

*Sign of Stone*

This sanction adds the weight of solidity to those creatures that are innately unnatural. Aberrations that fail their saving throw are partially turned to stone. They take a -4 penalty to Dexterity and can not use any polymorph abilities. This penalty increases to -8 at 11th level.

*Sign of Sunlight*

The sanction against undead takes the form of a bright light that duplicates the effect of sunlight (including harming those vulnerable to sunlight). Any undead within the sanctioned area that fails its Will save is partially blinded and can not see beyond 20 feet while using normal vision, low-light vision or darkvision. They also lose the ability to use any fear abilities they possess by virtue of being undead.

*Sign of Teeth*

Animals instinctively know the sanction of a predator. When they fail their saving throw against this sanction, they are frightened. This is a fear effect but does not stack with other forms of fear.

*Sign of Torpor*

The enervating properties of this sanction causes fatigue in any draconic creature that fails its saving throw.

*Sign of Winter*

This sanction draws water out of plant matter, weakening them. Any plant creature that fails its saving throw against this sanction takes a -4 penalty to Strength. This penalty increases to -8 at 11th level.

**Path Secrets:** A hedgewitch with the exorcism path adds the following secrets to those she may select:

*Enduring Exorcism:* The exorcist may sanction for 6 additional rounds per day. If she can not sanction, she may sanction for 6 rounds per day.

*Kinslayer:* The exorcist may sanction creatures of her own type. When she sanctions creatures of her own type, she gains a +2 insight bonus to the saving throw DC. When she sanctions creatures of her own type, she may make any number of creatures within range of the sanction immune to that sanction.

*Nemesis Sanction:* The exorcist may focus her sanction against a single target within 30 feet, + 5 feet per class level after the 1st. When used this way, the target is considered sanctioned regardless of their location, and if they fail their saving throw against the sanction, they are entangled. This sanction does not prevent her from having multiple sanctions active, and she may have both conventional and nemesis sanctions active simultaneously, or have multiple nemesis sanctions active against the same or different targets.

She may use the nemesis sanction against a creature of her own type.

*Rattling Sanction:* As a standard action, the exorcist may do 1d8 nonlethal damage per 2 class levels to a single creature under the effect of her sanction. This works even if the creature is normally immune to nonlethal damage. She may spend a spell point to instead affect a number of creatures under the effect of her sanction equal to 1/2 her class level (minimum 1).

*Subtle Sanction:* The exorcist may use and maintain sanctions without speaking and without needing to use her hands.

*Threat of Force:* Allies adjacent to creatures affected by any of the exorcist's sanctions are considered to be flanking them.

*Warding Sanction (requires Protection sphere):* She may use her class level as her caster level for any *wards* she creates. This stacks normally with caster levels gained from other sources. As a full-round action, the exorcist may create a *ward* and activate a sanction.

**Path Grand Secrets:** A hedgewitch with the exorcism path adds the following grand secrets to those she may select:

*Bloodlust:* Whenever the exorcist activates a sanction, she may choose a weapon in her hand to gain the *bane* special ability against the type of creature her sanction works against. This lasts for as long as the sanction does, or until she chooses another type. If she chooses a type that requires her to choose a sub-type (such as humanoid or outsider), she must choose a sub-type, but may change this subtype whenever she maintains her sanction.

*Counterspelling Sanction:* Whenever a creature affected by the exorcist's sanction uses a spell, spell-like ability, or sphere ability, she may counterspell it as if she had the Counterspell Mastery feat as an immediate action. If she has the Counterspell feat, this becomes a free action.

**Greater Sanction:** The range of the exorcist's sanction increases by 20 feet.

**Irresistible Force:** When the exorcist attempts to push a creature out of her sanctioned area with her sanction ability, a bull rush maneuver, or any ability that works as a bull rush, she receives a +10 bonus to the attempt.

**Moral High-Ground:** The exorcist receives a +2 bonus to the DC of her sanction.

**Remove Defenses:** When a creature fails their saving throw against the exorcist's sanction, they lose all damage reduction and resistance to spell damage until the beginning of their next turn.

**Path Mastery:** While the exorcist's sanction is active, any attack or ability that includes her as a target has a 50% chance of failing to affect her if it originates from a type of creature she is currently sanctioning, even if that creature is not currently affected by her sanction.

### Font Of Inspiration

The font of inspiration uses magic to enhance their cunning and uncover the secrets of this world.

**Class Skills:** Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int).

**Path Benefit:** A font of inspiration gains the Divination sphere as a bonus sphere.

**Path Power:** A font of inspiration gains an inspiration pool, as the investigator class ability, except that the size of the pool is 3 + 1/2 her hedgewitch level. A font of inspiration uses her hedgewitch level as her investigator level to determine the effects of this ability. The font of inspiration can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided they are trained in the skill. If the font of inspiration has levels in another class granting an inspiration pool, add those levels together to determine the effective investigator level for the effects of the ability.

At 5th level the font of inspiration gains studied combat, allowing the hedgewitch to spend one use of inspiration as a move action to study a single enemy that they can see. Upon doing so, he adds 1/2 her hedgewitch level as an insight bonus on melee attack rolls and as a bonus on damage rolls against the creature. This effect lasts for a number of rounds equal to her casting ability modifier (minimum 1). The bonus on damage rolls is precision damage, and is not multiplied on a critical hit. A hedgewitch can only have one target of studied combat at a time. This ability stacks with the class feature of the same name, when determining the insight bonus to attack and damage rolls, although the duration is always based on its casting ability modifier.

**Path Secrets:** A hedgewitch with the font of inspiration path adds the following secrets to those she may select:

**Extra Inspiration:** The font of inspiration increases her inspiration pool by 2 points. If she does not possess an inspiration pool, she gains an inspiration pool like that granted by the font of inspiration path power with 2 uses of inspiration in it. She may select this secret multiple times. The effects stack.

**Investigative Knack:** A font of inspiration can select an investigator talent, but cannot select any talents that require a class feature they do not have. She may select this secret multiple times, each time picking a new investigator talent.

**Prescient Dodger:** She gains the prescient dodger rogue talent, using her hedgewitch level in place of her rogue level. This stacks with any rogue levels she possesses. If the hedgewitch already has this rogue talent, she can select another rogue talent she qualifies for.

**Third Eye Wide Open:** The font of inspiration gains Expanded Divination as a bonus talent. Whenever she gains a new sphere, she may reselect her alternate divinations from this secret. She may select this secret multiple times.

**Path Mastery:** The font of inspiration gains a +2 bonus to her casting ability score.

### Green Magic

The green magician's magic comes from communion with nature.

**Class Skills:** Knowledge (nature) (Int), Ride (Dex), Survival (Wis).

**Path Benefit:** The green magician gains the wild empathy and woodland stride druid class features.

**Path Power:** The green magician gains an animal companion, treating her hedgewitch levels as druid levels for this purpose. Her animal companion has a starting Intelligence of 6, unless it would otherwise be higher. This means that the animal companion can take any feat it is physically capable of taking, and the green magician does not need to use Handle Animal checks to communicate with or give orders to her animal companion.

**Path Secrets:** A hedgewitch with the green magic path adds the following secrets to those she may select:

**Animal Companion:** The green magician increases her effective druid level by 4 when determining the strength of her animal companion, to a maximum effective druid level equal to her character level. If she does not possess an animal companion, she gains an animal companion treating her effective druid level as 4, to a maximum effective druid level equal to her character level. She may take this secret multiple times. The effects stack.

**Animal Friend:** The green magician chooses a specific kind of animal (eagle, fox, dog, and so on). She gains the ability to converse with that type of animal as if she were under the effects of the Speak with Wildlife Nature talent. At 5th level and every 4 levels thereafter, she selects an additional type of animal. She may speak with and understand that type of animal as well.

**Share Health (Su):** As an immediate action, the green magician may take damage up to half her current hit points, and heal her animal companion the same amount of damage. This cannot heal the target beyond their maximum hit points. This ability works out to close range.

**Share Senses:** As a standard action, she may share senses with her animal companion. For as long as she concentrates, she can hear, see, and smell what that creature is experiencing. She gains the benefits of any non-magical special abilities her animal companion possesses (such as low-light vision or scent), but uses her own Perception skill. This ability functions out to long range.

**Path Grand Secrets:** A hedgewitch with the green magic path adds the following grand secrets to those she may select:

**Animal Herald:** All friendly animals within 30 feet of the green magician gain a bonus equal to her casting ability modifier to all saving throws.

**Venom Immunity:** The green magician becomes immune to all poisons.

**Wild Vitality:** The green magician becomes immune to all diseases.

**Path Mastery:** The green magician's animal companion gains spell resistance equal to her hedgewitch level + 11. As a full-round action, she may summon her companion to her side from anywhere, even across planes. Treat her hedgewitch level as her caster level for the purpose of this ability.

## Herbology

The herbalist studies the magical nature of plant life, using herbs to harm and heal.

**Class Skills:** Knowledge (geography) (Int), Knowledge (nature) (Int), Survival (Wis).

**Path Benefit:** The herbalist gains the Distill Compound feat as a bonus feat at 1st level and treats her hedgewitch level as her caster level when creating potions; this stacks normally with caster levels gained from other sources. She also never suffers a chance to poison herself when applying poison to a weapon. This counts as possessing the poison use class feature.

**Path Power:** The herbalist's magical understanding of herbs is great enough that she may combine common herbs together and, mixing them with a little of her own magic, create a concoction. She may create concoctions a total number of times each day equal to  $3 + 1/2$  her hedgewitch level. The materials required to craft a concoction are common herbs and as such are considered to have a negligible cost. Creating a concoction takes 1 minute and must be used within 1 hour or lose its potency.

Concoctions must be drunk (with the exception of herbalist's poison) and can only affect living creatures. If a target is unwilling they are allowed a Fortitude save against a DC of  $10 + 1/2$  her hedgewitch level + her casting ability modifier to negate the effect. The herbalist gains the following concoctions:

### Empowering Concoction

The target gains a +2 alchemical bonus to one ability score of her choice (chosen when this concoction is created) and a -2 penalty to its inverse ability score (Strength's inverse is Intelligence, Dexterity's inverse is Wisdom, Charisma's inverse is Constitution, etc.). This benefit lasts for 1 minute.

At 5th level, the target no longer suffers a penalty to their inverse ability score. At 9th level, this benefit lasts for 10 minutes. At 13th level, this benefit lasts for 1 hour. At 17th level, the benefit increases to +4.

### Fortifying Concoction

The target gains a +2 alchemical bonus to one saving throw (Fortitude, Reflex, or Will), chosen at the time of brewing, for 1 minute.

At 5th level, the target gains a +3 bonus to one saving throw. At 9th level, the benefit to their saving throw lasts 10 minutes. At 13th level, this benefit lasts 1 hour. At 17th level, the bonus applies to all saving throws.

### Healing Concoction

The target is healed 1d6 hit points per 2 hedgewitch levels the herbalist possesses (minimum 1d6).



### Herbalist's Poison

The herbalist may create an injury poison (Fortitude DC  $10 + 1/2$  her herhedgewitch level + her casting ability modifier, **frequency** 1/round for 6 rounds, 1 save, **effect** 1d2 damage to an ability score that is chosen when creating the poison).

At 5th level, the ability damage increases to 1d4, and she may make the poison ingested instead of injury.

At 9th level, she may make her herbalist poison inhaled or contact. In addition, she may change the effect to making the target confused for 1 round per level.

At 13th level, her poison deals 1d6 ability damage.

At 17th level, she may change the effect of her poison to making the target sleep for 1 hour. This sleep is especially heavy and is similar to the Sleep *powerful charm* from the Mind sphere.

**Path Secrets:** A hedgewitch with the herbology path adds the following secrets to those she may select:

**Alchemy:** The herbalist gains an alchemist discovery, treating her hedgewitch levels as alchemist levels when meeting its prerequisites and determining its effects. She may gain this secret multiple times. Each time it is selected, she gains another discovery.

**Extra Concoctions:** The herbalist increases the number of concoctions she may create in a day by 2. If she cannot create concoctions, she may create 2 per day. She may select this secret multiple times. The effects stack.

**Potent Concoctions:** The herbalist's concoctions last 1 hour per hedgewitch level before they become inert instead of only lasting 1 hour.

**Store Potion:** The herbalist may drink a potion, poison, or concoction without applying the effects to herself.

Instead, she may touch a target as a standard action and grant the effects to that target. She cannot store more than 1 potion, poison, or concoction at a time in this manner, and if storing a concoction, the concoction still loses its potency if not used in time.

**Surgeon:** Using the Heal skill to treat deadly wounds takes 10 minutes instead of 1 hour. In addition, the herbalist heals the target 2 hit points per HD instead of 1 hit point per HD.

**Swift Poison:** The herbalist may apply poison to a weapon as a move action instead of a standard action.

**Path Grand Secrets:** A hedgewitch with the herbology path adds the following grand secrets to those she may select:

**Instant Poison (requires swift poison):** The herbalist may apply poison to a weapon as a swift action.

**Miracle Man (requires surgeon):** The herbalist may use her Heal skill to treat deadly wounds on a dead target, provided she begins within 10 minutes of when the target died. This takes 4 hours of continuous work and costs 3 uses of her concoction ability (or three healing concoctions, if she has them prepared). At the end of this time, she attempts a Heal check against a DC of 10 + the target's negative hit point total. If she succeeds at this check, the target comes back to life and stabilizes at 1 fewer negative hit points than would be necessary to kill it, and the target gains 2 temporary negative levels that last 24 hours. If the target has had vital parts removed (i.e., its head, heart, etc.) it cannot be revived in this manner.

**Path Mastery:** At 20th level, the herbalist's healing concoction always heals maximum hit points and her herbalist's poison deals maximum damage.

## Magonian

Magonians ride the winds and clouds, using their magic to empower airships and other flying contraptions.

**Class Skills:** Knowledge (geography) (Int), Knowledge (nature) (Int), Survival (Wis).

**Path Benefit:** The magonian treats all weather effects as being one level less severe for herself and for her attuned vehicles. She may choose to ignore the benefit as a non-action whenever it is advantageous, such as when traveling the same direction as the wind and wanting to take full advantage of the increased speed.

**Path Power:** The magonian is attuned to the magic of the sky and clouds, and knows how to converse with the soul of a ship to gain its favor. She gains a pool of attunement points equal to 3 + 1/2 her hedgewitch level. These points refresh once per day after roughly 8 hours of rest.

The magonian may spend 24 hours aboard an air vehicle to attune herself to that vessel. She may only attune one vessel at a time, plus an additional vehicle for every 4 additional hedgewitch levels she possesses (two at level 5, three at level 9, four at level 13, and five at level 17). If she wishes to attune herself to a vehicle when already at her limit, she must choose a previous attunement to lose in its place. A vehicle can only be attuned to one magonian at a time. In addition

to the previously-mentioned powers, she gains several special effects she may spend attunement points to accomplish that relate specifically to an attuned vehicle. Some of these effects are investments; an investment lasts until she rests to regain attunement points, at which time she may choose to continue the effect by not recovering the attunement points spent to create the effect. She must be touching an attuned vehicle to spend an attunement point on that vehicle.

As an investment, she gains blindsense in a 30-foot radius around her attuned vehicle. This cannot detect anything inside the airship nor attached to the airship, but can reveal the presence of things around the airship such as trees, mountains, or other airships. This blindsense increases by 30 feet for each additional attunement point so spent, and she may spend as many points as she desires with the same standard action.

She may spend a point to attempt a piloting check for an attuned vehicle even when she is not at its controls.

She may spend a point to heal a location on her attuned vehicle for an amount of hit points equal to 5x her class level. She must be touching the location to be healed.

As an investment, she may spend 2 points to grant an attuned vehicle one hardpoint of enchantment engine. She may invest multiple points with the same standard action, but no more than two per hardpoint of the attuned vehicle.

She may invest a point into an engine (including sails) or siege engine aboard her attuned vehicle. Every point so invested counts as 2 crew members for meeting the prerequisite number to fully operate the engine or siege engine. She may invest multiple points with the same standard action, but no more than one per required crew of the engine or siege engine.

Additionally, as a standard action, the magonian may spend one or more attunement points to accomplish one of the following actions.

She may create a cloud that fills a 20-foot radius area centered on her. All vision (including darkvision) is obscured in this cloud; targets within 5 feet of a creature gain concealment (a 20% miss chance), while targets more than 5 feet away gain total concealment (a 50% miss chance). She cannot create clouds underwater, and a moderate wind (11+ mph) disperses the cloud in 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round. This cloud lasts for 1 round per level.

At 5th level, she may center this cloud anywhere within close range.

At 9th level, she can choose to make her clouds solid. Creatures moving through a solid cloud move at half their normal speed and take a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into a solid cloud is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot step while in a solid cloud. Solid clouds, and effects that work like solid clouds, do not stack with each other in terms of slowed movement and attack penalties. Unlike normal clouds, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

At 13th level, she may choose to make her clouds electric. Electric clouds deal 2d6 electricity damage per round to each creature and object inside it. A cloud can be both solid and electric if she so chooses.

At 17th level, she can choose to make her clouds noxious. Creatures inside a noxious cloud must succeed at a Fortitude save (DC 10 + 1/2 her hedgewitch levels + her casting ability modifier) each round or be nauseated for that round. This is a poison effect. A cloud can be solid, electric, and noxious if she so chooses.

**Path Secrets:** A hedgewitch with the magonian path adds the following secrets to those she may select:

*Siege Engineer:* The magonian gains the Siege Engineer feat, even if she does not meet the prerequisites.

*Bond Vehicle (Su):* The magonian can spend 2 attunement points to attune herself to a vehicle as a standard action without having to have been aboard it for 24 hours. She can now attune herself to any vehicle, whether or not it is an air vehicle (although granting the vehicle the enchantment engine does cause it to count as an air vehicle). This can allow her to create impromptu vehicles (attaching a guidance sail or an oar to a statue or wooden plank to create an impromptu raft, for example). An impromptu vehicle must be able to hold at least one passenger to count as a vehicle.

*Cloud Cover (Su):* The magonian may create a cloud that treats either herself or one of her attuned vehicles as its center point; wherever the center point moves, the cloud moves as well.

*Cloud Mastery:* The magonian's clouds can be created anywhere within medium range. As a move action she may direct any of all of her clouds to move up to 30 feet in any direction.

*Extra Attunement:* The magonian increases her attunement pool by 2. If she does not possess an attunement pool, this grants her an attunement pool of 2. She may select this secret multiple times. The effects stack.

*Know Weather (Ex):* The magonian always knows what the weather will be like in her area for the next 24 hours. This provides her with advance warning of wind, rains, etc., but only reveals natural weather (i.e., it cannot reveal magical weather effects before they occur).

*See Through Clouds (Su):* The magonian's vision is no longer impaired by fog, clouds, or mist.

**Path Grand Secrets:** A hedgewitch with the magonian path adds the following grand secrets to those she may select:

*Cloud Immunity (Ex):* The magonian can move through solid clouds she creates as if it were not solid, and do not take damage from her own electric and noxious clouds.

*Cloud Walk (Su):* The magonian can climb up or walk on clouds and fog as if they were solid ground. This applies to all clouds and fogs, not just those she creates. Climbing a cloud or fog has a Climb DC of 10. Solid clouds or similar effects (such as a solid fog spell) have a Climb DC of 5. This does not impede her from running through clouds and fog as normal, but at any given time she can simply choose to begin climbing up through them, and may treat the tops of them as if they were normal ground. As a free action she may choose to stop treating clouds in this manner and fall through them normally.

*Perfectly Solid Cloud (requires cloud walk):* When the magonian makes her clouds solid, she may choose to make her clouds completely walkable; all creatures and objects, not only herself, can stand on their tops as if they were solid ground. Other creatures cannot choose to stop treating her clouds as if they were

normal, but she may, as a free action, cause a cloud to stop acting as solid ground, causing all creatures and objects on top of it to fall through. She may cause a solid cloud to resume acting as solid ground as a free action.

If a target is falling and she manages to catch them with a perfectly solid cloud, she may catch them in such a way as to completely negate their falling damage.

*Permanent Control:* The magonian no longer needs to spend attunement points to pilot her attuned vehicle from a distance, and can do so over any distance as a swift action instead of a standard action. She may pilot any number of her attuned vehicles with the same swift action. She always knows the direction and distance to her attuned vehicles.

**Path Mastery:** At 20th level she may activate any usage of her magonian path power as a swift action instead of a standard action. If she possesses Permanent Control, she may command her attuned vessels as a free action once per round instead of a swift action.

## Spiritualism

The spiritualist's allies are not from the mortal world, and whisper secrets in her ear.

**Class Skills:** Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (religion) (Int).

**Path Benefit:** The spiritualist's may attempt Knowledge checks untrained. Whenever she attempts a Knowledge check, roll twice and take the higher result.

**Path Power:** The spiritualist's may channel spirit allies into herself, temporarily gaining their knowledge and power. As a standard action, she may grant herself the benefit of any one magic talent she does not possess. This effect lasts for 1 minute per hedgewitch level. The spiritualist must possess that talent's base sphere and meet any prerequisites (if an advanced talent). She may use this ability a number of times per day equal to 3 + 1/2 her hedgewitch level (minimum 1).

Multiple uses of this ability do not stack. If she uses this ability again before the previous duration has expired, it replaces the previous use.

At 5th level, she may use this ability to gain the benefits of two magic talents at the same time. She may select one magic talent as a move action or two magic talents as a standard action. She may use one of these magic talents to meet a prerequisite of the second magic talent; doing so means that she cannot replace a magic talent currently fulfilling another's prerequisite without also replacing those talents that require it. Each individual magic talent selected counts toward her daily uses of this ability.

At 9th level, she may gain the benefits of two magic talents as a move action or one magic talent as a swift action.

At 13th level, she may use this ability to gain the benefits of three magic talents at the same time. She may select one magic talent as a free action, two magic talents as a swift action, or three magic talents as a move action. She may use some magic talents to meet the prerequisite of others. Each individual magic talent selected counts toward a daily uses of this ability.

At 17th level, she may gain the benefit of one magic talent as an immediate action or up to three magic talents as a swift action. Each individual magic talent selected counts toward her daily uses of this ability.



### Temporary Talents

Temporary talents, sometimes called 'flexible' talents, are talents a character gains for less than 24 hours (not including talents gained from implements). The rules for such talents are discussed in various places in the rules, but the important ones are as follows:

Any non-instantaneous magic effect created with a temporary talent ends when the temporary talent is lost.

Temporary talents cannot be used to gain or buy off sphere-specific drawbacks.

Effects that have a limited number of uses (for example, *lesser charms* that can only be used once per target per 24 hours) do not refresh their number of uses if the talent is lost and regained before the ability would normally refresh.

In addition to these considerations, GMs are encouraged to consider the effect of flexible talents on their games. For example, in grueling combat games or high-magic games where players already have access to lots of magical options, flexible talents are simply another tool; new players could be encouraged to explore the game through options that grant temporary talents and GMs might even expand their power, removing the rule that an effect ends when the talent is lost.

However, in a low-magic game where players have few magic items, or a game that relies on intrigue or puzzles and has few combat situations per day, a GM might decide to ban options like the spiritualism tradition that grant temporary talents; a game can quickly become boring if one player can simply bypass problems or produce the perfect magical ability for whatever situation they are facing that day without concern for conserving resources.

**Path Secrets:** A hedgewitch with the spiritualism path adds the following secrets to those she may select:

*Bodily Possession (requires Spheres of Might):* The spiritualist may select combat talents in place of magic talents when channeling spirit allies.

*Extra Spirit:* The spiritualist's increases the number of times she may channel spirit allies in a day by 2. If she cannot channel spirit allies, she may now do so 2 times per day. She may select this secret multiple times. The effects stack.

*Infuse Other:* As a standard action, she may touch a willing target and spend 2 uses of the spiritualism path power to grant knowledge of a magic talent to that ally for 1 minute. The target must possess the casting class feature and uses its own spell points and caster level if granted a magic talent.

*Spiritualist Combatant:* Rather than gaining the benefits of a magic talent, she may use the spiritualism path power to grant herself a +1 dodge bonus to AC and a +1 circumstance bonus to attack rolls. She may increase these bonuses to +2 in place of two magic talents or +3 in place of three magic talents.

**Path Mastery:** The spiritualist's may channel spirit allies to gain the benefit of any number of magic talents as a swift action. Each magic talent selected counts toward her daily uses of this ability.

### Tempest-Tost

The tempest-tost's power comes from harnessing the storm, both the one within and without.

**Class Skills:** Knowledge (nature) (Int), Perception (Wis), Survival (Wis).

**Path Benefit:** The tempest-tost gains the Weather sphere as a bonus magic talent.

**Path Power:** The tempest-tost's mood and power is volatile, changing like the weather she draws power from. She is in one of 3 states at any given time. She has no control over what state she is in: when she wakes up after an hour 8 rest, she chooses her state at random (such as by rolling 1d3), and whenever she is hit with an attack that is a natural 20, fails a saving throw, or regains consciousness, her state randomly (such as by rolling 1d2 or flipping a coin) changes to one of the other two states.

At 9th level, when she would change or select her state, she may roll twice and pick whichever option she prefers.

At 19th level, whenever she would change states, she may spend a spell point as a free action (even if it is not her turn) to either remain in the state she is in or to choose which of the other two states she changes to. She must decide whether to use this ability before she rolls to see which new state she would enter.

Each state gives different abilities and shades her moods. They do not restrict her from acting contrary to the propensities they give her, nor do they fundamentally alter her personality.

#### *Nebulous*

In the nebulous state, the tempest-tost is cagey, wary, and averse to sharing secrets. Whenever she uses *control weather* to create or alter Precipitation or uses a (precipitation) *shroud*, she treats her class level as her caster level. This stacks normally with caster levels gained from other sources.

At 5th level she also gains the ability to see through mist, fog, and other precipitation, as well as smoke and other vapors, whether natural or magical, as if they did not exist. (She can still perceive them; they just do not hamper her vision.) She also gains a +2 bonus to Bluff checks. This increases by +1 at 6th level and every 3 levels thereafter.

At 13th level she is constantly surrounded by a small fog bank. This provides her with concealment, and she always treats herself as being in precipitation level 3 for the purpose of *mantles* and other benefits, but not for determining the effects of *shrouds* or other harmful effects. She may suppress this fog as a free action, losing all of its benefits, but unless she suppresses it again the fog reappears at the beginning of her next turn (even if she is unconscious or otherwise unable to take a free action).

#### *Tempestuous*

In the tempestuous state, the tempest-tost is rash, brash, and quick to anger. Whenever she uses *control weather* to create or alter wind or to use a wind *shroud*, she treats her class level as her caster level. This stacks normally with caster levels gained from other sources.

At 5th level she never has Perception check DCs increased due to background noise and can attempt hearing-based Perception checks even when they would normally

be impossible, such as during a hurricane or tornado. She also gains a +2 bonus to Intimidate checks. This increases by +1 at 6th level and every 3 levels thereafter.

At 13th level she is constantly surrounded by whirling winds.

She can extend these winds to move objects as though using the Telekinesis sphere base ability, but not any of the special uses such as Sustained Force or Bludgeon. Her caster level for this ability is equal to her Weather caster level. If she has the Telekinesis sphere, she instead treats her class level as her caster level for the purpose of determining what size object she can lift and any bonuses to her Weather sphere caster level apply for this purpose. This stacks normally with caster levels gained from other sources.

These whirling winds also give her a +5 dodge bonus to armor class against ranged attacks and, as an immediate action, she may spend a spell point to catch an object as though using the Quick Reactions Telekinesis talent.

She may also cause any clothes she wears to billow at any time without spending an action.

She may suppress this wind as a free action, losing all of its benefits, but unless she suppresses it again the wind reappears at the beginning of her next turn (even if she is unconscious or otherwise unable to take a free action).

### Thunderous

In the thunderous state, the tempest-tost is loud, gregarious, and open. Whenever she uses a sphere ability that would deal electricity or sonic damage, including using the Storm Lord talent to control where lightning strikes, she deals an additional +1/2 damage per hedgewitch level (minimum 1).

At 5th level she may amplify her voice, reducing the DC to hear her by -20 and allowing creatures to attempt Perception checks to hear her in hurricanes or tornadoes at a -10 penalty. She also gains a +2 bonus to Diplomacy checks. This increases by +1 at 6th level and every 3 levels thereafter.

At 13th level her body crackles with electricity and tiny cracks of thunder. She gains immunity to electricity and sonic damage. When a creature makes a weapon attack against her, she may spend an immediate action to cause them to take 1d6 electricity or sonic damage (her choice) per 3 hedgewitch levels.

As part of the same action she may spend a spell point to force them to attempt a Fortitude saving throw (DC 10 + 1/2 her hedgewitch level + her casting ability modifier) or be deafened and blinded for one round.

She may suppress this electric crackling as a free action, losing all of its benefits, but unless she suppresses it again it reappears at the beginning of her next turn (even if she is unconscious or otherwise unable to take a free action).

**Path Secrets:** A hedgewitch with the tempest-tost path adds the following secrets to those she may select:

*Cloud Friend:* The tempest-tost gains a cloud sprite familiar as the wizard class feature, using her hedgewitch level as her wizard level for this purpose. She cannot have more than one familiar at a time. Instead this stacks with all class levels from different classes granting a familiar for the purpose of determining the benefits.

*Don Mantle:* The tempest-tost gains the Mantled Caster feat and a (mantle) talent.

*Lightning Dodger:* The tempest-tost gains evasion, as the rogue ability.

*The Calm Before:* Once per day the tempest-tost may take a full-round action that provokes attacks of opportunity to change her state. She may use this ability an additional time per day for every 5 hedgewitch levels she has.

**Path Grand Secrets:** A hedgewitch with the tempest-tost path adds the following grand secrets to those she may select:

*Defensive State:* When the tempest-tost is in the nebulous state she gains the slippery mind rogue talent, when she is in the tempestuous state she gains improved evasion, as a rogue, and when she is in the thunderous state she gains stalwart, as a mageknight.

**Path Mastery:** Once per day as a free action she may choose to enter all three states at once, gaining all the relevant benefits. This lasts for 10 minutes, after which she randomly chooses a new state as normal.

### Temporal Traveler

The temporal traveler is a time traveler, or at least has explored time and space through the manipulation of magic and esoteric devices, hiding among the locals through a combination of future insights and clever misdirection.

**Class Skills:** Disguise (Cha), Knowledge (history) (Int), Knowledge (planes) (Int).



**Path Benefit:** The temporal traveler gains the Time sphere as bonus magic talent.

**Path Power:** At the start of each day the temporal traveler gains an insight pool containing a number of insight points equal to her casting ability modifier (minimum 1). Her insight goes up or down throughout the day, but usually cannot exceed her casting ability modifier, though feats and magic items can affect this maximum. She spends insight points to accomplish deeds, and regains one point of insight whenever she spends two or more spell points on a sphere power or class ability.

For the purposes of feat prerequisites, a character with an insight pool satisfies the prerequisites as if she were a grit user, kismet user, luck user, or panache user. Hedgewitch levels for characters with this path stack with gunslinger levels for the purpose of satisfying signature deed's level requirement. For feats, magic items, and other effects, an insight user can spend and gain insight points in place of grit points, kismet points, luck points and panache points, and vice versa.

In addition, she gains access to the following deeds:

*Future Insight (Ex)*

At 1st level, the temporal traveler can spend 1 insight point when she attempts a Knowledge or Disable Device check to roll 1d6 and add the result to the check. She can do this after she attempts the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and add it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her casting ability modifier (minimum 1).

*Traveler's Initiative (Ex)*

At 5th level, while the temporal traveler has at least 1 insight point, she gains a +2 bonus on initiative checks. In addition, if she has the Quick Draw feat, her hands are free and unrestrained, and she has a light melee weapon, one-handed ranged weapon, or casting focus that's unhidden and ready to draw, she can draw that weapon as part of the initiative check.

*Fast Action (Su)*

At 9th level the temporal traveler may spend 2 insight points to cast a spell with a normal casting time of a standard action, or perform an attack action, as a swift action instead.

*Evasive (Ex)*

At 13th level, while the temporal traveler has at least 1 insight point, she gains the benefits of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. She uses her hedgewitch level as her rogue level for improved uncanny dodge. In addition, whenever she fails a Reflex saving throw she may spend 1 insight point to reroll the attempt, though she must take the second result (even if it is lower).

*Traveler's Edge (Ex)*

At 17th level, the temporal traveler may spend an insight point as part of the action used to attempt the skill check (if any) to take 10 on any skill check. She can use this ability in conjunction with the future insight deed.

**Path Secrets:** A hedgewitch with the temporal traveler path adds the following secrets to those she may select:

**Grit Feats:** The temporal traveler gains a single grit or panache feat she qualifies for as a bonus feat. She may select this talent multiple times, gaining a new grit or panache feat each time.

**Trapfinding:** The temporal traveler gains trapfinding, as the rogue class feature.

**Path Grand Secrets:** A hedgewitch with the temporal traveler path adds the following grand secrets to those she may select:

**Temporal Mastery:** The temporal traveler gains one oracle revelation from the time mystery, using her hedgewitch level as her effective oracle level and her casting ability modifier in place of Charisma when meeting its prerequisites or determining its effects.

**Path Mastery:** The temporal traveler's insights from different times and places let her see all manner of things from all manner of angles. She can take 20 on any Knowledge check, and may do so without spending any increased time.

## Transmuter

Famous for turning troublesome adventurers into toads, transmuters practice a special form of witchcraft wherein they can transform objects, animals, and even people into whatever they desire.

**Class Skills:** Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (nature) (Int).

**Path Benefit:** The transmuter may treat her class level as her caster level for the purposes of *create* effects from the Creation sphere.

**Path Power:** As a standard action the transmuter may touch one object to change it into a different shape and material, as long as the resulting object is one she could target with this ability. She may do this a number of times per day equal to 3 + 1/2 her hedgewitch level. Attended targets may always attempt a Fortitude save (DC 10 + 1/2 her hedgewitch level + her casting ability modifier) to negate the effect. This effect is considered a *shapeshift* from the Alteration sphere, except it has a permanent duration until removed, and she treats her hedgewitch level as her caster level for the purposes of removing her transformations. She may always restore an object to the state it was in prior to her transformation as a free action.

At 1st level she may only affect Small or smaller, unattended, non-magical objects made of vegetable matter (including wood) or stone.

At 5th level she may affect attended objects, Large or smaller objects, and creatures of the animal type that are Medium or smaller. She may affect any object as if she had Expanded Materials. She may turn objects into animals that are Small or smaller with 1 Hit Dice. When used in this way the targeted object gains Hit Dice as if it were a typical creature of its new type. She may turn living creatures into objects, but the duration is reduced from permanent to 1 round + 1 round for every 4 levels beyond 1st, and creatures are entitled to a Fortitude save every round until they return to normal. She may not turn a living creature into another living creature.

At 9th level, she may affect Huge or smaller objects, Large or smaller animals, Medium or smaller humanoids, and magical objects. Transforming a humanoid into any form has a duration of 1 round + 1 round for every 4 levels beyond 1st and they are entitled to a Fortitude save every round until they return to normal. She may transform a living animal into the form of another animal.

She may permanently transform an object into a Medium or smaller animal with 5 or fewer Hit Dice. When transforming a living creature into another living form, rather than gaining the HD of their new form they instead are affected by the *shape-shift* Alteration ability except that they gain traits based on her Creation caster level and must choose traits from Additional Limbs, Animalistic Transformation, Animal Mind, Aquan Transformation, Avian Transformation, Blank Transformation, Serpentine Transformation, Subterranean Transformation, or Size Change and these traits must be chosen in such a way as to most closely match the chosen form's natural abilities.

At 13th level, she may affect Gargantuan or smaller objects, Huge or smaller animals, and Large or smaller humanoids.

She can permanently transform an animal with 5 or fewer Hit Dice into an object or another animal. She may permanently transform an animal or object into a humanoid with no racial Hit Dice.

At 17th level, she can permanently transform a humanoid with 5 or fewer Hit Dice into an object, animal, or other humanoid with 5 or fewer Hit Dice.

**Path Secrets:** A hedgewitch with the transmuter path adds the following secrets to those she may select:

*Implanted Training:* When the transmuter transmutes an object into a living creature or an animal into a different type of animal, she may give it basic operational knowledge of its new body. When she transmutes an object or animal into an animal choose one of the following types of training: Combat Training, Fighting, Guarding, Heavy Labor, Hunting, Performance, or Riding. The animal is treated as if it has been trained for that purpose (see the Handle Animal skill) for the duration of the transmutation.

*Practiced Transmutation:* The transmuter increases the size of objects and creatures she may affect (either target or resultant creature/object) by 1 step.

*Ranged Transmutation:* The transmuter may use her transmuter path power at close range instead of touch.

*Transformations:* The transmuter increases the number of times she may transform a target in a day by 2. If she cannot transform targets (as per this ability), she may now do so 2 times per day, as the transmuter path power. She may select this secret multiple times. The effects stack.

**Path Grand Secrets:** A hedgewitch with the transmuter path adds the following grand secrets to those she may select:

*Expanded Transformation:* The transmuter adds aberrations, constructs, outsiders, magical beasts, and vermin, with the same size limitations as humanoid targets to the list of creatures she may target with her transformation ability or turn other targets into.

*Greater Transformation:* The transmuter increases the amount of Hit Dice that she may permanently transform a creature from or into by 1. She increases this amount by 1 for every 3 levels beyond 10th. (At 10th she may turn an object into a creature with 2 Hit Dice. At 13th she may turn an object or animal with 7 or fewer Hit Dice into an animal with 7 or fewer Hit Dice. At 17th she may turn an object or animal or humanoid with 8 or fewer Hit Dice into an object or animal with 8 or fewer Hit Dice).

*New Life:* Living targets which fail their save to resist transformation must attempt a Will save or lose all knowledge of their previous life for the effect's duration, behaving in all ways as if they were the new creature all along. When the transformation ends, their memory returns.

**Path Mastery:** The transmuter may spend spell points in place of transmuter path power uses, and may expend 2 transmuter path power uses in place of a spell point for Creation sphere effects.

## Umbral

Umbrals draw their power from study and emulation of the beings of the shadow realms.

**Class Skills:** Disguise (Cha), Intimidate (Cha), Knowledge (planes) (Int).

**Path Benefit:** The umbral adds 1/2 her hedgewitch level to all Stealth and Disguise checks (minimum 1).

**Path Power:** The umbral gains shadowstuff as the fey adept class feature, including shadowmark and create reality, with a number of shadow points in her shadow pool equal to 3 + 1/2 her hedgewitch level. If she gains a shadow pool from another source, combine those levels with her hedgewitch levels when determining the number of shadow points it contains and add either 3 or the appropriate ability modifier, whichever is higher.

**Path Secrets:** A hedgewitch with the umbral path adds the following secrets to those she may select:

*Eyes of Black:* The umbral gains darkvision with a range of 10 feet per hedgewitch level. If she possesses darkvision from another source she may instead add 5 feet per hedgewitch level to the range of her darkvision. She may spend a shadow point to allow her darkvision to penetrate magical darkness for 1 minute per hedgewitch level.

*Shadow Sculptor:* The umbral gains the Shadow Magic feat. She does not need not meet its prerequisites.

*Shadowstuff:* The umbral gains the Extra Shadowstuff feat. If she does not already possess a shadow pool she instead gains a shadow pool and shadowmark as the fey adept class features using her hedgewitch level in place of fey adept levels. This secret may be taken multiple times.

*Touch of Darkness:* The umbral gains a surreal feat. She must meet all prerequisites. This secret may be taken multiple times. Each time, she selects another surreal feat.

**Path Grand Secrets:** A hedgewitch with the umbral path adds the following grand secrets to those she may select:

*Hide in Plain Sight (Su):* The umbral can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light, the umbral can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

*Improved Shadow Sculptor:* The umbral gains a +1 to the effective caster level of effects produced by Shadow Magic. She may take this secret up to twice and the effects stack.

**Path Mastery:** At level 20, the umbral can make one of her *illusions* permanent. Only one *illusion* may be made permanent in this way at one time. If another *illusion* is designated as permanent, the previous permanent *illusion* ends.

# Incanter

The incanter is among the purest forms of a caster, dedicated above all to expanding their knowledge of the magical arts. Their powers are almost entirely determined by their choice of sphere - whether they're dabbling in everything or focusing their knowledge on a few areas, though, they're a force to be reckoned with.

**Role:** An incanter is a master of magical spheres, bending magic to their needs more fully than any other caster.

**Alignment:** Any

**Hit Die:** d6

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The incanter's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** An incanter is proficient with all simple weapons.

**Casting:** An incanter may combine spheres and talents to create magical effects. An incanter is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** An incanter gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** An incanter gains 1 magic talent every level, according to **Table: The Incanter**. The incanter also gains a bonus magic talent at every odd incanter level.

**Bonus Feat:** At 1st, 2nd, and every 2 levels thereafter, an incanter gains a bonus feat. This may be spent to gain an extra magic talent, drawback and proxy feats, or any feat which has casting as a prerequisite (item creation feats, metamagic feats, Sphere Focus, Circle Casting, etc.).

**Incanter Specializations:** At 1st level, the incanter may choose a series of specializations, gaining additional abilities at the cost of some versatility. Every specialization costs a number of the incanter's bonus feats, as indicated by the chart below. Each specialization costs either 1, 2, or 3 specialization points. The incanter cannot have more than 5 points worth of specializations. He uses his incanter level as their effective cleric, sorcerer, or wizard level when determining the power of these abilities.

**Table: The Incanter**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1st	+0	+0	+0	+2	Bonus feat, bonus talent, casting, specializations, spell pool	+1	1 (+2)
2nd	+1	+0	+0	+3	Bonus feat	+2	2
3rd	+1	+1	+1	+3	Bonus talent	+3	3
4th	+2	+1	+1	+4	Bonus feat	+4	4
5th	+2	+1	+1	+4	Bonus talent	+5	5
6th	+3	+2	+2	+5	Bonus feat	+6	6
7th	+3	+2	+2	+5	Bonus talent	+7	7
8th	+4	+2	+2	+6	Bonus feat	+8	8
9th	+4	+3	+3	+6	Bonus talent	+9	9
10th	+5	+3	+3	+7	Bonus feat	+10	10
11th	+5	+3	+3	+7	Bonus talent	+11	11
12th	+6/+1	+4	+4	+8	Bonus feat	+12	12
13th	+6/+1	+4	+4	+8	Bonus talent	+13	13
14th	+7/+2	+4	+4	+9	Bonus feat	+14	14
15th	+7/+2	+5	+5	+9	Bonus talent	+15	15
16th	+8/+3	+5	+5	+10	Bonus feat	+16	16
17th	+8/+3	+5	+5	+10	Bonus talent	+17	17
18th	+9/+4	+6	+6	+11	Bonus feat	+18	18
19th	+9/+4	+6	+6	+11	Bonus talent	+19	19
20th	+10/+5	+6	+6	+12	Bonus feat	+20	20

Most specializations come into effect beginning at 1st level. However, if the incanter possesses multiple specializations, he may only gain the benefits of one at 1st level, plus another at every odd level after 1st. Two specializations that both only cost 1 specialization point count as a single specialization for this purpose.

*Example:* An incanter who possesses both a sphere specialization and the channel energy specialization would need to choose either sphere specialization or channel energy to come into effect at 1st level. Whichever specialization was not chosen will then be gained beginning at 3rd level.

Specialization Points	Lost Bonus Feats
1	1, 10, 20
2	1, 6, 10, 14, 20
3	1, 2, 6, 10, 14, 18, 20
4	1, 2, 6, 8, 10, 14, 16, 18, 20
5	All bonus feats lost

*Admixture Adept (2 specialization points):* The incanter gains the Admixture talent as a bonus magic talent. He also gains an admixture pool as an admixture savant (see elementalist archetypes in chapter 4) of half his incanter level (minimum 1). These levels stack with admixture savant levels for determining the size of his admixture pool.

*Channel Energy (2 specialization points):* The incanter may channel energy as the cleric class feature a total number of times per day equal to 3 + his casting ability modifier, using his casting ability modifier in place of Charisma when determining its associated saving throw. He must choose whether to channel positive or negative energy when he gains this ability. Once this choice is made, it cannot be changed.

*Cleric Domains (1 specialization point):* The incanter gains the powers and abilities associated with one cleric domain of his choice, using his incanter level as his cleric level. This stacks with levels from other classes that grant domains, but only if the domains chosen by both classes are the same. This does not grant domain spells. He uses his casting ability modifier in place of Wisdom when determining the power of his domains, and he may choose subdomains. He may take this specialization multiple times. Each time it is taken, he gains another domain.

*Familiar (1-2 specialization points):* The incanter gains a familiar, as the wizard's arcane bond option, using his incanter levels as wizard levels for this purpose.

This specialization costs 1 point. If the incanter spends 2 specialization points, he can instead gain one of the following special familiars.

**Fey Servant (2 specialization points):** The incanter's familiar is a special form of fey creature. The familiar must be an animal, and its type becomes fey (granting low-light vision if not already possessed). Its fey nature is obvious from its unusual coloring and features.

At 4th level, this familiar gains DR/cold iron equal to half his class level.

At 8th level, he gains the Improved Familiar feat, but must select an improved familiar of the fey type.

At 10th level, a number of times per day equal to 3 + his casting ability modifier, he may grant his familiar the benefits of any (fey-blessing) talent that he activates on himself without paying any additional cost. His familiar must be within 30 feet and under the effects of his *fey-link* when the (fey-blessing) talent is used.

**Omnimental Familiar (2 specialization points):** The familiar becomes omnimental. The omnimental never gains the speak with animals of its kind ability. At 6th level, the incanter may determine range, line of effect, and line of sight for his *destructive blasts* from his familiar's position instead of his own.

*Lay on Hands (2 Specialization Points):* At 2nd level, you may lay on hands as a paladin. Each day, you can use this ability a number of times equal to 1/2 your incanter level plus your casting ability modifier. With one use of this ability, you can heal 1d6 hit points of damage for every two incanter levels you possess. Using this ability is a standard action, or a swift action if you are healing yourself. You must have one hand free to use this ability. This is a positive energy effect.



You can use this healing power to deal damage to undead creatures, dealing damage equal to the damage you could have healed. Using lay on hands in this way requires a successful melee touch attack and does not provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

You do not gain the paladin's mercies, but qualify for feats and abilities that require the lay on hands ability.

**Master of Mysteries (2 specialization points):** The incanter has training in the deep mysteries in magic, and his influence can be felt by all spell casters. As a standard action, he may tune himself to the environment, so that all magic flows through him. He must spend a standard action every round to maintain the attunement, and he can only be attuned for a maximum number of rounds per day equal to his class level + his casting ability modifier. These rounds do not need to be consecutive.

When any enemy caster uses a sphere ability or casts a spell or spell-like ability, they must overcome the incanter's influence if any part of their line of effect comes within 60 feet of him. If they succeed on a magical skill check against his magical skill defense, then their spell acts normally. If they fail, there are consequences.

At 1st level, a failed magical skill check causes the spell to be weakened. The caster level of the spell is lowered by the amount the check was failed by. If this reduces the caster level to 0 or less, the spell is countered.

At 6th level, a failed magical skill check causes the spell to be countered.

At 11th level, if the incanter counters a spell, he may use an immediate action to redirect it to a different target as if they had been the original target of the spell. If an attack roll is required, he uses the same attack roll the original caster made.

At 16th level, the incanter may store a countered effect for later use. He may only store one spell this way, and may continue to store it for up to 24 hours. Using the spell is a swift action, and uses the caster level and casting ability modifier of the original caster, but the incanter now controls the ability.

At 20th level, the incanter may maintain this ability as a move action.

**Merciful Healer (2 Specialization Points):** You gain mercies as a paladin of equal level. These mercies trigger whenever you take an action to use the *cure* ability of the Life sphere or when you use your lay on hands ability.

**Sorcerer Bloodline (2 specialization points):** The incanter gains the bloodline powers (but not the bloodline spells, feats, or arcana) of one sorcerer bloodline of his choice. If he already gains a sorcerer bloodline from another class, this instead allows levels of that class and his incanter levels to stack when gaining and determining the powers and abilities of his sorcerer bloodline. Use his casting ability modifier in place of his Charisma modifier when determining the powers of his bloodline, if it is higher.

**Sphere Specialization (3 specialization points):** The incanter specializes in a sphere of his choice. The incanter gains that sphere as a bonus sphere and gains a +1 bonus to his caster level with that sphere. In addition, he also gains a series of abilities associated with that sphere, as detailed below. Some specializations have optional sub-specializations which may be chosen when the sphere specialization is gained. Like archetypes, these sub-specializations trade out one or more of a sphere specialization's benefits for new abilities.

**Sword Birth (3 specialization points):** The incanter gains armory arena at 1st level and enhanced armory at 3rd level as a lingchi warrior (see Armorer archetypes) of his incanter level. He gains 1 arsenal trick at 5th level and every 5 levels thereafter. He may select arsenal tricks as if he were a lingchi warrior of his incanter level.

## Sphere Specializations

### Alteration

**Battleshaping (Su):** At 3rd level, the incanter may grant himself or a creature under the effects of his *shapeshift* one trait as a swift action. This trait cannot cost a spell point and must be one that he can grant through his *shapeshift*. This trait lasts for 1 round per 2 incanter levels and if the target so chooses they may resist this effect without the need for a saving throw. This trait stacks with polymorph effects, including *shapeshift*. At 11th level, the incanter can grant two traits in this fashion. A target can only be under the effects of one use of battleshaping at any time. The incanter can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Change Shape (Sp):** At 8th level, once per day as a free action the incanter can grant himself one Alteration talent he does not possess for a number of rounds equal to his incanter level. Every time this ability is used, he may change this bonus talent to another Alteration talent he does not possess. He may use this ability an additional time per day for every 6 levels beyond 8th.

**Shapeshifter's Renewal (Su):** At 20th level, whenever the incanter places a *shapeshift* on a target and spends a spell point to maintain it without concentration, he may choose to remove any poison and non-magical disease from the target and heal the target 2 hit points per incanter level.

### Blood

**Red Minion (Su):** At 3rd level, the incanter gains a Tiny blood construct as a permanent servant. As the incanter gains levels, he may choose to increase the size of the construct based on the following table, changeable when the incanter gains a level. The incanter may choose to advance the blood construct's Hit Dice to that of an available size without actually increasing its size, if he so chooses.

Incanter Level	Construct
3rd	Small
6th	Medium
9th	Large
12th	Huge
15th	Gargantuan
18th	Colossal

A slain blood construct may be replaced with an 8 hour ritual and sufficient blood to create a construct of that size (see the Extract Blood Construct talent).

**Hemorrhagic Aura (Su):** At 8th level, as a free action the incanter can emit a 30-foot aura that intensifies any bleed effects for one round. He may emit this aura for a total number of rounds per day equal to his incanter level. Hostile creatures within this area that are suffering from ongoing bleed effects

must attempt a Fortitude save each round or suffer 1d2 points of Constitution damage that round. These rounds do not need to be consecutive.

**Hemorrhagic Mastery (Su):** At 20th level, any bleed damage the incanter deals is increased by 1/2 his incanter level. This bonus bleed damage is not increased by Empower Spell or similar effects. Additionally, whenever he uses *blood control*, he can roll twice to penetrate a creature's spell resistance and take the better result.

### Conjuration

**Summoner's Charm (Su):** At 3rd level, whenever the incanter *summons* a companion from the Conjuration sphere and maintain its presence through concentration, the companion remains for a number of rounds after he ceases concentrating equal to 1/2 his incanter level (minimum 1) before disappearing.

**Aura of Banishment (Su):** At 8th level, as a free action the incanter can emit a 30-foot aura of banishment for one round. He may emit this aura for a total number of rounds per day equal to his incanter level. These rounds do not need to be consecutive. Any summoned or called creature in the area (except those he specifies) must attempt a Will save each round. Once the creature fails a Will saving throw, it is staggered as long as it remains inside the aura. If it fails a second Will saving throw, it is immediately sent back to its home plane and the spell or effect that summoned it immediately ends. If that spell or effect summoned more than one creature, only the creature that failed its saving throws is affected. If the summoned creature was a companion, it cannot be summoned again for 1 minute.

**Mirrored Summoning:** At 20th level, once per day when the incanter *summons* a companion, he may *summon* a duplicate of that companion with the same action. He must spend all required spell points to *summon* this duplicate companion, just as with the original.

### Creation

**Creator's Focus (Su):** At 3rd level, whenever the incanter maintains an object he has *created* with the Creation sphere through concentration, that object remains a number of additional rounds equal to 1/2 his incanter level (minimum 1 round) after he ceases concentrating before disappearing.

**Master of Creation (Sp):** At 8th level, whenever the incanter *creates* an object with the Creation sphere, the cost of *creating* the object is reduced by 1 spell point (minimum 0). Only one such object can be created with master of creation at a time; if another object is *created* using master of creation, any previous objects *created* with master of creation are immediately dismissed.

**Unbreakable (Su):** At 20th level, the incanter gains a +2 natural armor bonus. All of his worn equipment and any object he *creates* gain a +10 bonus to its hardness.

### Dark

**Home in the Dark (Su):** At 3rd level, the incanter gains blindsense 10 feet when within an area of dim light or darkness. This bonus increases by 5 feet per 5 incanter levels he possesses, to a maximum of 30 feet at 20th level.

**Shadow Step (Sp):** At 8th level, the incanter can use this ability to walk through the Plane of Shadow and reappear as a standard action. He can travel up to 30 feet per incanter level

per day in this fashion, either in a single round or broken up across multiple shadow steps. This movement must be used in 5 feet increments and does not provoke an attack of opportunity. Travel through the Shadow Plane is imprecise; when he arrives, he re-enters 1 square off target, as per the rules for thrown splash weapons. If this would place him in an occupied square, he instead arrives in the nearest safe location. When he arrives, he is cloaked in shadow and gain concealment for 1 round. He may bring other willing creatures with him, but he must expend an equal amount of distance for each additional creature brought with him. They likewise re-enter off target (roll location for each creature) and are cloaked in shadow for 1 round.

**Shadow Renewal:** At 20th level, the incanter gains fast healing 5 while in dim light or darkness. This fast healing is suppressed while in any level of illumination brighter than dim light.

### Death

**Power over Undead (Su):** At 3rd level, the incanter receives Command Undead or Turn Undead as a bonus feat. He can channel energy a number of times per day equal to 3 + his casting ability modifier, but only to use the selected feat. He can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to 10 + 1/2 his incanter level + his casting ability modifier.

**Bolster (Sp):** At 8th level, the incanter can touch an undead creature as a standard action and infuse it with negative energy. It gains a +2 profane bonus on all attack rolls, damage rolls, and saving throws, as well as 2 temporary hit point per Hit Die and a +4 bonus to its channel resistance. These bonuses last for a number of rounds equal to the incanter's casting ability modifier (minimum 1). The bonuses and temporary hit points are immediately dispelled if the creature is within the area of a *consecrate* spell or a Hallowed Totem. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Spirit Touch (Sp):** At 20th level, the incanter can touch incorporeal creatures as if his body, natural weapons, and wielded weapons were all under the effects of the *ghost touch* weapon special ability. He may activate or suppress this ability as a free action, and while this ability is active, he is immune to the touch attacks of shadows, ghosts, and other incorporeal creatures.

### Destruction

**Intense Magic (Su):** At 3rd level, whenever the incanter creates a *destructive blast* that deals hit point damage, he adds 1/2 his incanter level to the damage dealt (minimum +1). This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the *destructive blast*.

**Penetrating Blast (Sp):** At 8th level, when the incanter uses a *destructive blast* and rolls to penetrate spell resistance, he may roll twice and take the higher result. He may use this ability once per day at 8th level, and one additional time per day for every 6 levels beyond 8th.

**Indestructible:** At 20th level, the incanter becomes immune to critical hits and precision damage. When below 0 hit points, he does not die until his negative total is in excess of twice his Constitution score.



## Divination

**Forewarned (Su):** At 3rd level, the incanter can always act in the surprise round even if he fails to attempt a Perception roll to notice a foe, but he is still considered flat-footed until he takes an action. In addition, he receives a bonus on initiative checks equal to 1/2 his incanter level (minimum +1).

**Foretell (Su):** At 8th level, the incanter can utter a prediction of the immediate future as a free action. For one round, he emits a 30-foot aura of fortune that aids his allies or hinders his enemies, as chosen by him at the time of prediction. If he chooses to aid, he and his allies gain a +2 luck bonus on ability checks, attack rolls, magic skill checks, saving throws, and skill checks. If he chooses to hinder, his enemies take a -2 penalty on those rolls instead. He can use this ability for a number of rounds per day equal to his incanter level. These rounds do not need to be consecutive.

**Perfect Knowledge:** At 20th level, anytime the incanter would roll for initiative or a Knowledge check, instead assume the roll would have resulted in a natural 20.

### *Divination Sub-Specialization: Tactician*

The following abilities replace forewarned and foretell.

**Preempt Fumble (Su):** At 3rd level, as an immediate action you can cause any creature within 60 feet to reroll any attack or saving throw it missed or failed that same round and accept the new result. You can use this ability a number of times per day equal to 3 + your casting ability modifier.

**Share Information (Su):** At 8th level, when you use a (divine) talent you can choose a number of creatures equal to your casting ability modifier within 60 feet. Those creatures gain the exact same information you gain from the (divine) talent for as long as you maintain concentration on it, although this is not enough to distract them or impose penalties in any way.

## Enhancement

**Physical Enhancement:** At 3rd level, the incanter gains a +1 bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five incanter levels he possesses. He can change this bonus to a new ability score when he rests to regain spell points.

**Perfection Of Self (Su):** At 8th level, as a free action the incanter can grant himself an enhancement bonus to a single ability score equal to 1/2 his incanter level for one round. He may use this ability for a number of rounds per day equal to his incanter level.

**Permanent Enhancement (Su):** At 20th level, the incanter can make one *enhancement* permanent. He can have no more than one *enhancement* made permanent in this way at one time. If he designates another *enhancement* as permanent, the previous permanent *enhancement* ends.

## Fallen Fey

**Fey Nature (Ex):** At 3rd level, while under the effects of his *fey-link* the incanter gains DR/cold iron and an insight bonus to attack rolls made with natural weapons granted by the Fallen Fey sphere equal to half his class level.

**Resist Fey Lures (Ex):** At 8th level, the incanter may roll twice and take the better result on saves against mind-affecting abilities originating from creatures of the fey type.

**Fey-Touched (Ex):** At 20th level, the incanter is treated as a fey rather than as a humanoid (or whatever his creature type was) for the purpose of spells and magical effects. He is always considered under the effects of a *fey-link*, though fey-blessings still only last for the usual duration of a *fey-link* when activated.

## Fate

**Prescience (Su):** At 3rd level, the incanter may, at the beginning of his turn, spend a free action to roll a single d20. At any point before his next turn, he may use the result of this roll as the result of any d20 roll he is required to make. If he does not use the d20 result before his next turn, it is lost. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Tugging Strands (Su):** At 8th level, as a non-action the incanter can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed. The result of the reroll must be taken, even if it is worse than the original roll. He can use this ability once per day at 8th level, and one additional time per day for every 6 levels beyond 8th.

**Fated Protection (Su):** At 20th level, whenever he would be affected by a sphere effect, spell, or spell-like ability that allows a saving throw, he can roll twice to save against the effect and take the better result.

## Illusion

**Extended Illusions (Su):** At 3rd level, any *illusion* the incanter creates and maintains through concentration lasts a number of additional rounds equal to 1/2 his incanter level after he stops maintaining concentration (minimum +1).

**Bedeviling Aura (Su):** At 8th level, as a standard action you can emit a 30-foot aura that bedevils your enemies with phantasmal assailants. Enemies within this aura move at half speed, are unable to take attacks of opportunity, and are considered to be flanked. This is a mind-affecting effect. Maintaining this effect is a free action, and you can use this ability for a number of rounds per day equal to your incanter level. These rounds do not need to be consecutive.

**Permanent Illusion:** At 20th level, the incanter can make one *illusion* permanent. He can have no more than one *illusion* made permanent in this way at one time. If he designates another *illusion* as permanent, the previous permanent *illusion* ends.

## Life

**Bolstering Essence (Sp):** At 3rd level, the incanter may grant himself temporary hit points equal to his incanter level as a free action. These hit points last for 1 round. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Life Sight (Su):** At 8th level, the incanter can give himself blindsight to a range of 10 feet as a free action for 1 round. He may use this ability a number of times per day equal to his incanter level. This ability only allows him to detect living creatures and undead creatures. This sight also tells him whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for every four levels beyond 12th. These rounds do not need to be consecutive.

**Life Essence (Su):** At 20th level, the incanter becomes immune to death effects and gains fast healing 1.

### Light

**Lighteyes (Su):** At 3rd level, the incanter gains Perception as a class skill and he gains an insight bonus equal to 1/2 his incanter level on all Perception checks. This bonus increases to being equal to his incanter level when detecting invisible or incorporeal creatures.

**Disappearance (Sp):** At 8th level, the incanter may bend light around himself, giving himself the invisible condition as a swift action. The incanter may use this ability for a total number of rounds per day equal to his incanter level, and these rounds do not need to be consecutive. Ending this invisibility is a free action.



**See All:** At 20th level, the incanter can see perfectly in darkness of any kind, even magical darkness that normally impedes darkvision. The target may see all invisible and ethereal creatures as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

### Mind

**Enchanting Smile (Su):** At 3rd level, the incanter gains Bluff, Diplomacy, and Intimidate as class skills and gains a +2 insight bonus to checks with those skills. This bonus increases by +1 for every five incanter levels he possesses, up to a maximum of +6 at 20th level.

**Aura of Despair (Su):** At 8th level, the incanter can spend a free action to emit a 30-foot aura of despair for one round, for a maximum number of rounds per day equal to his incanter level. Enemies within this aura take a –2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. This is a mind-affecting effect.

**Reflective Mind:** At 20th level, whenever the incanter succeeds at a saving throw against a mind-affecting effect, a spell of the enchantment school, or an effect from the Mind sphere, that spell or effect does not affect him and is instead reflected back at its caster, treating the incanter as if they had cast the spell (such as for the purpose of charm or domination effects).

### Nature

**Animal Companion (Su):** Beginning at 3rd level, the incanter gains an animal companion, as the druid class feature, treating his incanter levels as druid levels for this purpose.

**Empower Companion (Su):** At 8th level, the incanter may touch an animal to infuse it with power. The animal immediately gains the advanced creature simple template: it gains a +2 bonus on all rolls, including damage rolls and special ability DCs, a +4 bonus to AC and CMD, and +2 hit points per Hit Die. This lasts for a number of rounds equal to his casting ability modifier.

During this time, the animal's primal instincts take hold for the duration of this spell—if the animal knows tricks granted by the Handle Animal skill, it loses access to all of those tricks save for "attack." Animals that already have the advanced creature template are unaffected by this ability. He may use this ability once per day, plus an additional time per day for every 6 levels beyond 8th.

**Life Connection:** At 20th level, the incanter may transfer up to half of any hit point damage dealt to himself to his animal companion.

### Protection

**Resistance (Ex):** At 3rd level, the incanter gains resistance equal to his incanter level to an energy type of his choice, chosen when he rests to regain spell points.

**Energy Absorption (Su):** At 8th level, the incanter gains an amount of energy absorption equal to 3 times his incanter level per day. Whenever he takes energy damage, apply immunity, vulnerability (if any), and resistance first and apply the rest to this absorption, reducing his daily total by that amount. Any damage in excess of his absorption is applied to him normally.

**Protected Life (Su):** At 20th level, the first time each day that the incanter would be reduced to 0 or fewer hit points by damage, he is instead reduced to 1.

*Protection Sub-Specialization: Lattice Weaver*

This following ability replaces resistance, energy absorption, and protected life.

**Lattice (Su):** Beginning at 3rd level, the lattice weaver gains the ability to call forth a floating mass of crystals made of solid force which they can control using their Protection sphere abilities.

Whenever they use their lattice, the effect remains for a number of minutes equal to their incanter level, or until they use their lattice for a different purpose. The lattice can not be broken or permanently destroyed, but things made from the lattice can be.

At 3rd level, the incanter can use his lattice to form his *barrier ward*. The lattice barrier can be destroyed or broken as normal (even though the lattice can not), and as a standard action, the incanter can dismiss the lattice barrier and create a new lattice barrier at a different location, or repair an existing lattice barrier. The incanter does not need to spend a spell point to make the barrier last without concentration, it remains until the normal duration of the lattice expires or until the lattice is used for another function.

The incanter can also use a move action to move their lattice barrier up to 20 feet, possibly pushing objects and creatures in the process. The barrier has the ability to bull-rush targets using a CMB equal to 10 + the incanter's class level + his casting ability modifier and an effective Strength score equal to his casting ability score, but does not harm those pushed. Alternatively, the lattice barrier can simply work around objects and creatures as it moves.

At 6th level, the incanter may use his lattice as an immediate action to form any *aegis* he can create around an ally within 60 feet. In addition to the normal effects of the *aegis*, the *aegis* has a 50% chance to turn any critical hit into a normal hit. The character who bears this *aegis* also receives a bonus to the damage of their natural attacks equal to half the incanter's level, as the sharp edges of the lattice can draw blood easily. The incanter can not sacrifice the lattice with a (succor) talent. The spell point cost to create the *aegis* must still be paid, and its duration is limited to the duration of the lattice, and it ends if the lattice is used for another purpose.

At 10th level, the incanter may use the lattice to strike an enemy within 60 feet with a ranged touch attack as a standard action, imprisoning them with crystalline blades of force. The attack does 1d6 force damage for every 2 levels the incanter has, and the target must succeed at a Reflex save versus a DC equal to 10 + 1/2 the level of the incanter + his casting ability modifier or be entangled by the lattice and unable to leave the square they are currently in. This prison is fully effective against incorporeal creatures, but disappears if the lattice is used for anything else and does not prevent teleportation. The creature may attempt a new save at the end of each of its turns.

At 15th level, the incanter may seed a *ward* with lattice blades, causing all squares within to become difficult

terrain for enemies without hindering allies. The lattice floats in the air, affecting flying enemies as well as those on the ground, and even affecting those underwater or underground. The seeding also provides partial cover to allies within the *ward*. Using this ability is a standard action.

At 20th level, the incanter may spend a standard action to wrap himself in a mobile sphere of lattice crystals. While encased, he gains improved cover against all attacks, has a fly speed of 60 feet with perfect maneuverability, and ignores difficult terrain. Whenever he moves, he can move through enemy squares, and when he does so the enemy must succeed at a Reflex save with a DC of 10 + 1/2 his incanter level + his casting ability modifier or take 1d6 force damage for every level the incanter has gained. A successful save halves this damage. He may carry others with him inside the sphere, if he can physically pick them up but they are effectively unable to act while within.

### Telekinesis

**Telekinetic Impediment (Sp):** At 3rd level, the incanter may spend an immediate action to attempt to impede an attack made against a creature within 30 feet of him, including himself. He must declare he is using this ability before the attack roll is made. The attack suffers a -1 penalty, -1 per 5 incanter levels he possesses. He may use this ability a number of times per day equal to 3 + his casting ability modifier.

**Great Flight (Su):** Starting at 8th level, as a free action the incanter may grant himself a fly speed of 50 feet with perfect maneuverability for a number of minutes per day equal to his incanter level. This duration does not need to be consecutive, but it must be used in 1 minute increments.

**Telekinetic Stability (Su):** At 20th level, the incanter gains a circumstance bonus equal to his incanter level to Fly checks, Acrobatics checks, and his CMD.

### Time

**Fast (Su):** At 3rd level, the incanter gains a +10 feet bonus to his base movement speed, +5 feet for every 5 incanter levels he possesses.

**Retry (Su):** At 8th level, as a non-action the incanter may force a target within 30 feet of him to reroll a dice roll they just made, taking the second result regardless of whether it is worse or better. He must decide to use this ability after the roll is made but before the results are revealed. He may use this ability once per day at 8th level, plus an additional time for every 6 levels beyond 8th.

**Twist Time (Su):** At 20th level, the incanter gains two swift actions per turn instead of one.

### War

**Seize the Initiative (Su):** At 3rd level, whenever the incanter and his allies roll for initiative, he can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before the initiative roll is made. He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Cooperative Defense:** At 8th level, whenever a spell or effect targets the incanter and one or more allies within 30 feet, he can use this ability to allow his allies to use his saving throw against the effect in place of their own. Each ally must make this choice individually before the rolls are made. Using this

ability is an immediate action. He can use this ability once per day at 8th level, and one additional time per day for every four incanter levels beyond 8th.

**War Mage (Ex):** At 20th level, the incanter and all allies within 60 feet gain a +2 circumstance bonus to attack rolls and damage rolls.

### Warp

**Shift (Su):** At 3rd level, the incanter can *teleport* to a nearby space as a swift action. This movement does not provoke an attack of opportunity. He must be able to see the space that he is moving into. He cannot take other creatures with him when he uses this ability (except for familiars). He can move 5 feet for every two incanter levels he possesses (minimum 5 feet). He can use this ability a number of times per day equal to 3 + his casting ability modifier.

**Dimensional Lord (Sp):** At 8th level, whenever a creature attempts to use a teleportation effect or summon a creature within 30 feet of him, the incanter may attempt to block the effect by attempting a magic skill check as an immediate action. If the check succeeds, the effect or spell fails and is wasted; otherwise, it is unaffected. He can use this ability once per day plus one additional time for every 6 incanter levels he possesses beyond 8th.

**Warp Mastery (Su):** At 20th level, the incanter quadruples the distance he may *teleport*. This also affects his shift power, and he may use shift as a free action.

### Weather

**Weatherworn (Ex):** At 3rd level, the incanter can treat the effects of any weather as being 1 step lesser in severity for himself. This improves to 2 steps at 12th level, and 3 steps at 20th level.

**Cyclone:** At 8th level, the incanter can create a vortex of turbulent wind around himself as a standard action. This vortex has a radius of up to 10 feet and a maximum height of 10 feet per incanter level. Any ranged attack passing through this vortex automatically misses. Any flying creature moving through the vortex must make a Fly skill check or immediately fall from the sky, taking falling damage (the creature cannot make a Fly check to reduce or negate this damage). Creatures on the ground cannot pass through the vortex without first making a Strength check. The DC of this check is equal to 10 + the incanter's MSB. The vortex is faintly visible and can be spotted with a DC 15 Perception skill check. Maintaining this ability is a free action and the incanter can use this ability for a number of rounds per day equal to his incanter level. These rounds do not need to be consecutive.

**Cloak of the Elements (Su):** At 20th level, the incanter is protected from weather and elements, taking only half damage from all sources of acid, cold, electricity, fire, and sonic damage.

## Mageknight

The mageknight is a warrior who mixes magic and blade in the heat of combat. Unlike the armorer, who focuses on calling forth weapons, the mageknight prefers to enhance their weapons with a wide variety of magical tricks. Mageknights aren't limited in their choice of sphere, so they tend to come up with unique combinations that suit their personal style.

**Role:** The mageknight combines magic and martial power to become a powerful combatant.

**Alignment:** Any

**Hit Die:** d10

**Starting Wealth:** 5d6 x 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The mageknight's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

**Skill Ranks Per Level:** 4 + Int modifier.

### Class Features

**Weapon and Armor Proficiency:** A mageknight is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

**Casting:** A mageknight may combine spheres and talents to create magical effects. A mageknight is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A mageknight gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A mageknight gains a magic talent at every even level, according to **Table: The Mageknight**. The mageknight also gains a bonus magic talent at 1st level.

**Resist Magic (Ex):** A mageknight gains a natural resistance to magic as she focuses on its use in combat. A mageknight gains a +1 bonus to all saving throws against spells, spell-like abilities, and magic sphere effects. This bonus increases by an additional +1 for every 4 levels thereafter, to a maximum of +5 at 17th level.

**Mystic Combat (Su):** At 2nd level and every 2 levels thereafter, a mageknight gains a new way to enhance her physical abilities through magic.

Each time she gains mystic combat, she chooses and gains one of the following abilities.

**Arcane Weapon Focus (Su):** The mageknight may spend a spell point as a swift action to deal damage with her attacks as if she had the warpriest's sacred weapon class feature with all her weapons, treating her mageknight level as her warpriest level. This works for melee weapons, ranged weapons, and unarmed attacks. This effect lasts a number of rounds equal to her casting ability modifier.

Table: The Mageknight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1st	+1	+2	+0	+2	Bonus talent, casting, resist magic (+1), spell pool	+0 (1)	0 (+2)
2nd	+2	+3	+0	+3	Mystic combat	+1	1
3rd	+3	+3	+1	+3	Stalwart	+1	1
4th	+4	+4	+1	+4	Mystic combat	+2	2
5th	+5	+4	+1	+4	Resist magic (+2)	+2	2
6th	+6/+1	+5	+2	+5	Mystic combat	+3	3
7th	+7/+2	+5	+2	+5	Marked	+3	3
8th	+8/+3	+6	+2	+6	Mystic combat	+4	4
9th	+9/+4	+6	+3	+6	Resist magic (+3)	+4	4
10th	+10/+5	+7	+3	+7	Mystic combat	+5	5
11th	+11/+6/+1	+7	+3	+7	Mystic defense	+5	5
12th	+12/+7/+2	+8	+4	+8	Mystic combat	+6	6
13th	+13/+8/+3	+8	+4	+8	Resist magic (+4)	+6	6
14th	+14/+9/+4	+9	+4	+9	Mystic combat	+7	7
15th	+15/+10/+5	+9	+5	+9	Draw power	+7	7
16th	+16/+11/+6/+1	+10	+5	+10	Mystic combat	+8	8
17th	+17/+12/+7/+2	+10	+5	+10	Resist magic (+5)	+8	8
18th	+18/+13/+8/+3	+11	+6	+11	Mystic combat	+9	9
19th	+19/+14/+9/+4	+11	+6	+11	Spell critical	+9	9
20th	+20/+15/+10/+5	+12	+6	+12	Mystic combat, spellsword	+10	10

**Banishing Strike (Su):** Whenever the mageknight strikes an extraplanar creature with a weapon attack, she may spend a spell point as an immediate action to attempt to break the bonds that bind it to this plane. The extraplanar creature must a Will save (DC 10 + 1/2 her mageknight level + casting ability modifier) or be sent back to its home plane. On a successful save the creature is still staggered for 1d4 rounds. The banished creature can be resummoned as normal.

**Black Dog Companion (requires mageknight 4, 1 talent with the curse descriptor):** The mageknight gains an animal companion, treating her mageknight level -3 as her effective druid level. This stacks normally with other druid levels.

Additionally, the mageknight may take a lesser cù-sìth as their companion. This functions as a wolf animal companion, except that it has an Intelligence score of 10 and the mageknight may spend a spell point as an immediate action on her lesser cù-sìth's turn to allow it to use its baleful howl special attack as a standard action, with a DC equal to 10 + 1/2 its Hit Dice + her casting ability modifier.

**Baleful Howl (Su):** As a standard action, the cù-sìth can release a howl of ill omen. All enemies within 60 feet take a -4 penalty to saves against curse and death effects and against the cù-sìth's soul shepherd ability, as well as a -4 penalty to AC. These penalties last for 5 rounds. These

penalties are reduced to -1 and last only a single round with a successful Will. This is a sonic curse effect.

**Bleeding Wounds (Su):** The mageknight may spend a spell point as a swift action to inflict bleed damage equal to 1/2 her mageknight level (minimum 1) with every attack for a number of rounds equal to her casting ability modifier. Bleed damage does not stack.

**Bloodlust (Su):** The mageknight may spend a spell point as a swift action to increase her damage dealt to creatures depending on how many times she has hit them. For 1 round per level, whenever she successfully strikes an opponent with a weapon or natural attack, she gains a cumulative +1 bonus on future damage rolls, to a maximum equal to her class level. If she misses with an attack, the bonus to damage decreases by 1 (minimum 0).

**Chivalry (requires resist magic, War sphere):** Allies the mageknight shares a *mandate* with benefit from her resist magic class feature. She may spend a spell point to create a *totem* that allows allies to benefit from her resist magic class feature.

**Collapse Armor (Su):** The mageknight can treat any armor she wears as having the *collapsible* special ability, except that she may collapse or recall the armor as a swift action instead of a full-round action, and she may choose which piece the armor collapses into each time she uses this ability. This allows the mageknight to wear multiple suits of armor and allows her

to collapse one and recall another as part of the same action, though it does not allow her to benefit from more than one suit at a time. She may spend a spell point to collapse or recall her armor as a free action instead of a swift action.

*Elemental Defense (requires mystic defense):* The mageknight's mystic defense class feature also gives her resistance to acid, cold, electricity, and fire damage equal to the damage reduction mystic defense grants.

*Enchanted Touch (Su):* The mageknight may spend a spell point as a swift action to grant enhancement bonuses to all attacks she makes for 1 round per mageknight level. Her unarmed strikes, natural attacks, and wielded weapons gain a +1 enhancement bonus which does not stack with any enhancement bonus her weapons already possess. This bonus increases by +1 for every 5 mageknight levels she possesses, to a maximum of +5 at 20th level.

*Enhanced Physicality (Su):* The mageknight may spend a spell point to reroll an Acrobatics, Climb, Fly, or Swim check she just made with a bonus to her roll equal to 1/2 her mageknight level (minimum 1). She must take the second roll, even if it is worse.

*Ensorcelled Defenses (Su):* As a swift action, the mageknight may spend a spell point to charge her armor and shield with energy, partially transforming them into fields of force that protect her. For a number of minutes equal to her casting ability modifier, her armor and shield bonuses (and any enhancement bonuses they have) become force effects and apply to her touch AC.

*Form-Breaker (Su):* The mageknight may spend a spell point as a swift action to empower her next attack with magical energies disruptive to shapechangers. If the attack successfully strikes a creature under a polymorph effect (such as *shapeshift*, *beast shape* spells, polymorph, or change shape), she may attempt a magical skill check against the effect's MSD. She gains a +4 bonus on this check. If successful, the polymorph effect immediately ends and the target cannot benefit from polymorph effects for a number of rounds equal to her CAM.

*Graft Weapon (Su):* The mageknight may spend 1 minute to graft a weapon to one of her limbs capable of wielding a weapon as per the Graft Weapon trait of the Morphic Weapon Alteration talent. This graft persists until the weapon is removed as a standard action.

*Great Fall:* When falling, the mageknight treats the distance fallen as being 10 feet shorter per mageknight level when determining the amount of damage she sustains. At 20th level, she may fall any distance without taking damage.

*Greater Combatant:* The mageknight gains a combat or champion feat. She must meet the prerequisites of the feat. This mystic combat may be taken multiple times. Each time, it grants the mageknight a new combat or champion feat.

*High Jump:* The mageknight may add her level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when attempting jump checks using Acrobatics. By spending 1 spell point as a swift action, she may gain a +20 bonus on Acrobatics checks made to jump for 1 round.

*Honed Shadowblade (requires shadowblade):* Objects created with the mageknight's Shadowstuff Armament feat act as if she had the Surreinforcement feat. Treat her mageknight

level as Illusion caster level for calculating its effects for her shadowstuff armaments. This stacks normally with caster levels gained from other sources. Once per round as a free action she may cause a creature damaged by one of her weapons created or enhanced by her shadowblade mystic combat to suffer a -1 circumstance penalty to all Perception checks and Will saves against illusions for one minute. This penalty stacks with itself up to 5 times.

*Hunter's Mark (Su) (requires marked):* The mageknight can sense any creature she has left a magical mark on using her marked ability. She always knows the direction and distance to them and what plane they are currently on.

As a full-round action she may spend a spell point to teleport herself to a square adjacent to a marked creature regardless of their distance from her, though she cannot travel between planes this way.



**Imbued Weapon (Su):** As a swift action, the mageknight may spend a spell point to charge a weapon she is holding with magical energy for a number of minutes equal to her casting ability modifier. While the weapon is charged, the mageknight may add her casting ability modifier instead of her Dexterity or Strength modifier to attack rolls and damage rolls with this weapon.

If the weapon is a melee weapon, she may use the weapon as a thrown weapon with an increment of 20 feet. The weapon keeps its own damage and critical hit characteristics, and is not considered an improvised weapon.

When an imbued weapon is used as a thrown weapon, the weapon teleports back to her hand at the end of her turn, or the beginning of her next turn if used outside her turn. When an imbued weapon is a ranged weapon, then making ranged attacks with the weapon does not draw attacks of opportunity.

**Invisibility:** As a swift action, the mageknight may spend a spell point to gain the invisible condition for 1 round per mageknight level, or until she performs an offensive action against a foe.

**Karmic Invigoration (Su) (requires Life sphere, marked):** As a swift action, the mageknight may infuse her marked target with an aura of positive energy. Until the end of her next turn, whenever an ally hits the target, she may *invigorate* the ally as a free action, even if they are not in range of her *invigorate* ability or if it is not her turn.

**Lingering Pain:** As an immediate action after successfully dealing damage to an opponent, the mageknight may spend a spell point to cause that damage to be considered continuous damage for the purpose of concentration checks made by the target prior to the beginning of the mageknight's next turn.

**Magic Power:** The mageknight gains a magic talent for which she qualifies. This mystic combat can be taken multiple times. Each time it is taken, she gains a new magic talent.

**Mage's Charge:** When making a charge, the mageknight may spend a spell point as a free action to add her mageknight level as a bonus to her first attack roll and damage roll. This damage is considered precision damage and is not multiplied on a critical hit or by similar effects, such as a lance or the Spirited Charge feat.

**Mark of Pain (requires marked):** Whenever the mageknight marks a target, she may also spend a spell point to lower their damage reduction and energy resistance against her attacks by her mageknight level. This condition lasts as long as the mark does.

**Martial Tactics (Ex):** The mageknight may spend a spell point as a swift action to gain the benefits of one teamwork feat. She must meet all the feat's prerequisites. All of her allies are treated as if they possessed the same teamwork feat for the purpose of determining whether she receives a bonus from the teamwork feat acquired. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. Her allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for her to receive the listed bonus. She keeps the feat for a number of minutes equal to her casting ability modifier, or until she spends another spell point to acquire another feat.

**Mounted Combatant:** When using any mystic combat ability, the mageknight may spend an additional spell point to extend the benefit of that ability to her mount as well.

**Mystic Adaptation:** The mageknight may spend a spell point as a swift action to gain the benefits of one combat feat of her choice for a number of minutes equal to her casting ability modifier. She must meet all of this feat's prerequisites. At 7th level, she may gain the benefits of two combat feats of her choice whenever she uses this ability, and one may be used to meet the prerequisites of the other. At 14th level, she gains the benefits of three combat feats of her choice. Multiple uses of this ability do not stack, only the most recent use applies. If a combat feat has a limited number of daily uses (such as Stunning Fist), any uses of that combat feat while using this ability counts towards that feat's daily limit.

**Mystic Maneuver:** The mageknight may spend a spell point to perform any combat maneuver as a swift action that does not provoke an attack of opportunity, with a bonus to her CMB equal to 1/2 her mageknight level (minimum 1).

**Mystic Celerity:** Once per round, when using any ability gained through the mystic combat class feature, the mageknight may spend an extra spell point to decrease that ability's required action by one step: standard actions become move actions, swift actions become free actions, etc. This cannot reduce an immediate action.

**Mystic Might:** As a swift action, the mageknight may spend a spell point to increase her size category to Large for a number of minutes equal to her casting ability modifier, as if using the Size Change Alteration talent.

**Penetrating Blow:** The mageknight may spend a spell point as a swift action to cause all her attacks to be resolved as touch attacks until the end of her turn.

**Quickened Reflexes:** The mageknight may spend a spell point as a swift action to gain a dodge bonus to AC equal to half her mageknight level (minimum 1) for a number of rounds equal to her casting ability modifier.

**Raging Combatant:** As a swift action, the mageknight may spend a spell point to enter a rage for 1 round per mageknight level. This is similar to a barbarian's rage, granting a +4 morale bonus to Strength and Constitution, a +2 morale bonus to Will saves, and suffering a -2 penalty to AC. She is under the same restrictions with skills, spells, and sphere abilities as a barbarian, but she may use mystic combat abilities as normal. She is fatigued afterward as a barbarian. She may end a rage prematurely as a free action.

**Relentless Pursuit (requires marked):** The mageknight may spend a spell point as a swift action to make a single weapon attack against an enemy she has marked. This attack is made at her highest base attack bonus, and receives a circumstance bonus to damage equal to her mageknight level.

**Resilience of Soul:** As an immediate action, the mageknight may spend a spell point to reroll a saving throw she just failed. She must take the second result, even if it is worse.

**Ritual Tracker (Su):** The mageknight can track creatures by observing the omens and mystic signs that subtly mark their passing. She can use Spellcraft instead of Survival to both find and follow tracks, using the same DCs listed under the Survival skill. In addition, she can track creatures that leave no tracks,

such as flying and swimming creatures, and creatures using trackless step or pass without trace, taking a -5 penalty to her check for each such effect they benefit from. Finally, if she finds or follows tracks where someone has teleported or moved between planes, she may attempt a Spellcraft or Survival check against a DC equal to their MSD to determine their destination. With a successful check she learns the direction of their destination and whether the distance to that destination is near (less than 1 mile), moderate (1 mile to 10 miles) or far (greater than 10 miles); if they moved between planes she instead learns what plane they moved to.

**Self-Reliance (Ex) (requires Life sphere):** Whenever the mageknight *invigorates* or *cures* herself with the Life sphere, she may use her class level as her caster level. This stacks normally with caster levels gained from other sources.

**Shadowblade:** The mageknight gains the Shadowstuff Armament feat. Additionally, she may spend a spell point as a free action to add the *shadow wake* special ability to a weapon for 1 round per mageknight level.

**Shared Marking (requires marked, War sphere):** When the mageknight marks a target, allies she shares a *mandate* with gain the same static benefits from the mark that she does. This does not give her ally abilities that trigger from her mark, such as relentless pursuit.

**Shifted Karma (Su) (requires marked):** Whenever the mageknight hits an enemy she has marked with a melee weapon or natural weapon, she may give the target a -4 penalty to attack and AC against creatures other than herself. This penalty lasts until the beginning of her next turn, or she may spend a spell point to make it last for 1 minute. This ability ends immediately if the mark ends, or if the target successfully hits her with a melee attack.

**Shining Armor (Su):** The mageknight may spend a spell point as a swift action to cause her armor to give off a slight glow as it becomes partially translucent. While in this state, she takes no armor check penalties for wearing the armor, nor does she take any penalties to her speed from wearing armor, and her Dexterity bonus to AC is unlimited. This lasts a number of minutes equal to her casting ability modifier.

**Signature Scar (Su):** When the mageknight damages an enemy with a melee weapon or natural weapon, she may spend a spell point as a free action to give them a scar. The target may attempt a Fortitude save against a DC equal to 10 + 1/2 her mageknight level plus her casting ability modifier to avoid the scar. Any hit points regained by a scarred enemy are instead diverted to the mageknight

unless she is already at her full hit point total. The scar fades away after 1 minute.

**Spell Mirror (requires mageknight 10, spell shield):** When a spell or sphere effect that has the mageknight as a target is negated by her spell shield, the effect is turned back upon its caster as if the caster was the original target. Use her own attack modifiers if an attack roll is required.

**Spell Shield:** As an immediate action, the mageknight may spend a spell point to grant herself spell resistance equal to 15 + her mageknight level until the start of her next turn.

**Strategic Planning (requires War sphere):** At the beginning of the day, choose a (mandate) talent or (totem) talent the mageknight qualifies for. She gains that *mandate* or *totem* talent for the duration of the day. At any time during the day, she may change her choice by meditating for 10 minutes.

**Sunder The Veil:** The mageknight gains the Pierce The Veil feat. She needs not meet its prerequisites. Additionally, she may spend a spell point as a free action to add the skeptical weapon enhancement to a weapon for 1 round per mageknight level.

**Sustain:** The mageknight may spend a spell point as an immediate action to grant herself temporary hit points equal to twice her mageknight level + her casting ability modifier that lasts 1 minute. This can keep her from dying.

**Swift Combatant:** The mageknight may spend a spell point as a free action to move up to 30 feet. This movement provokes attacks of opportunity as normal.

**Unbreakable:** The mageknight may spend a spell point as a swift action to grant herself DR/- equal to her mageknight level for a number of rounds equal to her casting ability modifier.

**Veil Piercer (Su):** The mageknight's magic allows her to interact with other dimensions. She may choose to touch and interact with ethereal and incorporeal creatures and objects as if they were solid. She may choose to have her attacks and effects count as magical for the purpose of affecting incorporeal creatures. If she does, her damage is not halved against them, and effects that do not cause damage are not subject to the standard 50% chance of failure. In addition,

she may inflict critical hits and precision damage on incorporeal creatures as if using a *ghost touch* weapon. This does not allow her to automatically perceive anything ethereal or invisible.

**Vengeful:** If a creature strikes the mageknight and is within her threatened area, she may spend a spell point as an immediate action to make a single attack against that creature at her highest base attack bonus.

**Ward Against Magic (Sp) (requires Protection sphere, resist magic):** The mageknight may create a *ward* that duplicates the effects of her resist magic class feature for all within. She may also create an *aegis* that duplicates the effects of





her resist magic class feature for any creature that bears it. The bonus from her resist magic ability can not stack with itself this way.

**Weirding Adept:** The mageknight gains the Mage Feint Illusion talent and the Weird Motion combat feat. She needs not meet their prerequisites if she possesses the weirding initiate mystic combat. Treat her mageknight levels as High-Caster levels when using the Mage Feint talent.

**Weirding Initiate:** The mageknight gain the Weird Defense combat feat. She needs not meet its prerequisites.

**Weirding Master:** The mageknight gains the Decoy Illusion talent and the Weird Assault combat feat. She needs not meet their prerequisites if she possesses the weirding adept mystic combat.

**Whirl of Blows (requires mageknight 6):** The mageknight gains the Whirlwind Attack feat, even if she does not meet the prerequisites.

**Stalwart (Ex):** At 3rd level, a mageknight can use mental and physical resiliency to avoid certain attacks. If she succeeds at a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. A helpless mageknight does not gain the benefit of the stalwart ability.

**Marked (Su):** At 7th level, a mageknight who successfully deals damage with a weapon or natural attack to a target may, as a swift action, leave a magical mark on that target. The target suffers a -2 penalty to saving throws against the spells, spell-like abilities, and sphere abilities of the mageknight, and the mageknight gains a +2 bonus to saving throws against the spells, spell-like abilities, and sphere abilities of the target. This mark lasts for 1 minute. The mageknight may not have more than 1 mark active at a time; giving a second mark causes the first to be dismissed.

**Mystic Defense (Su):** At 11th level, a mageknight gains resistance to magical damage. This functions as damage reduction, except it only applies to damage sustained from spells, spell-like abilities, and sphere abilities. This only affects abilities that allow spell resistance. This damage reduction is equal to 1/2 the mageknight's class level. This does not apply to damage from magic weapons.

**Draw Power (Su):** At 15th level, whenever the mageknight successfully confirms a critical hit, she gains 1 temporary spell point which lasts until the end of her next turn. This increases to 2 spell points with a x3 critical weapon, or 3 spell points with an x4 critical weapon.

**Spell Critical (Su):** At 19th level, whenever a mageknight successfully confirms a critical hit, she can use a sphere ability as an immediate action. The sphere ability must include the target of the attack as one of its targets or in its area of effect. Using this sphere ability does not provoke an attack of opportunity.

**Spellword:** At 20th level the mageknight may effortlessly combine magic and combat. Choose two mystic combat abilities that cost a spell point to use. She may use these abilities without spending a spell point.

## Shifter

Shifters are experts at transforming themselves (and often others) into whatever form is most suitable for a situation. Whether they're a druid getting closer to the wilderness, a magical experiment with horrifying implications, or the scion of a lycanthropic bloodline, their ability to become what they want to be makes them hard for anyone to stop.

**Role:** Shifters are experts at infiltration and combat, using their powers to assume many shapes to fit whatever situation they find themselves in.

**Alignment:** Any non-lawful

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The shifter's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Fly (Dex), Handle Animal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks Per Level:** 4 + Int modifier.

### Class Features

**Weapon and Armor Proficiency:** A shifter is proficient with all simple weapons and light armor.

**Casting:** A shifter may combine spheres and talents to create magical effects. A shifter is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A shifter gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A shifter gains 3/4ths of a magic talent per level, according to **Table: The Shifter**.

**Shapeshifter:** At first level the shifter gains the Alteration sphere as a bonus magic talent. The shifter uses her class level as her caster level for this sphere. This stacks normally with caster levels gained from other sources.

**Wild Empathy (Ex):** A shifter gains wild empathy as the druid class feature, treating her shifter levels as druid levels for this purpose.

**Quick Transformation:** The shifter may use the Alteration sphere to apply a *shapeshift* to herself and only herself as a move action. Maintaining this effect through concentration only requires a move action each round.

**Bestial Trait:** At 2nd level and every 2 levels thereafter the shifter gains a bestial trait, representing the ways she has changed through her assumption of other forms.

The shifter may choose to keep these traits when she assumes other forms, even if the trait would normally be removed (such as natural claws).

**Adaptation (Ex):** The shifter suffers no harm from being in a hot or cold environment and can exist comfortably in

Table: The Shifter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1st	+0	+2	+2	+0	Casting, quick transformation, shapeshifter, spell points, wild empathy	+0 (1)	0 (+2)
2nd	+1	+3	+3	+0	Bestial trait	+1	1
3rd	+2	+3	+3	+1	Endurance	+2	2
4th	+3	+4	+4	+1	Bestial trait, enhanced attacks (magic), lingering transformation	+3	3
5th	+3	+4	+4	+1	Steal language	+3	3
6th	+4	+5	+5	+2	Bestial trait	+4	4
7th	+5	+5	+5	+2	Enhanced attacks (cold iron, silver), enhanced physicality	+5	5
8th	+6/+1	+6	+6	+2	Bestial trait, immunity to poison	+6	6
9th	+6/+1	+6	+6	+3	Extended transformation	+6	6
10th	+7/+2	+7	+7	+3	Bestial trait, enhanced attacks (chaotic)	+7	7
11th	+8/+3	+7	+7	+3	Boundless communication	+8	8
12th	+9/+4	+8	+8	+4	Bestial trait, immunity to disease	+9	9
13th	+9/+4	+8	+8	+4	Enhanced physicality	+9	9
14th	+10/+5	+9	+9	+4	Bestial trait	+10	10
15th	+11/+6/+1	+9	+9	+5	Endless communication	+11	11
16th	+12/+7/+2	+10	+10	+5	Bestial trait, enhanced attacks (adamantine)	+12	12
17th	+12/+7/+2	+10	+10	+5	Greater transformation	+12	12
18th	+13/+8/+3	+11	+11	+6	Bestial trait	+13	13
19th	+14/+9/+4	+11	+11	+6	Enhanced physicality	+14	14
20th	+15/+10/+5	+12	+12	+6	Bestial trait, second skin	+15	15

conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to attempt Fortitude saves. Her equipment is likewise protected. This trait does not provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

If she possesses the flight bestial trait, she also is acclimated to living at high altitudes and treats her altitude zone as if it were one lower. At shifter level 10, she may treat it as two levels lower.

If she possesses the home in water bestial trait, she also is immune to the pressures of the ocean and takes no damage from water pressure.

*Adaptation, Improved (requires adaptation):* The shifter gains resistance to acid, cold, electricity, fire, and sonic equal to her shifter level.

*Adaptation, Greater (requires adaptation, improved adaptation, shifter 10):* Choose a damage type the shifter has resistance to through improved adaptation. She gains immunity to that damage type. She may select this trait multiple times. The effects do not stack. Each time it is gained, choose another damage type.

*Animal Advisor (Su):* The shifter gains a familiar, treating her shifter levels as wizard levels. This stacks with levels gained from other sources.

*Animal Hide (Ex):* The shifter gains a +1 natural armor bonus. This stacks with all other sources of natural armor. This bestial trait can be taken multiple times. The effects stack.

*Animal Trainer (Ex):* The shifter gains a bonus equal to 1/2 her shifter level to all Handle Animal checks. The shifter may reduce the time needed to teach an animal a new trick or train an animal for a general purpose to 1 day per 1 week required by increasing the DC by +5. She can also train more than one animal at once, although each animal after the first adds +2 to the DC.

*Barding (Su) (requires shifter 6):* When assuming a form with the Alteration sphere that would normally cause the shifter's worn armor to meld into her form, she may instead mold her armor around her new form, allowing her to keep her armor's bonuses and benefits.

*Bestial Rage (Ex):* As a standard action, the shifter may let out a ferocious howl. This allows her to attempt an Intimidate check to demoralize all enemies within 30 feet of her.

**Bestial Speed (Ex):** The shifter increases all of her movement speeds by 10 feet. This bestial trait can be taken multiple times. The effects stack.

**Bite (Ex):** The shifter gains a bite attack. This is a primary attack dealing 1d6 damage (1d4 Small). If this is the only attack made during the shifter's turn, she adds 1-1/2 her Strength bonus to the damage dealt.

**Chameleon (Ex) (requires shifter 10):** The shifter gains the ability to hide in plain sight, using Stealth without cover or concealment, even while being directly observed.

**Claws (Ex):** The shifter gains a pair of retractable claws, which may be retracted or expanded as a free action. These are primary attacks that deal 1d4 damage (1d3 Small).

**Detachable Claws (Ex) (requires claws):** The shifter may hurl her claws as a ranged natural attack. This is treated as a thrown weapon with a 10-foot range increment. Each hand is treated as a different weapon (allowing her to throw each as a separate attack). Thrown claws may be regrown as a swift action.

**Earth Glide (Su) (requires home in the underground, shifter 10):** The shifter gains earth glide. She can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, she may glide through lava. She leaves behind no tunnel, hole, ripple, or any other sign of her presence.

**Evasion (Ex):** The shifter can avoid even magical and unusual attacks with great agility. If she succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if she is wearing light armor, or no armor, and carrying no more than a light load. If she is helpless, she loses the benefit of evasion.



**Ferocious (Ex) (requires endurance, shifter 6):** The shifter gains the Diehard feat.

**Fey Kin (Su):** The shifter gains low-light vision if she does not already possess it. The shifter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

**Flight (Ex) (requires shifter 6):** The shifter gains a 30 feet fly speed with maneuverability (clumsy).

**Flight, Perfect (requires shifter 6):** If the shifter possesses a flight speed, her maneuverability increases by one step +1 step per 6 shifter levels beyond 6th, to a maximum of (perfect).

**Flight, Skillful (Ex):** The shifter gains either the Flyby Attack, Hover, or Wingover feats. She may select this trait up to 3 times, gaining another feat each time.

**Gore (Ex):** The shifter gains the ability to sprout a horn from her head as a free action. This grants her a gore attack dealing 1d6 damage (1d4 Small). If this is the only attack made during her turn, add 1-1/2 her Strength bonus to the damage dealt.

**Grab (Ex):** The shifter gains the grab universal monster ability with a natural attack of her choice. If the shifter loses that natural attack due to a *shapeshift*, she may designate a different natural attack for this to augment for the duration.

**Graft Weapon (Su):** The shifter may spend a spell point and 1 minute to graft a weapon to a limb capable of wielding a weapon as per the Graft Weapon trait of the Morphic Weapon Alteration talent. This graft persists until the weapon is removed as a standard action.

**Home in Nature (Ex):** The shifter gains a favored terrain, as the ranger class feature. She may select this trait once at 2nd level, plus an additional time for every 4 shifter levels she possesses beyond 2nd. Each time this trait is gained beyond the first, she gains an additional favored terrain, and the bonuses granted in one of her favored terrains (even the one just selected if she desires) increases by 2.

**Home in the Underground (Ex) (requires shifter 4):** The shifter gains a 10 feet burrow speed.

**Home in Water (Ex):** The shifter gains the amphibious subtype (including the ability to breathe underwater) and a 30 feet swim speed.

**Impaling Charge (Ex) (requires powerful charge):** The shifter gains the Impaling Charge feat.

**Improved Evasion (Ex) (requires evasion, shifter 10):** The shifter's evasion ability improves, so that while she still takes no damage on a successful Reflex saving throw, she henceforth takes only half damage on a failed save.

**Improved Natural Attack (Ex) (requires shifter 6):** One of the shifter's natural attacks increases its damage by one die size. If the shifter loses that natural attack due to a *shapeshift*, she may designate a different natural attack for this to augment for the duration. The shifter may select this trait multiple times. A single natural attack cannot be improved more than once. Each time this trait is gained, increase the number of natural attacks that may be augmented at one time by 1.

*Jumper (Ex):* The shifter adds her shifter level as a bonus on all Acrobatics checks made to jump. When attempting a jump, she is always considered to have a running start.

The shifter may attempt an Acrobatics check to jump as part of her charge. If her vertical height exceeds the height of her target, the target is flat-footed against the attacks granted by that charge and the critical threat range of her natural attacks is increased by 1. This increase stacks with and is applied after effects such as *Keen* and *Improved Critical*.

*Living Death (Su) (requires undead kin):* The shifter no longer needs to breathe. This grants immunity to inhaled poison as well as suffocation (such as from being underground, underwater, or in a vacuum) but does not grant immunity to cloud or gas attacks that do not require breathing.

*Magical Attacks (Su):* The shifter's natural attacks all gain a +1 enhancement bonus, as if they were magical weapons. This bonus increases by +1 for every 5 shifter levels possessed.

*Melded Equipment (Su) (requires shifter 10):* The shifter may activate magic items that have melded into her *shapeshifted* form.

*Multiattack:* The shifter gains the Multiattack feat.

*Nightvision:* The shifter gains darkvision 60 feet. If she already possesses darkvision, increase the range of her darkvision by 30 feet.

*Permanent Size Change (Ex) (requires shifter 6):* The shifter's size permanently changes to either Small, Medium, Tiny, or Large, as if using the Size Change Alteration talent.

*Permanent Size Change, Greater (Ex) (requires permanent size change, shifter 10):* The shifter may permanently change her size to either Huge or Diminutive, as if using the Size Change Alteration talent sphere.

*Poison (Ex) (requires shifter 6):* The shifter selects a single natural attack (one claw, bite, etc.) she possesses. This natural attack inflicts poison on a successful attack (injury; **save** Fortitude DC 10 + 1/2 her shifter level + her Constitution modifier; **frequency** 1/round for 6 rounds; **effect** 1d2 Constitution damage; **cure** 1 save). If the shifter loses that natural attack due to a *shapeshift*, she may designate a different natural attack for this to augment for the duration. She may select this trait multiple times. The effects do not stack. Each time it is gained, select another natural attack to inflict poison.

*Poison, Improved (Ex) (requires poison, shifter 10):* The shifter selects one natural attack augmented by the poison bestial trait. The effect of this poison improves to 1d2 Constitution and Strength damage, 2 saves. She may select this trait multiple times. The effects do not stack. Each time it is gained, select another natural attack augmented by the poison trait.

*Pounce (Ex) (requires shifter 6):* The shifter gains the pounce special ability, allowing her to make a full-attack at the end of a charge.

*Powerful Charge (Ex):* If the shifter possess a gore attack, she may use it to make a powerful charge. When charging, her gore attack doubles its damage dice plus 1-1/2 times her Strength bonus.

*Prey (Ex):* The shifter gains a favored enemy, as the ranger class feature. She may select this trait once at 2nd level, plus an additional time for every 4 shifter levels she possesses beyond 2nd. Each time this is gained after the first, she gains an

additional favored enemy, and the bonuses granted against one of her favored enemies (even the one just selected if she desires) increase by 2.

*Quick Healing (Su):* As a free action once per round, the shifter may heal 5 hit points as if she had the fast healing ability. She may heal 5 hit points per day in this manner for every 2 shifter levels possessed. If she falls unconscious because of hit point damage and she still has healing from this ability, the ability activates automatically each round until she is conscious again or the ability is depleted for the day.

This bestial trait can be gained multiple times. Each time it is gained, increased the maximum hit points that can be healed with this ability by an additional 5 per 2 shifter levels.

*Scent (Ex):* The shifter gains the scent ability. If she possesses home in water, she also gains the ability to detect creatures by scent up to a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

*Shape Weapon (Su):* As a standard action the shifter may reshape one of her limbs capable of wielding a weapon into a weapon she is proficient in as per the Shape Weapon trait of the Morphic Weapon Alteration talent. Use her shifter level to determine the effective caster level of this ability. This stacks normally with caster levels gained from other sources. This change persists until dismissed as a free action.

*Snatch (requires Huge size):* The shifter gains the Snatch feat.

*Spider Climb (Ex):* The shifter gains a 30 feet climb speed.

*Spider Climb, Improved (Ex) (requires spider climb):* If the shifter possess a climb speed, that climb speed increases by 10 feet. She may climb virtually on any surface, no matter how slick or sheer. She can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. She needs not attempt Climb checks to traverse a vertical or horizontal surface (even upside down).

*Spines (Ex):* The shifter grows spines, thorns, or spikes. These may be treated as armor spikes of their size (1d6 Medium, 1d4 Small, 20x2, piercing) but may be enhanced as natural weapons and may be wielded as a secondary natural weapon if beneficial.

*Sprint (Ex):* The shifter gains the Run feat. Once per hour, the shifter may move up to 10 times her speed when running or charging.

*Superior Senses (Ex) (requires shifter 10):* The shifter gains blindsense out to 15 feet.

*Taste for Blood (Ex) (requires shifter 6):* If the shifter spends a standard action to feast on a corpse killed within the last minute, she gains a +4 morale bonus to her Strength and Constitution for 1 round per shifter level.

*Track Master (Ex):* The shifter's adds half her shifter level (minimum 1) to Survival checks. The shifter no longer leaves a trail if she does not wish to.

*Trip (Ex) (requires shifter 6):* If the shifter possesses a bite attack, she may attempt to trip the target of a successful bite attack as a free action. This does not provoke an attack of opportunity, and she cannot be tripped in return.

*Undead Kin (Su):* The shifter is healed by both positive and negative energy.

*Web (Ex):* The shifter may create webs as the Web trait from the Vermin Transformation Alteration talent. This ability is usable 8 times per day, rather than once per minute.

**Endurance (Ex):** At 3rd level the shifter gains Endurance as a bonus feat.

**Lingering Transformation:** At 4th level, when the shifter applies a *shapeshift* to herself and maintains it through concentration or decides not to maintain the *shapeshift* at all, the *shapeshift* lasts an additional number of rounds equal to 1/2 her shifter level before ending.

**Enhanced Attacks (Su):** Starting at 4th level, the shifter's magic begins to augment her natural attacks, in both her normal and transformed shapes. All the shifter's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction. At 7th level they are treated as cold iron and silver weapons. At 10th level, the shifter has come to embody fluidity so much that her natural attacks are treated as chaotic weapons for the purpose of overcoming damage reduction. At 16th level, they are treated as adamantine weapons for this purpose.

**Steal Language (Su):** At 5th level, a shifter can not only change her body, but also her mind. The shifter may touch a target, gaining for 24 hours the ability to speak and understand one language that creature speaks. This can work on animals and other creatures that do not have a language, but only allows communication with that particular type of creature (e.g., dog, wolf, etc.). She may only have one language acquired at a time in this manner; acquiring a second language dismisses the first.

**Enhanced Physicality (Ex):** At 7th level, the shifter's body begins to become naturally enhanced through her transformations. She gains a +2 inherent bonus to her Constitution score. This increases to +4 at 13th level, and +6 at 19th level.

**Immunity to Poison (Ex):** At 8th level, the shifter gains immunity to all poisons.

**Extended Transformation (Sp):** At 9th level, the shifter's control over Alteration magic makes her transformations unusually powerful. Whenever the shifter spends a spell point to allow a *shapeshift* to continue without concentration, the effect lasts for 10 minutes per level instead of 1 minute per level.

**Boundless Communication (Ex):** At 11th level, the shifter's ability to communicate increases. She may understand and be understood by any creature with a language.

**Immunity to Disease (Ex):** At 12th level, the shifter gains immunity to all diseases, including magical diseases.

**Endless Communication (Ex):** At 15th level, the shifter's communicative powers encompasses all life. She may communicate with and understand any living creature, even those without languages such as animals and plants.

**Greater Transformation (Su):** At 17th level, whenever the shifter spends a spell point to allow a *shapeshift* to endure without concentration, the effect lasts for 1 hour per level.

**Second Skin (Ex):** At 20th level the shifter becomes a master of Alteration magic. Whenever she changes her own form with a *shapeshift* it is considered an extraordinary ability instead of a magical effect. This means it does not provoke an attack of opportunity, cannot be dispelled or countered, and can be used within an antimagic field. Changes to herself have an unlimited duration without the need to spend any spell points.

## Soul Weaver

Soul weavers focus on controlling the powers of life and death. While they tend to make townsfolk a bit nervous - especially if the shambling horde of undead follows them into town - those who face great danger tend to appreciate having such a powerful ally at their side.

**Role:** Soul Weavers are usually either masters of healing or masters of many small minions, though sometimes they can be masters of both at once.

**Alignment:** Any

**Hit Die:** d6

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The soul weaver's class skills are Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks Per Level:** 4 + Int modifier.

### Class Features

**Weapon and Armor Proficiency:** A soul weaver is proficient with all simple weapons.

**Casting:** A soul weaver may combine spheres and talents to create magical effects. A soul weaver is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A soul weaver gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A soul weaver gains a magic talent every level, according to **Table: The Soul Weaver**.

**Channel Energy (Su):** A soul weaver may summon waves of spiritual energy that affect nearby creatures. This is identical to the cleric class feature. She may use this ability a number of times per day equal to 3 + her Charisma modifier (minimum 1). She must choose at 1st level whether to channel positive or negative energy, after which this decision may not be changed. A soul weaver's choice to channel positive or negative energy is not connected to their alignment, and any soul weaver may channel either energy.

**Master of Life and Death:** The soul weaver gains either the Life sphere (if they choose to channel positive energy) or the Death sphere (if they choose to channel negative energy) as a bonus sphere at 1st level.

**Bound Nexus (Su):** A soul weaver's greatest strength is the souls she collects. A soul weaver possesses a number of souls equal to 3 + her casting ability modifier (minimum 1). These souls replenish whenever the soul weaver rests to regain spell points. These souls may be turned visible or invisible as a free action (if visible, they appear as wisps of energy that glow dimly). Souls either orbit the soul weaver (moving as she does at the same speed), or may be directed to move independently as a

Table: The Soul Weaver

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1st	+0	+0	+0	+2	Bound nexus, casting, channel energy 1d6, master of life and death, nexus powers, spell pool	+1	1 (+2)
2nd	+1	+0	+0	+3	Blessing/blight	+2	2
3rd	+1	+1	+1	+3	Channel energy 2d6	+3	3
4th	+2	+1	+1	+4	Nexus powers	+4	4
5th	+2	+1	+1	+4	Channel energy 3d6	+5	5
6th	+3	+2	+2	+5	Blessing/blight	+6	6
7th	+3	+2	+2	+5	Channel energy 4d6	+7	7
8th	+4	+2	+2	+6	Nexus powers	+8	8
9th	+4	+3	+3	+6	Channel energy 5d6	+9	9
10th	+5	+3	+3	+7	Blessing/blight	+10	10
11th	+5	+3	+3	+7	Channel energy 6d6	+11	11
12th	+6/+1	+4	+4	+8	Nexus powers	+12	12
13th	+6/+1	+4	+4	+8	Channel energy 7d6	+13	13
14th	+7/+2	+4	+4	+9	Blessing/blight	+14	14
15th	+7/+2	+5	+5	+9	Channel energy 8d6	+15	15
16th	+8/+3	+5	+5	+10	Nexus powers	+16	16
17th	+8/+3	+5	+5	+10	Channel energy 9d6	+17	17
18th	+9/+4	+6	+6	+11	Blessing/blight	+18	18
19th	+9/+4	+6	+6	+11	Channel energy 10d6	+19	19
20th	+10/+5	+6	+6	+12	Gravewalker, nexus powers	+20	20

free action that may be taken once per soul per round. Souls behave as creatures with a fly speed of 40 feet that may only take actions to move and always succeed at Fly checks. These souls are only projected into the same plane as the soul weaver, and as such are considered ethereal and are also immune to damage of any kind. A soul must remain within medium range of the soul weaver, or disappear back to the nether.

A soul weaver gains a number of abilities, each of which uses up a soul's energy, returning it to the nether until the soul weaver rests to regain spell points. Nexus powers require a standard action, and if a saving throw is required the DC is equal to 10 + 1/2 soul weaver level + casting ability modifier. To use an ability, the target must be adjacent to the soul weaver (if the spirit is orbiting her), or else the soul weaver must first direct the soul to move into the target's square.

The soul weaver gains the following bound nexus abilities:

#### *Aid the Dead*

The soul weaver may expend a soul to bolster an undead creature, granting it a +1 profane bonus to attack rolls, saving throws, and channel resistance, which increases by 1 for every 5 levels the soul weaver possesses. The creature also gains 1 temporary hit point per level. These bonuses last 1 hour.

#### *Lovelorn Soul*

The soul weaver may expend a soul to aid an ally who is at negative hit points, but not dead. The ally becomes stable and gains temporary hit points equal to twice the soul weaver's class level + her casting ability modifier for 1 minute.

#### *Siphon Health*

The soul weaver may expend a soul to siphon health from a living creature. The target suffers 1d6 damage per 2 levels (minimum 1d6, Fortitude half), and the soul weaver gains temporary hit points that last one hour equal to the damage dealt. A creature cannot be damaged beyond what would kill them.

#### *Curious Spirit*

At 4th level, the soul weaver may expend one soul to commune with the spirit world, allowing her to speak with and question the ancestral dead. This allows her to attempt a single Knowledge check, even if untrained, and with an insight bonus equal to her soul weaver level + her casting ability modifier. This may be used to reroll a Knowledge check the soul weaver had previously failed, but no more than once per question. If the soul weaver is touching a body that has been dead for no longer than 1 day per level, she may summon and speak with that body's spirit for up to 1 minute per caster level, which retains all knowledge it had in life but is under no obligation to talk or answer any questions.

*Summon Spirit I*

At 4th level, the soul weaver may expend a soul to summon a poltergeist in the soul's square or the nearest unoccupied square. This creature counts as a summoned creature and remains for a number of rounds equal to the soul weaver's casting ability modifier.

*Channel Mastery*

At 8th level, a soul weaver may spend a soul in conjunction with channeling energy to add the benefits of any one (channeling) feat to that channeling. The soul weaver must meet all other prerequisites of that feat to gain its benefits in this manner.

*Summon Spirit II*

At 8th level, the soul weaver may expend a soul to summon either 1 shadow or 2 poltergeists in the soul's square and/or the nearest unoccupied squares. Multiple creatures appear in adjacent squares to each other. A summoned creature cannot create spawn. These creatures last for a number of rounds equal to the soul weaver's casting ability modifier.

*Divine Soul*

At 8th level, the soul weaver may expend a soul in conjunction with channeling energy to increase the die size to dros instead of d6s.

*Blessed Soul*

At 8th level, the weaver soul may expend a soul as an immediate action to allow a target to reroll a saving throw it just failed.

*Summon Spirit III*

At 12th level, the soul weaver may expend a soul to summon either 1 wraith, 2 shadows, or 4 poltergeists. This is similar in all other ways to summon spirit II.

*Ghostpoint*

At 12th level, the soul weaver may, when using a spell, spell-like ability, sphere ability, or soul weaver ability, target the effect as if she were standing in the same square as one of her souls. If the magic effect requires a touch attack, the soul may make the touch attack for the soul weaver, using her bonuses. This expends the soul.

*Summon Spirits IV*

At 16th level, the soul weaver may expend a soul to summon either 1 greater shadow, 2 wraiths, 4 shadows, or 4 poltergeists. This is similar in all other ways to summon spirit II.

*Temporary Resurrection*

At 16th level, the soul weaver may expend a soul to bring a creature who has died within 48 hours back to life. This lasts for 24 hours, and the target is returned to full health (although they do not recover other things, such as spells or spell points already used), and the target gains 1 permanent negative level while under the effect of this ability.

This negative level goes away when the target dies or is permanently raised from the dead. The target still counts as a dead corpse (but not undead) for the purpose of effects that revive dead creatures. Once a creature has been revived with temporary resurrection, this ability cannot be used on it again until it is permanently raised from the dead.

*Trap Soul*

At 16th level, if a target is at negative hit points or has died within 1 round, the soul weaver may expend

a soul to trap the target's soul. The target must succeed at a Will save or their soul is taken and added to the soul weaver's bound nexus as a new soul, which they may expend and summon as normal (so long as the soul weaver possesses the trapped soul, the soul expended to use this ability is released from service and returns to the nether). This does not increase the soul weaver's total number of souls. The subject of this ability cannot be resurrected unless the soul weaver is killed or voluntarily chooses to release the soul from service. While the soul is in the soul weaver's possession, the soul weaver may speak with and question the soul, which retains the knowledge it had in life, but is under no obligation to answer questions (although bargaining for a peaceful release into the afterlife is usually enough to get a spirit to talk).

*Summon Spirits V*

At 20th level, the soul weaver may expend a soul to summon either 1 banshee, 1 dread wraith, 2 greater shadows, 4



wraiths, 4 shadows, or 4 poltergeists. This is similar in all other ways to summon spirit II.

**Blessing/Blight (Su):** All ensouled creatures are under a soul weaver's power, and a soul weaver can cause incredible effects to befall both allies and enemies.

At 2nd level, a soul weaver who chose to channel positive energy may grant blessings to targets, while a soul weaver who chose to channel negative energy may give blights. All blessings and blights may only be granted to living targets with souls. A target may only be under one blessing or blight at a time. Applying a blessing to a target with blight or vice-versa dispels both effects, leaving neither.

The blight list of abilities is as follows:

#### *Blight*

At 2nd level, the soul weaver may touch a target and expend a use of channel energy to place a blight on them. The target is allowed a Fortitude save (DC + 1/2 soul weaver level + casting ability modifier), and on a failure, grows a patch of festering undead flesh where it was touched (this patch may be hidden under the skin if the soul weaver chooses, so a target might not even know it has been infected). Blight is considered a magical disease and is permanent until removed by magic or with the Heal skill. A blessing counters and dispels a blight, leaving neither blessing nor blight in place.

A creature with blight suffers a -2 penalty to all saves against necromancy spells, Death sphere abilities, bound nexus powers, or blight abilities. A soul weaver may concentrate at any time to discover what creatures within close range possess blight.

#### *Lesion*

At 6th level, a soul weaver may target a creature within close range already suffering from a blight and expend a use of channel energy to cause that blight to rupture. This deals 1d8 damage (bludgeoning, piercing, slashing) per soul weaver level to the target (Fortitude half). Using lesion consumes and removes their blight.

#### *Mind Blight*

At 10th level, the soul weaver may use lesion to take control of a target instead of damaging it. The blight spreads to their brain (Fortitude negates), giving them 4 points of ability drain to all mental ability scores and giving the soul weaver control over them for 1 hour per level or until the blight is cured. For the duration of this effect, the target can make only a standard action or move action on their turn, but not both.

The target obeys all verbal commands (without a shared language, only basic commands such as come, fight, or stand still may be communicated) and does anything asked to the best of its ability, including self-destructive commands (a target command to hurt or kill itself deals its weapon damage + its Strength damage to itself per round until dead). Effects such as *protection from evil* or the *Hallow word* from the Fate sphere do not end this effect, since it is the result of a physical malady rather than a mind-altering or possession effect.

Unlike the standard lesion ability, mind blight does not consume the target's blight when used, and the target may be subject to another lesion or mind blight, even while already

under the effects of a mind blight. If another soul weaver attempts to use mind blight on a target already under the effects of mind blight, the two soul weavers make opposed checks (d20 + their soul weaver level + their casting ability modifier) to determine who wins control of the target. Drain from multiple mind blights are cumulative.

#### *Consume*

At 14th level, the soul weaver may use lesion to kill a target rather than damage it or take control of it. The target dies instantly (Fortitude negates) and raises the next round as a zombie under the soul weaver's control for 1 hour per level. After the time is up, the body collapses and becomes simply another dead body. On a successful save, the target still suffers 1d8 damage per soul weaver level.

#### *Detonate*

At 18th level, when using the soul weaver's lesion ability to kill a target, she may also cause their blight to burst on a failed save, dealing 1d6 fire damage per soul weaver level to all adjacent targets (Reflex half).

The blessing ability list includes the following:

#### *Blessing*

At 2nd level, the soul weaver may touch a target and expend a use of channel energy to place a blessing on them (unwilling targets may attempt a Will save to resist). A blessing lasts for 24 hours and grants a +1 bonus to all saving throws.

#### *Heal*

At 6th level, a soul weaver may target a creature within close range already under the effects of a blessing and expend a use of channel energy to heal that target for 10 hit points per soul weaver level. Healing a target in this way consumes and removes their blessing.

#### *Restore*

At 10th level, when the soul weaver uses her heal ability, the target is also cured of ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feeble-minded*, *insanity*, nauseated, poisoned, sickened, and stunned.

#### *Revive*

At 14th level, the soul weaver may use her heal ability to bring targets back to life if they died while under the effects of a blessing, so long as the blessing has not yet expired. The target is restored with one permanent negative level.

#### *Renew*

At 18th level, when the soul weaver uses her heal ability, the target is also cured of all temporary and permanent negative levels (including the one gained if revived), as well as all ability drain.

**Gravewalker (Su):** At 20th level, a soul weaver has become so adept at walking the paths of life and death, that both become evident in her body and soul. The soul weaver gains immunity to nonlethal damage, ability drain, and energy drain. Unintelligent undead ignore the soul weaver, treating her as another undead creature unless provoked. If the soul weaver should die, she may choose to rise 2d4 days later as a ghost.



# Symbiat

Symbiats are fused creatures, where psionic aberrations are pulled in (usually through a horrific process) to inhabit the mind of a caster. Their mastery of mental abilities makes them good leaders, and their psionic powers make them even better at supporting others.

**Role:** A symbiat's abilities make them masters of defence and can push both themselves and their teammates to powerful new heights with the psionics.

**Alignment:** Any

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The symbiat's class skills are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

**Skill Ranks Per Level:** 4 + Int modifier.

**Table: The Symbiat**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents	AC Bonus	Fast Movement
1st	+0	+0	+2	+2	Battlefield sense, casting, mental powers, psionics, spell pool	+0 (1)	0 (+2)	+0	+0 ft.
2nd	+1	+0	+3	+3	ESP, evasion	+1	1	+0	+0 ft.
3rd	+2	+1	+3	+3	Pushed movement, share expertise, danger sense +1	+2	2	+0	+10 ft.
4th	+3	+1	+4	+4	Uncanny dodge	+3	3	+1	+10 ft.
5th	+3	+1	+4	+4	Two minds	+3	3	+1	+10 ft.
6th	+4	+2	+5	+5	Danger sense +2	+4	4	+1	+20 ft.
7th	+5	+2	+5	+5	Battlefield relay (+3), share capacity	+5	5	+1	+20 ft.
8th	+6/+1	+2	+6	+6	Improved uncanny dodge	+6	6	+2	+20 ft.
9th	+6/+1	+3	+6	+6	Danger sense +3, improved evasion, improved mind link	+6	6	+2	+30 ft.
10th	+7/+2	+3	+7	+7	Share expertise (others)	+7	7	+2	+30 ft.
11th	+8/+3	+3	+7	+7	Psionic fortress	+8	8	+2	+30 ft.
12th	+9/+4	+4	+8	+8	Danger sense +4	+9	9	+3	+40 ft.
13th	+9/+4	+4	+8	+8	Battlefield relay (+4)	+9	9	+3	+40 ft.
14th	+10/+5	+4	+9	+9	Share capacity (others)	+10	10	+3	+40 ft.
15th	+11/+6/+1	+5	+9	+9	Danger sense +5	+11	11	+3	+50 ft.
16th	+12/+7/+2	+5	+10	+10	Telekinetic colossus	+12	12	+4	+50 ft.
17th	+12/+7/+2	+5	+10	+10	Greater mind link	+12	12	+4	+50 ft.
18th	+13/+8/+3	+6	+11	+11	Danger sense +6	+13	13	+4	+60 ft.
19th	+14/+9/+4	+6	+11	+11	Battlefield relay (+5)	+14	14	+4	+60 ft.
20th	+15/+10/+5	+6	+12	+12	Greater psionics	+15	15	+5	+60 ft.

## Class Features

**Weapon and Armor Proficiency:** A symbiat is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. A symbiat is proficient with no armor, but is proficient with shields. A symbiat wearing armor or carrying a medium or heavy load loses the benefit of their battlefield sense.

**Casting:** A symbiat may combine spheres and talents to create magical effects. A symbiat is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A symbiat gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A symbiat gains 3/4ths of a magic talent per level, according to **Table: The Symbiat**.

**Mental Powers:** A symbiat gains the Mind and Telekinesis spheres as bonus magic talents.

**Battlefield Sense (Ex):** When unarmored and unencumbered, the symbiat's second mind may subtly push the symbiat, protecting him from danger. The symbiat adds his Intelligence bonus (if any) to his AC and CMD. These bonuses apply even against touch attacks or when the symbiat is flat-footed and increase by +1 for every 4 symbiat levels possessed to a maximum of +5 at 20th level. The symbiat loses this bonus when he is immobilized or helpless, when he wears any armor, or when he carries a medium or heavy load.

**Psionics (Su):** A symbiat's alien mind empowers the symbiat with strength and subtlety far beyond what most casters can achieve. A symbiat may create psionic effects from the list below for a total number of rounds per day equal to 4 + his Intelligence modifier. Every level gained beyond 1st grants him an additional 2 rounds he may create psionic effects.

A symbiat may activate any psionic effect he possesses as a standard action, but need only spend a free action to maintain the effect each round. Changing from one psionic effect to another requires the symbiat to stop the previous effect and start a new one as a standard action. A psionic effect cannot be disrupted, but it ends immediately if the symbiat is killed, stunned, knocked unconscious, or otherwise prevented from taking a mental free action to maintain it each round. A symbiat cannot maintain more than one psionic effect at one time. At 7th level, a symbiat can start a psionic effect as a move action instead of a standard action. At 13th level, a symbiat can start a psionic effect as a swift action.

#### *Mind Link*

The symbiat may link the minds of himself and any number of willing targets with Intelligence scores of 3 or higher. All targets to be connected must be within 60 feet of the symbiat when the effect is begun, but they need not remain within 60 feet while it is maintained. All affected creatures may communicate with each other through this mental link, provided they share a language. Where there is no shared language, only simple communication (go, come, attack, help) may be sent.

#### *Battlefield Relay*

The symbiat may open the mind of an opponent, reading their intentions and relaying this information to his allies. Designating a target is a mind-altering effect, and the target is allowed a Will save (DC 10 + 1/2 his symbiat level + his Intelligence modifier) to negate this designation. If a creature is successfully designated as a target, the symbiat and all allies within 60 feet of the symbiat gain a +2 circumstance bonus to attack rolls and skill checks made against the target, a +2 dodge bonus to AC against attacks coming from the target, and a +2 circumstance bonus saving throws against any effect originating from the target. While the symbiat must stop a

previous psionic effect and spend an action to activate battlefield relay, this effect only counts towards the symbiat's daily limit of psionic rounds if the target fails their saving throw. The symbiat and all allies to gain these bonuses must be within 60 feet of the target to be affected by battlefield relay. At 7th level, the bonus granted by battlefield relay increases to +3. This increases to +4 at level 13, and +5 at level 19.

#### *Telekinetic Manipulation*

The symbiat may use their telekinesis to manipulate the battlefield. So long as this effect is active, the symbiat may, as an immediate action, add either a bonus or a penalty equal to 1/2 his symbiat level (minimum 1) to one attack roll made within 60 feet of him. The symbiat must announce he will use this ability before the attack roll is made.

#### *Share Expertise*

At 3rd level, the symbiat may create a psionic effect that allows him and his allies to share knowledge and capabilities. The symbiat chooses one skill he has at least 1 rank in. All allies within 60 feet may use the symbiat's ranks in that skill in place of their own when attempting checks, if the symbiat has more ranks. If the skill to be shared is a class skill, the class skill bonus is also shared, although every creature uses its own ability score modifier. At 10th level, the symbiat may choose the skill ranks and class skill bonus from an ally within range instead of himself and grant those ranks to himself and his other allies.

#### *Telekinetic Edge*

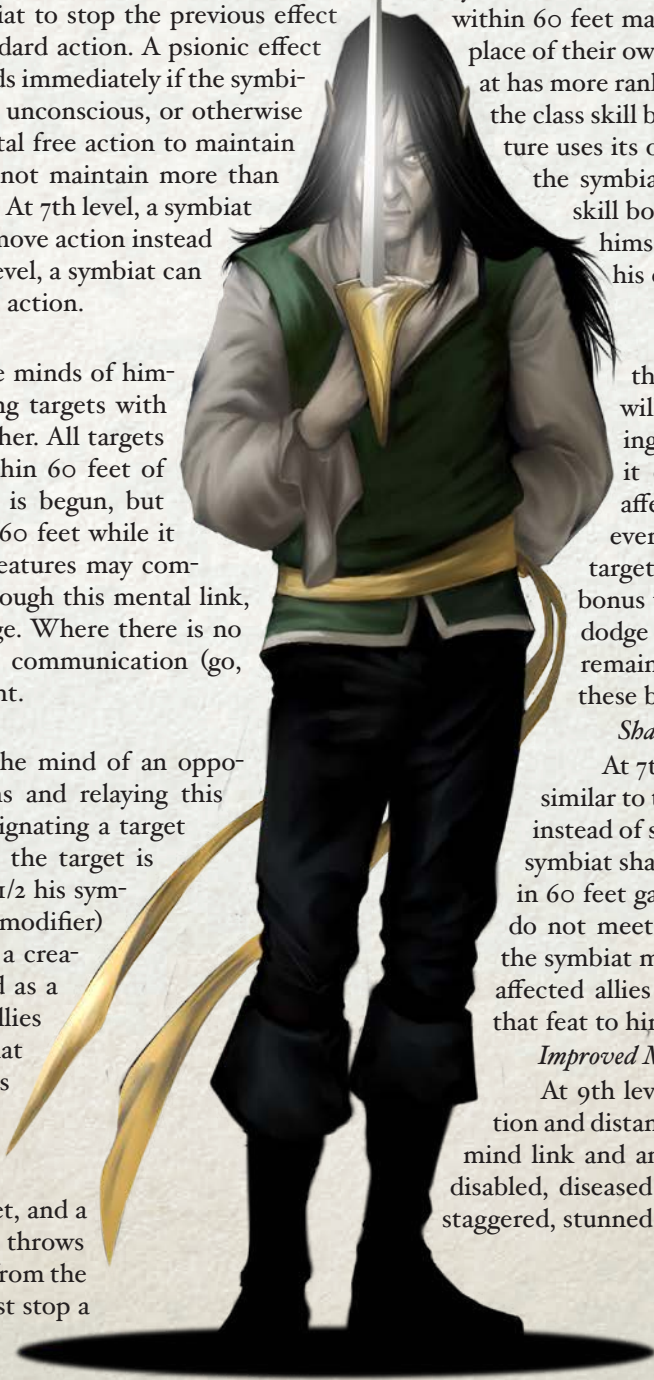
At 6th level, the symbiat may push their own body or the body of a single willing ally with their telekinetics, making it effectively stronger and faster than it otherwise could be. The symbiat may affect an additional target at 9th level and every 3 levels thereafter, to a maximum of 5 targets at 18th level. Affected targets gain a +2 bonus to attack rolls and damage rolls and a +2 dodge bonus to AC. All affected targets must remain within 60 feet of the symbiat to retain these benefits.

#### *Share Capacity*

At 7th level, the symbiat may create an effect similar to the share expertise psionic effect, except instead of sharing ranks in a skill with his allies, the symbiat shares one feat he possesses. All allies within 60 feet gain the benefits of that feat, even if they do not meet that feat's prerequisites. At 15th level, the symbiat may choose a feat possessed by any of his affected allies instead of one he possesses and grant that feat to himself and his other allies instead.

#### *Improved Mind Link*

At 9th level, the symbiat always knows the direction and distance to any creature under the effect of his mind link and any conditions affecting them: confused, disabled, diseased, dying, nauseated, panicked, poisoned, staggered, stunned, unconscious, unharmed, wounded, etc.



*Psionic Fortress*

At 11th level, the symbiat may use his psionic abilities to create a field of protection around himself. The symbiat and all allies within 30 feet gain a +4 deflection bonus to AC and a +4 morale bonus to Will saving throws.

*Telekinetic Colossus*

At 16th level, the symbiat may use telekinesis to grant a target unparalleled strength and speed. The symbiat may affect one creature within 60 feet, plus an additional creature for every 2 levels beyond 16th. The targets gain a +6 enhancement bonus to Strength and Dexterity, as well as a +30 feet enhancement bonus to their movement speed as long as this ability is in effect. When making an attack action or full attack action, the creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This extra attack is not cumulative with similar effects, such as that provided by a *speed* weapon or the Improved Haste Time talent.

*Greater Mind Link*

At 17th level, the symbiat may use spells and sphere effects on any target under his mind link regardless of distance or line of effect, even touch spells and sphere effects.

**ESP (Ex):** A symbiat is aware of more of his surroundings than his physical senses can account for. Beginning at 2nd level, he gains a bonus to Sense Motive and Perception checks equal to 1/2 his symbiat level.

**Evasion (Ex):** At 2nd level and higher, a symbiat's added senses allow him to avoid even magical and unusual attacks with great agility. If he succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the symbiat is wearing light armor or no armor. A helpless symbiat does not gain the benefit of evasion.

**Pushed Movement (Su):** At 3rd level, a symbiat gains the ability to unconsciously push their body to greater speeds through their telekinesis. The symbiat gains a +10 feet bonus to their base movement speed. This bonus increases by +10 feet for every 3 symbiat levels possessed beyond 3rd, to a maximum of +60 feet at 18th level.

**Danger Sense (Ex):** At 3rd level, a symbiat gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, he gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 symbiat levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite. The bonuses gained from this ability stack with those gained from trap sense (from another class).

**Uncanny Dodge (Ex):** Starting at 4th level, a symbiat's mental senses let him react to danger before his physical senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A symbiat with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a symbiat already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Two Minds (Ex):** At 5th level, a symbiat's two minds give him a greater resilience to mind-affecting attacks. Whenever the symbiat attempts a Will saving throw, he may roll twice and take the better result. If the symbiat would be able to roll twice through any other ability, he may roll three times and take the better result.

**Improved Uncanny Dodge (Ex):** A symbiat of 8th level or higher can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Improved Evasion (Ex):** At 9th level, a symbiat's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless symbiat does not gain the benefit of improved evasion.

**Greater Psionics:** At 20th level, a symbiat may use two psionic effects at once by spending 2 rounds of psionic power each round. Each effect must be begun separately, and ending one effect does not necessitate ending the other.

## Thaumaturge

The Thaumaturge is willing to go places most other casters wouldn't dare to tread. Their agreements give them access to ancient and forbidden knowledge, and they're capable of using it to great effect. Each Thaumaturge chooses their own pursuit, and they often specialize in a handful of potent powers.

**Role:** A thaumaturge is a focused caster, often choosing at most one or two specialty spheres and using those specialties in ways no other caster could.

**Alignment:** Any

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The thaumaturge's class skills are Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

### Class Features

**Weapon and Armor Training:** A thaumaturge is proficient with all simple weapons and light armor.

**Casting:** A thaumaturge may combine spheres and talents to create magical effects. A thaumaturge is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

Table: The Thaumaturge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1st	+0	+0	+0	+2	Casting, forbidden lore (+2), invocations, spell pool	+1	0 (+2)
2nd	+1	+0	+0	+3	Occult knowledge +1	+2	1
3rd	+2	+1	+1	+3	Invocations	+3	1
4th	+3	+1	+1	+4	Bonus feat	+4	2
5th	+3	+1	+1	+4	Forbidden lore (+3)	+5	2
6th	+4	+2	+2	+5	Occult knowledge +2	+6	3
7th	+5	+2	+2	+5	Invocations	+7	3
8th	+6/+1	+2	+2	+6	Bonus feat	+8	4
9th	+6/+1	+3	+3	+6	Forbidden lore (+4)	+9	4
10th	+7/+2	+3	+3	+7	Occult knowledge +3	+10	5
11th	+8/+3	+3	+3	+7	Invocations	+11	5
12th	+9/+4	+4	+4	+8	Bonus feat	+12	6
13th	+9/+4	+4	+4	+8	Forbidden lore (+5)	+13	6
14th	+10/+5	+4	+4	+9	Occult knowledge +4	+14	7
15th	+11/+6/+1	+5	+5	+9	Invocations	+15	7
16th	+12/+7/+2	+5	+5	+10	Bonus feat	+16	8
17th	+12/+7/+2	+5	+5	+10	Forbidden lore (+6)	+17	8
18th	+13/+8/+3	+6	+6	+11	Occult knowledge +5	+18	9
19th	+14/+9/+4	+6	+6	+11	Invocations	+19	9
20th	+15/+10/+5	+6	+6	+12	Bonus feat, master invoker	+20	10

**Spell Pool:** A thaumaturge gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A thaumaturge gains a magic talent at 2nd level and every 2 levels thereafter, according to **Table: The Thaumaturge**.

**Forbidden Lore:** Thaumaturges use bargains, secrets, and dangerous magical practices to push their casting to greater heights than their more careful contemporaries achieve. A thaumaturge may, as part of the action required to use a spell or sphere effect, increase his caster level by 2 for that effect. This applies to variables dependent on a particular casting of an effect (damage, duration, number of targets etc.), but it does not apply to the caster's total caster level with that sphere (i.e., it does not determine the strength of a companion from the Conjunction sphere, nor to the total number of Hit Dice of *reanimated* creatures that may be controlled through the Death sphere). This bonus increases by +1 at 5th level, and by an additional +1 for every 4 levels thereafter to a maximum of +6 at 17th level.

Whenever a thaumaturge uses forbidden lore to enhance their magic, there is a 15% chance the thaumaturge will suffer

backlash; the spell or sphere effect does not manifest, and any spell slot or spell points spent are lost. In addition, the thaumaturge suffers a -1 penalty to attack rolls, saving throws, skill checks, and to their effective caster level (minimum 1), which lasts until he rests to regain spell points. This penalty is cumulative; every time the thaumaturge suffers backlash in a day, these penalties increase by 1.

**Invocations:** Thaumaturges control power in its purest form; whether through bargains with outsiders, the summoning of primal spirits, or simply an untamable spark in their soul, a thaumaturge can invoke a limited amount of truly wondrous power.

A thaumaturge may use invocations a number of times per day equal to his casting ability modifier + 1/2 his class level, which refreshes when he rests to regain spell points. Whenever an invocation calls for a saving throw, the DC is equal to 10 + 1/2 his thaumaturge's level + his thaumaturge's casting ability modifier. A thaumaturge may only use invocations of his level or lower. Using an invocation is a free action that may be taken even when it is not the thaumaturge's turn, but the thaumaturge cannot use multiple invocations as part of the same saving throw, check, or use of forbidden lore.

*Lingering Blessing*

At 1st level, when using forbidden lore to augment a spell or sphere effect, the thaumaturge may use an invocation to cause the affected targets to gain 1 temporary hit point per thaumaturge level for 1 round per thaumaturge level.

#### *Lingering Pain*

At 1st level, when using forbidden lore to augment a spell or sphere effect, the thaumaturge may use an invocation to cause the affected targets to become sickened for 1 round (Fortitude negates).

#### *Meditation*

At 1st level, the thaumaturge may reroll a failed Knowledge check. The thaumaturge may only use this ability once for any given Knowledge check.

#### *Empowered Attack*

At 3rd level, when using forbidden lore to augment a spell or sphere effect, the thaumaturge may use an invocation to grant himself a bonus to attack rolls equal to his forbidden lore bonus for a number of rounds equal to his casting ability modifier.

#### *Empowered Defense*

At 3rd level, when using forbidden lore to augment a spell or sphere effect, the thaumaturge may use an invocation to grant himself a dodge bonus to AC equal to his forbidden lore bonus for a number of rounds equal to his casting ability modifier.

#### *Channel Punishment*

At 7th level, if the thaumaturge suffers backlash when using forbidden lore, he may use an invocation to pass the penalty off to another creature within 30 feet. If that creature is unwilling, they are allowed a Will save to negate this effect. On a successful save, the thaumaturge suffers the effect of the backlash as normal.

#### *Defensive Invocation*

At 7th level, before attempting a saving throw, the thaumaturge may use an invocation to add his forbidden lore bonus to the roll.

#### *Item Lore*

At 11th level, the thaumaturge may use an invocation to add his forbidden lore bonus to the caster level of a spell-completion or spell-trigger magic item he is wielding for 1 round. This bonus only functions while the item is being wielded by the thaumaturge.

#### *Soulfire*

At 11th level, when the thaumaturge suffers backlash from using forbidden lore, he may use an invocation to empower himself. He gains a bonus to attack rolls, saving throws, and a dodge bonus to AC equal to his forbidden lore bonus for a number of rounds equal to his casting ability modifier. This does not negate the penalty gained through the backlash itself.

#### *Empowered Resistance*

At 15th level, if the thaumaturge succeeds at a saving throw against an attack that has a reduced effect on a successful save, he may use an invocation to negate the effect entirely.

#### *Flexible Caster*

At 15th level, the thaumaturge may use an invocation to gain use of a single magic talent of his choice for 1 minute. He must meet the prerequisites (if any) and he can gain a base sphere he does not already possess with this ability. A thaumaturge may only have one use of flexible caster active at any one time; using this invocation again replaces the previous use.

#### *Rebuke Death*

At 19th level, when the thaumaturge is reduced to 0 hit points or fewer, the thaumaturge may use two of his remaining invocations to instead be reduced to 1 hit point. Effects that kill the thaumaturge outright without dealing hit point damage are not affected by this ability.

**Occult Knowledge:** At 2nd level, a thaumaturge gains a +1 bonus to all Knowledge checks, Spellcraft checks, and Use Magic Device checks. This bonus increases by 1 for every 4 additional thaumaturge levels possessed, to a maximum of +5 at 18th level.

**Bonus Feats:** At 4th level and every 4 levels thereafter, a thaumaturge gains a bonus feat. This may be spent to gain an extra magic talent, or any feat which has casting as a prerequisite (item creation feats, metamagic feats, Sphere Focus, Circle Casting, etc.).

**Master Invoker:** At 20th level, the thaumaturge selects two invocations other than rebuke death; he may use these invocations at will without using one of his invocations per day.



# Wraith

Emulating powerful and perilous creatures such as ghosts and shadow demons, wraiths gain the power to fade into the ether. A diverse group, each wraith is attuned to certain types of creatures or states of mind. This attunement can be exploited to seize control, turning foes into puppets. Some gain their talents from exposure to possessing entities, others obtain their power as part of returning from death themselves, or via other, more esoteric, paths.

**Role:** Eerie casters able to slip out of phase with reality and leap into susceptible minds, seizing control, making them perfect for infiltration and espionage.

**Alignment:** Any

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier

## Class Features

**Weapon and Armor Proficiencies:** The wraith is proficient with all simple weapons, scythes, and light armor.

**Casting:** A wraith may combine spheres and talents to create magical effects. A wraith is a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A wraith gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A wraith gains 3/4ths of a magic talent per level, according to **Table: The Wraith**.

**Haunt Path:** At 1st level, the wraith chooses a haunt path. Once selected, this choice cannot be changed. Path skills are always class skills for wraiths with that path.

At 1st level, each path grants the listed path sphere, or a talent from that sphere if it is already possessed, as a bonus magic talent and uses his class level as his caster level with the path sphere. This stacks normally with caster levels gained from other sources.

At 2nd level, the wraith gains a path possession, granting additional options for his possession ability.

**Table: The Wraith**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1st	+0	+0	+2	+2	Casting, haunt path (path sphere), spell pool, wraith form	+0 (1)	0(+2)
2nd	+1	+0	+3	+3	Haunt path (path possession), possession	+1	1
3rd	+2	+1	+3	+3	Wraith haunt	+2	2
4th	+3	+1	+4	+4	Haunt path (path skill)	+3	3
5th	+3	+1	+4	+4	Wraith haunt	+3	3
6th	+4	+2	+5	+5	Possession (extraordinary abilities)	+4	4
7th	+5	+2	+5	+5	Wraith haunt	+5	5
8th	+6/+1	+2	+6	+6	Haunt path (improved path possession)	+6	6
9th	+6/+1	+3	+6	+6	Wraith haunt	+6	6
10th	+7/+2	+3	+7	+7	Greater possession	+7	7
11th	+8/+3	+3	+7	+7	Wraith haunt	+8	8
12th	+9/+4	+4	+8	+8	Possession (supernatural abilities)	+9	9
13th	+9/+4	+4	+8	+8	Wraith haunt	+9	9
14th	+10/+5	+4	+9	+9	Haunt path (greater path possession)	+10	10
15th	+11/+6/+1	+5	+9	+9	Wraith haunt	+11	11
16th	+12/+7/+2	+5	+10	+10	Possession (spell-like abilities)	+12	12
17th	+12/+7/+2	+5	+10	+10	Wraith haunt	+12	12
18th	+13/+8/+3	+6	+11	+11	Possession (spheres)	+13	13
19th	+14/+9/+4	+6	+11	+11	Wraith haunt	+14	14
20th	+15/+10/+5	+6	+12	+12	Wraith form mastery	+15	15

At 4th level, the wraith gains an insight bonus to the listed skill equal to half his class level.

At 8th level, the wraith gains an improved path possession, granting further options to his possession ability.

At 14th level, the wraith gains a greater path possession, granting a final expansion of options to his possession ability.

**Wraith Form (Su):** At 1st level, for a number of rounds per day equal to his class level plus his casting ability modifier, the wraith may gain the incorporeal subtype, with the following modifications:

- The wraith takes half damage from non-magic weapons.
- The wraith cannot make weapon or natural weapon attacks while in wraith form unless he uses a weapon with the *ghost touch* special ability.
- Effects originating from corporeal sources that do not deal damage have a 20% chance to fail against the wraith instead of the normal 50%. Force effects are not subject to this failure chance.
- The wraith retains all worn equipment not exceeding his maximum load as well as the benefits from any magic items that grant a continuous effect, but gains no benefit from physical armor or shields.
- The wraith uses normal movement speeds (treat moving through solid objects as ground movement).
- When not on or in a solid or liquid, the wraith falls slowly and may glide, moving with a speed of 30 feet with maneuverability (perfect), but falling 1 foot for every 5 feet traveled (unless possessing a fly speed).

Activating this ability is a move action and ending it is a free action. He may not activate this ability if carrying a load greater than his maximum load. Should the wraith become corporeal while in a solid object, he is immediately shunted to the nearest empty space, taking 1d6 untyped damage per 5 feet traveled.

**Possession (Su):** At 2nd level, the wraith may attempt to possess a creature within his natural reach as a standard action. This is a mind-affecting possession effect. The challenge rating of the creature determines the duration of the possession, per the **Table: Possession Duration** (creatures such as animal companions, Conjunction sphere companions, and familiars are treated as having a CR of their Hit Dice - 2 for this purpose).

This effect can be resisted with a Will save with a DC of 10 + half his wraith level + his casting ability modifier. A successful save to resist or end a possession increases the spell point cost for that individual wraith to possess that creature by 1 for 24 hours. This cost increase is cumulative, but is reset by a successful possession. Unless otherwise noted, creatures are aware of a failed possession attempt, having a feeling of a hostile force, but gain no other information. If the wraith is successful, his body is absorbed by and his life force occupies the host body. The duration of an ongoing possession may be reset with the same action and spell point cost that was required to initiate it.

### Common Flight Alternate Rule

In campaigns and settings where low-level flight is common (such as in the Skybourne campaign setting by Drop Dead Studios), the GM may choose to replace the movement portion of the wraith form ability with a fly speed of 15 feet (perfect) while in wraith form. This speed can be increased by the ghost glide wraith talent.

### Quick Notes on Incorporeality

While incorporeal, the wraith:

- Gains a deflection bonus to AC equal to his Charisma modifier
- Takes half damage from corporeal sources (except for channel energy and force effects)
- Has no natural armor
- Cannot be moved by physical effects
- Cannot move corporeal objects (preventing him from using combat maneuvers)
- Has only a visual presence and leave no trail, though he may choose to be heard
- Can pass through objects not thicker than his space
- Is immune to falling damage

**Table: Possession Duration**

CR	Active Possession Duration	Unwilling Passive Possession Duration	Willing Passive Possession Duration
> level +5	1 round/level (free action save to end possession each round)	1 minute/level	1 hour/level
Level +2 to level +5	1 round/level	1 minute/level	1 hour/level
Level +1 to level -4	1 minute/level	1 hour/level	8 hours/level
< level -4	10 minutes/level	1 day/level	1 day/level

There are two types of possession: passive and active. The wraith chooses which to initiate as part of attempting possession.

#### Passive Possession

Passive possession grants no control over the possessed creature, though shares the creature's senses and may communicate telepathically with it. Attempting to passively possess an unwilling target costs a spell point.

The wraith maintains his Intelligence, Wisdom, Charisma, level, class, base attack bonus, alignment, mental abilities, extraordinary abilities not derived from physical form, combat talents, supernatural abilities, and magical abilities such as spells, sphere abilities, and spell-like abilities. Should the host become dazed, stunned, or unconscious, the wraith may control

their body as normal as if actively possessing the host for the duration of the dazed, stunned, or unconscious condition. Targeted mind-affecting effects apply only to the mind in control of the body; if the wraith is not controlling the host, then the wraith is not the target. When successfully attempting a passive possession, if the wraith is unobserved by the target, he may attempt a Stealth check opposed by the target creature's

Perception check. If successful, the creature is not aware that it has failed a Will save or that it has become passively possessed.

#### *Active Possession*

Active possession involves taking control of the possessed creature. Attempting active possession requires a spell point. The wraith maintains his abilities as in passive possession. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra

**Table: Active Possession**

<i>Use the host's</i>	<i>Use the wraith's</i>
Strength, Dexterity, and Constitution scores (this modifies the total modifiers for ability checks, armor class, attack rolls, CMB, CMD, skill checks, save DCs based on physical abilities)	Intelligence, Wisdom, and Charisma scores
Bonuses to Strength, Dexterity, and Constitution-based skills (except those from feats the wraith cannot access)	Intelligence, Wisdom, and Charisma based skill modifiers
Defensive abilities (such as damage reduction, immunity, resistance, spell resistance)	Base attack bonus
Physical weaknesses (light blindness, vulnerability to damage types)	Strength, Dexterity, and Constitution-based skill ranks
Reflex and Fortitude saving throws	Will saving throw
Space and reach	Class abilities (abilities that require specific anatomy may not be accessible while possessing a host lacking that anatomy)
Racial movement speeds	Feats from Hit Dice, class, and bonus feats
Natural attacks	Combat talents
Racial senses (such as blindsense, blindsight, darkvision, low-light vision, scent)	Magic talents
Hit points	Caster level
Fast healing (only affects host body)	Spell points
Regeneration (only affects host body)	Languages
Armor class	Mythic abilities
Racial skill modifiers	Traits
Passive special abilities (do not recalculate save DCs)	Alignment (other than alignment subtypes)
Continuous magic items that affect physical ability scores, skills, and other bonuses to physical form and prowess.	Continuous magic items that affect mental ability scores, skills, and other bonuses to mental form and prowess.
Extraordinary special abilities and special attacks that require active use, such as freeze, grab, pounce, rend, and swallow whole (do not recalculate save DCs) (requires 6th level)	-
Supernatural special abilities that require activation, such as breath weapons (do not recalculate save DCs) (requires 12th level)	-
Spell-like abilities (do not recalculate save DCs) (requires 16th level)	-
Combat spheres, feats from Hit Dice, class levels, and bonus feats, magic spheres, spellcrafted spells (in addition to the wraith's, requires 18th level)	-
Auras (do not recalculate save DCs)	-
Ongoing effects that target the body	Ongoing mind-affecting effects
Use the alignment subtypes of both wraith and host	
Use both wraith and host racial bonus feats	
Use both wraith and host weapon and armor proficiencies	



limbs does not allow the wraith to make more attacks (or more advantageous two-weapon or two-handed attacks) than normal. The wraith gains no automatic knowledge of and cannot choose to activate the body's extraordinary abilities until 6th level or supernatural abilities until 12th level. The creature's combat talents, feats that require active use, magic talents, spells, sphere abilities, and spell-like abilities cannot be accessed until the levels shown on **Table: Active Possession**. An actively possessed creature (the host) is capable of taking mental only actions while possessed and may attempt a new save to end the possession early any time the wraith would force it to do something against its nature (see the Mind sphere for guidelines), though additional saves cannot be made more than once per round.

The wraith cannot cause the host to unwillingly harm itself (attacking itself, allowing others to attack it without defending itself, moving into obviously harmful positions, etc.).

The wraith may attempt to change an active possession to a passive possession or vice versa as a move action. Unwilling creatures are allowed a save to prevent the wraith from going from passive to active possession. Each time unit expended from a passive possession (usually minutes or hours) reduces the time available for an active possession by 1 time unit (usually minutes or rounds) and vice versa.

If the wraith possesses a creature that is unconscious due to being in negative hit points, the wraith remains conscious and can cause the body to act, but it remains staggered (though the wraith can still take additional mental-only actions, only the body is staggered) and may suffer hit point loss as normal. The host body may still attempt stabilization checks using its normal modifiers. When possessing an unconscious creature, effects that would wake the creature do not end the possession, though the possessed creature is allowed to attempt a save to end the possession once it would be awakened.

The wraith may always end the possession early as a free or immediate action, appearing in an adjacent square of the wraith's choice (or the nearest available square, if all adjacent squares are occupied). When possessing a willing host, the wraith may increase the duration by its normal time as a free action, paying any spell point cost as usual. When ending a possession, the wraith may choose to reappear with his wraith form ability active by spending a round of that ability as part of ending the possession. If the host body is slain, the possession ends and the wraith is dazed for 1 round with no saving throw and cannot activate wraith form as a free action as part of the possession ending.

Mind-affecting effects that target the actively possessed body or a passively possessed body while the wraith is in control (such as when the host is dazed or stunned) continue to affect the wraith after the possession ends and do not affect the former host. The wraith does not benefit from any immunity to mind-affecting effects that the host possesses. If the wraith is concentrating on a spell or other effect and the host body is subject to an effect that would force a concentration check, the wraith attempts the concentration check. Magical effects granting the wraith armor, deflection, resistance, and shield bonuses, polymorph effects, disease, poison, and other effects

that alter or benefit the physical body of the wraith are suppressed for the duration of the possession but do not expend time from their durations. Effects targeting the possessed body (such as hit point damage, disease, healing, or poison) affect the possessed body and do not transfer to the wraith unless able to affect possessing creatures. Effects capable of targeting possessing creatures may target and affect the wraith while he is possessing another creature, including dealing damage to the wraith.

If another creature attempts to possess a creature the wraith is possessing, it must attempt a magical skill check against the wraith's MSD. Success forces the wraith out; failure causes the attempt to fail. Effects that would allow a creature to command an actively possessed host are ineffective for the duration of the possession unless they would also affect the wraith.

Effects that grant protection from mind control such as the *Hallow word* of the Fate sphere or the *protection from evil* spells function against his ability.

The host's abilities and statistics derived from mental attributes are not altered by the possession. For example, a wraith with high Charisma does not increase the hit points of a zombie by possessing it, nor would it improve the zombie's Fortitude save. A possessed nymph would not change its deflection bonus to AC.

At 6th level, the wraith gains knowledge of a possessed creature's extraordinary abilities and may activate them as normal for that creature.

At 12th level, the wraith gains knowledge of a possessed creature's supernatural abilities and may activate them as normal for that creature.

At 16th level, the wraith gains knowledge of a possessed creature's spell-like abilities and may activate them as normal for that creature.

At 18th level, the wraith gains access to any combat spheres, magic spheres, magic talents, and spellcrafted spells possessed by the creature for the duration of the possession, but must supply his own spell points. The wraith gains access to spells as well, casting them from the possessed creature's spell slots, though must pay spell points based on the level of the slot to do so: **level 1-2:** 1 spell point, **3-5:** 2 spell points, **6-8:** 3 spell points, **9:** 4 spell points. Cantrips and orisons may be used without spell point cost.

**Wraith Haunts:** At 3rd level and every odd level thereafter, the wraith gains one haunt from the following list. Each haunt may only be selected once unless otherwise noted. If a haunt calls for a saving throw, the DC is 10 + 1/2 his wraith level + his casting ability modifier. All wraith haunts are considered supernatural abilities unless noted.

*Amnesiac Possession:* As part of ending a possession, the wraith may force the host creature to succeed on a Will save or forget the duration of the possession as the Amnesia talent of the Mind sphere.

*Benevolent Passenger:* When possessing an object or a willing creature, the wraith gains the benefits of the Silent Spell and Still Spell metamagic feats. If the wraith already possesses either of these feats, reduce the spell point cost of the possessed feat by 1 (minimum 0).

## Psionics

If possessing a creature with psionic manifesting (*Psionics Unleashed* by Dreamscarred Press), at 18th level the wraith gains access to that manifesting ability. Determine the equivalent spell level by adding 1 to the power point cost, then dividing by two. The power then requires spending spell points as a spell of that level.

### Passive Possession and Casting

If the wraith is capable of casting a spell or sphere effect without components that cannot be supplied during passive possession, the wraith can cast those effect while passively possessing a creature. Such casting may still be identified as normal, possibly giving the wraith's presence away, and provokes attacks of opportunity against the wraith, though not the host. Making such an attack of opportunity would require the ability to target a possessing creature with the attack. Regardless of possession type, any drawbacks the wraith has affect the wraith, not the host.

*Consume Host:* While possessing a living creature, the wraith may spend a spell point as a move action to deal 1d6 untyped damage per 2 class levels to the host. A successful Fortitude save halves this damage. The wraith heals a number of hit points equal to the damage dealt. A creature that successfully saves against this ability becomes immune to it for the duration of the possession.

*Deep Phase:* While in wraith form, the wraith may spend a spell point as a move action to attempt to pass through objects thicker than his own space. The wraith may move up to his speed through solid matter. If the wraith does not end his movement in a space he could occupy, he is shunted back to his starting position, taking 1d6 untyped damage per 5 feet traveled.

*Disorienting Possession:* When the wraith's active possession ends, he may force the possessed creature to attempt a Fortitude save or be nauseated for a number of rounds equal to the wraith's casting ability modifier. A successful save reduces this to being sickened for 1 round.

*Dominate Ooze:* The wraith may possess mindless creatures of the ooze type, bypassing the immunity to mind-affecting effects granted by the ooze type.

*Expanded Path Possession (requires haunt path, path sphere of the selected path):* The wraith gains the path possession ability of a path he does not possess. This wraith haunt may be taken more than once, each time another path possession may be selected.

*Expanded Path Possession, Improved (requires expanded path possession, wraith 12):* The wraith gains the improved path possession ability of a path he chose for expanded path possession. This wraith haunt may be taken more than once, each time another expanded path possession may be selected.

*Extra Incorporeality:* The wraith gains 4 additional rounds of his wraith form ability per day. This talent may be taken more than once; the bonus rounds stack.

*Forced Wraith Form (requires share wraith form):* The wraith may target an unwilling creature with Share Wraith Form via a melee touch attack. A successful Will save negates this effect. An unwilling creature cannot choose to end this effect, though

the wraith may end it normally. The target creature may attempt a new Will save each round as a full-round action to end the effect early. This wraith haunt may be taken a second time to allow the wraith to use this ability with a ranged touch attack with a range of close (25 feet + 5 feet per 2 class levels).

*Ghostly Fade:* While in wraith form, the wraith may spend a spell point as a free or immediate action to gain concealment until the start of his next turn. At 4th level and every 4 levels thereafter, this concealment persists for an additional round.

*Ghost Glide (requires wraith 7):* The wraith gains a fly speed equal to his base speed with perfect maneuverability while in wraith form.

*Ghost Glide, Improved (requires wraith 11):* The fly speed granted by ghost glide applies even when the wraith is not in wraith form, though when not in wraith form the maneuverability decreases to average.

*Ghost in the Machine (requires object ride, Technologist\* feat):* While possessing a technological device, the wraith may spend spell points in place of charges.

*\*Pathfinder Campaign Setting: Technology Guide*

*Ghostly Talent:* The wraith gains a talent from his path sphere as a bonus talent. This wraith haunt may be selected more than once; each time the wraith selects an additional talent.

*Hidden Rider:* While possessing another creature or object, the wraith may hide from the *divine* ability of the Divination sphere and spells of the Divination school and pass through wards that would affect a possessing creature such as *magic circle against evil* or the effects of a *forbiddance* spell. The wraith must attempt a Will save against the spell or sphere ability (even if it does not normally allow a saving throw). If he succeeds, the spell treats him as if he were his host (for instance, Divine Alignment would reveal only the host's alignment, and forbiddance keyed to the host's alignment would not damage the wraith). If the wraith's saving throw fails, the spell functions against him as normal.

*Hidden Possessor:* Creatures that are not aware of the wraith or do not count the wraith as a hostile creature take a -2 penalty on saves against his possession ability.

*Into Thin Air:* The wraith may spend a spell point to activate his wraith form ability as an immediate action. If the wraith possesses the ghostly fade wraith haunt, he may choose to activate it as part of this immediate action, paying the spell point cost for that ability as usual.

*Lengthened Control:* Upon successfully using his possession ability, the wraith may spend a spell point as a free action to calculate the duration of the possession as if the creature's CR was 1 tier lower per **Table: Possession Duration**. For creatures with a challenge rating below the wraith's class level -4, the duration instead increases from 10 minutes/level to 1 hour per level for active possession or to indefinite (new save granted every 24 hours) for passive possession.

*Lingering Incorporeality:* When the wraith ends his wraith form ability, he may choose to remain in wraith form for two additional rounds without spending any rounds from his daily allotment. If the wraith was in wraith form when activating his possession ability, he automatically regains his wraith form upon ending the possession if within this time.

**Moan:** As a standard action, the wraith may emit an unearthly moan, allowing the wraith to attempt an Intimidate check to demoralize all hostile creatures within 30 feet. If using *Spheres of Might*, the wraith instead may choose to gain the Gladiator sphere or a talent from that sphere if it is already possessed. If using this option, this wraith haunt may be taken more than once, granting an additional talent from the Gladiator sphere each time.

**Object Ride:** The wraith may spend a spell point to passively possess an object for up to 1 hour per level. Attended objects receive a Will save. The object can be no smaller than Tiny and no larger than Huge. At level 10, the minimum object size decreases to Diminutive and the maximum increases to Gargantuan. The wraith retains his normal senses while possessing an object.

Additionally, the wraith may designate a single object within the normal limits as his refuge. Passively possessing the refuge does not require a spell point. Designating an object as a refuge requires a 1-hour ritual. Designating a new object causes any previous refuges to cease functioning as a refuge.

The wraith may speak in his normal voice while in his refuge object.

**Possess Armaments (requires Enhancement sphere; object ride or path of the poltergeist):** When possessing a weapon, shield, or suit of armor, the wraith may automatically grant it the benefit of one *enhancement* that he possesses for the duration of the possession. The object must be a valid target for the *enhancement*.

The wraith uses his class level as his caster level to determine the effect of this *enhancement*. This stacks normally with caster levels gained from other sources. Any additional spell point cost of the *enhancement* must be paid as usual. Should the *Animate Object enhancement* be used, the wraith may issue commands to the object while possessing it.

**Ranged Possession:** The wraith may attempt to possess valid targets within close range (25 feet + 5 feet per 2 class levels).

**Reactive Possession (requires possess armaments or path of the poltergeist improved path possession):** When the wraith takes damage from a manufactured weapon, he may attempt to possess that weapon as an immediate action, paying the normal spell point cost.

**Share Wraith Form:** The wraith may touch a willing creature as a standard action, granting them the benefits of his wraith form and any wraith haunts that modify it that the wraith possesses (such as lingering incorporeality). Either the creature or the wraith may end this effect as a free action. The touched creature expends rounds of wraith form from the wraith's pool. The wraith may end this effect as a free action.

**Steal Thoughts:** The wraith is intuitively aware of what actions are against his host's nature. When possessing a creature, the wraith may spend a spell point as a standard action to read its mind, allowing him to attempt a single Knowledge check using its skill modifiers (even if the wraith has previously failed the same check using his own modifiers) or receive the answer to a single question that the creature would know (such as 'Where did I leave my key?' or 'What is my mother's maiden name?').

A successful Will save negates this effect. A creature is aware of succeeding on this save, sensing the mental probing of the wraith, though not the details of the information sought.

Additional uses of this ability while possessing the same creature do not allow Knowledge checks to be retried if they would not otherwise be possible to retry.

**Wraith's Blade:** The wraith may spend a spell point as a swift action to cause all his attacks to become incorporeal touch attacks (and thus be resolved as touch attacks, though effects that apply against incorporeal touch attacks function normally) until the end of his turn. This ability also allows the attacks to be made against corporeal targets while wraith form is active.

**Greater Possession:** At 10th level, when the wraith succeeds in actively possessing a target, he may choose to maintain control of that target while moving on to another. The wraith may choose to exit the creature, appearing in an adjacent square or the nearest available square. The wraith may act normally, dividing his actions between the actively possessed creature and himself. Multiple creatures may be actively possessed; actions are divided between all possessed creatures and the wraith.

For example, if the wraith possesses an orc, the wraith may spend his next standard action to possess the nearby goblin, then move the orc up to its speed (a move action), and cast a quickened sphere effect (a swift action). The following round, the goblin could reload a light crossbow (a move action), the orc could make an attack action (a standard action), and the wraith would still have a swift action. The number of creatures possessed at one time may not exceed the wraith's



casting ability modifier (minimum 2). The wraith may choose to end his control of any possessed creature as a free action.

**Wraith Form Mastery:** At 20th level, the wraith may remain in wraith form for any number of rounds in a day. Any instances of the extra wraith form and lingering incorporeality wraith haunts may immediately be retrained for other wraith haunts for which the wraith qualifies.

## Haunt Paths

### Path of the Ancestor

Rather than a malevolent controller, an ancestor protects those he is attached to.

**Path Sphere:** Protection

**Path Possession:** When a willing creature the ancestor is possessing takes hit point damage, as a free action that can be taken even when it is not his turn, the ancestor may choose to redirect up to half the damage to himself. The damage is determined after the possessed creature's damage reduction, immunity, resistance, and vulnerability have been calculated and may not be further reduced or redirected by any means. Additionally, the ancestor may choose to count the possessed willing creature as himself for the purposes of effects that only target self.

**Path Skill:** Knowledge (history) (Int)

**Improved Path Possession:** A willing creature the ancestor is possessing gains the benefit of one (aegis) talent the ancestor possesses for the duration of the possession. The cost of activating this *aegis* is reduced by 1 spell point, but the *aegis* is lost when the possession ends.

**Greater Path Possession:** The ancestor may now activate two (aegis) talents instead of one as part of possessing a willing creature; the spell point reduction applies separately to each.

### Path of the Anima

An anima manipulates the very elements around himself.

**Path Sphere:** Nature or Weather

**Path Possession:** The anima may actively possess natural elements, creating a small elemental or animated plant. The creature dissipates when the possession ends. The created creature counts as willing. There must be a suitable volume of appropriate material. The anima may use talents such as Create Nature, or the Create Fire *geomancing* ability of the (fire) package as part of activating this ability to supply the required material, paying the normal cost for doing so. The available forms depend on the spheres and packages possessed.

- Air elementals require the (air) package or the Weather sphere and a given number of 5-foot cubes of air.
- Earth elementals require the (earth) or (metal) package and a given number of 5-foot cubes of stone, dirt, metal, or sand.
- Fire elementals require the (fire) package and a fire of at least the given size.
- Animated plants require the (plant) package and a plant of at least the given size.
- Water elementals require the (water) package and a given number of 5-foot cubes of water.

Class Level	Maximum Elemental Size	Minimum 5-ft. Cubes	Minimum Size <sup>1</sup>
2nd	Small (halve hit points, CR 1/2)	1/4	Small
4th	Small	1/4	Small
8th	Medium	1	Medium
12th	Large	8	Large
16th	Huge	27	Huge
20th	Greater (Huge) Elemental or Gargantuan Animated Plant	64	Gargantuan

<sup>1</sup>: When creating a fire or water elemental with this ability, the wraith may choose to increase the time taken to reduce the required material volume. For every time step (standard to full-round, full-round to one round), the required size category decreases by one step. Doing so draws either heat (for fire) or moisture (for water) from the surrounding area. Drawing heat decreases the temperature in an area out to medium range by one step (per the Weather sphere) per size reduction for 10 minutes. This ability cannot be used if it would set the temperature beyond category 7 cold. Drawing moisture leaves an area out to medium range (close range in moist, humid environments and long range in more arid environments) unusually dry for 10 minutes.

**Path Skill:** Knowledge (nature) (Int)

**Improved Path Possession:** The anima may possess creatures with the plant type or the elemental subtype corresponding to the spheres and packages possessed, ignoring any typebased immunity to mind-affecting effects. Such creatures take a -2 penalty on saves against the anima's possession.

**Greater Path Possession:** The anima does not need to spend a spell point to create and actively possess an elemental or plant creature with his path possession ability. Creatures with the plant type or elemental subtype gain no benefit from the *Hallow word* of the Fate sphere, the *protection from evil* spell, or similar effects against possession attempts by the anima. Mindless creatures of the plant type or elemental subtype no longer receive a saving throw against the anima's possession.

### Path of the Corruptor

A corruptor marshals an undead army to spread his influence.

**Path Sphere:** Death

**Path Possession:** The corruptor may actively possess dead bodies. The possessed creature has statistics as if it had been animated per the *reanimate* ability of the Death sphere, including any talents of that sphere that he possesses, and must meet all requirements of that ability. The target creature may have Hit Dice up to twice the corruptor's class level. This stacks with Death caster levels gained from other sources. The created creature counts as willing. When the possession ends, the *reanimate* effect also ends. The possessed body does not count against the number of Hit Dice of undead the wraith can control.

**Path Skill:** Knowledge (religion) (Int)

**Improved Path Possession:** The corruptor may possess creatures of the undead type, ignoring any type-based immunity to mind-affecting effects. Mindless undead both do not receive a save against this ability and count as willing unless they are being controlled by a creature other than the corruptor.

**Greater Path Possession:** The corruptor does not need to spend a spell point to possess an undead creature under his control. Undead creatures gain no benefit from the *Hallow word* of the Fate sphere, the *protection from evil* spell, or similar effects against possession attempts by the corruptor.

### Path of the Cryptid

Able to unlock the primal wrath of wild beasts, cryptids can be fearsome warriors.

**Path Sphere:** Alteration

**Path Possession:** Creatures of the animal type that are no worse than indifferent to the cryptid are counted as willing targets for possession. Creatures of the animal or magical beast types take a -2 penalty on saves against the cryptids possession.

**Path Skill:** Handle Animal (Cha)

**Improved Path Possession:** The cryptid reduces the time required to cast *shapeshift* targeting a host he is possessing (and no creatures that he is not possessing) by one step (normally a standard action to a move action). This ability cannot reduce the casting time below a swift action. The *shapeshift* automatically ends when the possession ends. The cryptid may possess swarms of the animal type, ignoring their subtype based immunity to mind-affecting abilities.

**Greater Path Possession:** Creatures of the animal type are always counted as willing when the cryptid attempts to possess them unless they are already controlled by another creature (such as being an animal companion, being under a (compulsion) effect, or being tame per the Beastmastery sphere).

Creatures with the animal or magic beast types gain no benefit from the *Hallow word* of the Fate sphere, the *protection from evil* spell, or similar effects against possession attempts by the cryptid.

### Path of the Despoiler

A despoiler feeds on pestilence and decay.

**Path Sphere:** Death

**Path Possession:** The despoiler may possess any creature of the vermin type, ignoring any type-based immunity to mind-affecting effects. Creatures suffering from the effects of poison or disease take a -2 penalty on saves against the despoiler's possession.

**Path Skill:** Heal (Wis)

**Improved Path Possession:** The despoiler may possess swarms of the vermin type, ignoring their subtype-based immunity to mind-affecting abilities. By spending 1 minute attracting local vermin, the despoiler can create a swarm to actively possess. This swarm disperses when the possession ends. To create the swarm, use the statistics of a Conjunction sphere companion *summoned* with a caster level equal to the despoiler's class level (this stacks with caster levels gained from other sources) and the following base form:

**Speed** 20 ft., **Climb** 20 ft.; **AC** +2 natural armor; **Fort** (good), **Ref** (good), **Will** (bad); **Attack** N/A; **Str** 12, **Dex** 16, **Con** 13, **Int** -, **Wis** 10, **Cha** 11.

The swarm has the swarm subtype, with constituent members of Tiny size and a 10-foot space. Its swarm damage is 1d6 + 1d6 per 3 Hit Dice and has a distraction DC of 10 + 1/2 Hit Dice + the despoiler's casting ability modifier. The appearance of the constituent members of the swarm formed will be based on the GM's discretion given the environment. If the despoiler is of at least 5th level, he may spend an additional spell point as part of beginning the possession to grant the swarm a fly speed of 20 feet (perfect).

Creatures of the vermin type are always counted as willing when the despoiler attempts to possess them unless they are already controlled by another creature (such as being an animal companion, being under a (compulsion) effect, or being tame per the Beastmastery sphere).

**Greater Path Possession:** The despoiler does not need to spend a spell point to possess creature of the vermin type. Such creatures gain no benefit from the *Hallow word* of the Fate sphere, the *protection from evil* spell, or similar effects against possession attempts by the wraith.

### Path of the Moroi

Wraith that are drawn to, and sometimes feed on, blood.

**Path Sphere:** Blood

**Path Possession:** The moroi's possession ability is treated as *blood control* for the purpose of determining save penalties from being less than half hit points or suffering from a bleed effect.

**Path Skill:** Heal (Wis)

**Improved Path Possession:** The moroi gains Self Control as a bonus talent and treats a possessed host as himself for the purpose of casting *blood control*. The host is still allowed saves to resist these effects.

**Greater Path Possession:** The blood wraith's possession ability is not a mind-affecting ability when targeting creatures that are under the effects of his *blood control* and such creatures gain no benefit from the *Hallow word* of the Fate sphere, the *protection from evil* spell, or similar effects against the moroi's possession.

### Path of the Poltergeist

A poltergeist is adept at moving creatures and objects as well as possessing and animating objects.

**Path Sphere:** Telekinesis

**Path Possession:** The poltergeist may actively possess unattended objects, animating them to serve. These objects count as being willing. The object must be of a size the wraith could animate per the Animate Objects talent of the Enhancement sphere, using his class level as his caster level. This stacks normally with caster levels gained from other sources. The object gains the statistics and abilities as an animated object per the Animate Object talent of the Enhancement sphere.

**Path Skill:** Fly (Dex)

**Improved Path Possession:** The poltergeist may possess creatures of the construct type, ignoring any type-based immunity to mind-affecting effects. The poltergeist may also lift, as the Telekinesis sphere, an animated object or construct as a free action immediately after successfully possessing it. Normal size limits on lift apply. Additionally, his path possession ability now also applies to attended objects, which receive a Will save as usual for possession.

**Greater Path Possession:** The poltergeist may possess large numbers of Tiny or smaller objects, creating a swarm; treat a swarm so animated as a Medium-sized animated object with the swarm subtype (generate statistics per the improved path possession of the Path of the Despoiler, but with the construct type). Mindless creatures of the construct type no longer receive a save against his possession.

### Path of the Phantasm

Hunters that hide inside their illusion, deceiving their prey into a false security.

**Path Sphere:** Illusion

**Path Possession:** Creatures within the area of an *illusion* created by the phantasm take a -2 penalty on saves against the phantasm's possession.

**Path Skill:** Disguise (Cha)

**Improved Path Possession:** When attempting to possess a creature within the area of an *illusion* that the phantasm created, the phantasm may attempt a magical skill check against the MSD of any magical effect that would prevent possession, such as the *Hallow word* of the Fate sphere, the *protection from evil* spell, or similar effects. If successful, the phantasm may possess the creature and is unaffected by the bypassed effect for the duration of the possession.

**Greater Path Possession:** The phantasm's possession ability does not count as a mind-affecting effect when used on creature's within an area of an *illusion* that the phantasm created.

### Path of the Shadow

A shadow lurks in darkness, seizing those foolish enough to enter their penumbra.

**Path Sphere:** Dark

**Path Possession:** Creatures within the area of a *darkness* created by the shadow take a -2 penalty on saves against the shadow's possession.

**Path Skill:** Stealth (Dex)

**Improved Path Possession:** When attempting to possess a creature within the area of a *darkness* that the shadow created, the shadow may attempt a magical skill check against the MSD of any magical effect that would prevent possession, such as the *Hallow word* of the Fate sphere, the *protection from evil* spell, or similar effects. If successful, the shadow may possess the creature and is unaffected by the bypassed effect for the duration of the possession.

**Greater Path Possession:** The shadow's possession ability does not count as a mind-affecting effect when used on creature's within an area of *darkness* that the shadow created.

### Path of the Spook

A spook feeds on fear and insanity.

**Path Sphere:** Mind

**Path Possession:** Creatures the spook is passively possessing take a -2 penalty on saves against the spook's *charm* abilities of the Mind sphere. Creatures that are cowering, panicked, or paralyzed take an additional -2 penalty on saves against the spook's possession ability.

**Path Skill:** Intimidate (Cha)

**Improved Path Possession:** Creatures that are shaken or frightened take an additional -2 penalty on saves against the

spook's possession ability. This does not stack with the penalty from the spook's path possession. Creature's that are confused or panicked count as willing for the spook's possession ability.

**Greater Path Possession:** The penalty that creatures that are frightened, cowering, panicked, or paralyzed take on saves against the wraith's possession ability increases to -4. When attempting to possess a creature with one of these conditions, the spook may attempt a magical skill check against the MSD of any magical effect that would prevent possession, such as the *Hallow word* of the Fate sphere, the *protection from evil* spell, or similar effects. If successful, the spook may possess the creature and is unaffected by the bypassed effect for the duration of the possession.

## Prestige Classes

### Bokor

The bokor is a caster who doesn't believe in limits - not between the arcane and the divine, not between spell and sphere, and certainly not for themselves. With a little knowledge about everything, they believe they can do anything - and they're usually right.

**Alignment:** Any

**Hit Die:** d6.

#### Class Skills

The bokor's class skills (and the key ability for each skill) are Knowledge (arcana) (Int), Knowledge (religion) (Int), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks at Each Level:** 4 + Int modifier.

#### Requirements

To qualify to become a bokor, a character must fulfill all the following criteria.

**Skills:** Knowledge (arcana) 7 ranks, Spellcraft 7 ranks.

**Feats:** Advanced Magic Training.

**Spells:** Able to cast 2nd-level arcane, divine or psychic spells.

**Spheres:** A sphere magic caster level of at least 5, and possession of at least 5 magic talents.

#### Class Features

**Weapon and Armor Proficiency:** Bokors gain no proficiency with any weapon or armor.

**Spells per Day:** When a new bokor level is gained, the character gains new spells per day as if he had also gained a level in any one spellcasting class he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, such as domain spells, bloodline spells, or new spells for his spell book.

This essentially means that he adds the level of bokor to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one spellcasting class before he became a bokor, he must decide to which class he adds each level of bokor for the purpose of determining spells per day.

Table: The Bokor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day	Caster Level	Magic Talents
1st	+0	+0	+0	+1	Spell pool, spherespell (1st)	+1 level of existing spellcasting class	+1	1
2nd	+1	+1	+1	+1	Dissolve spell (1st)	+1 level of existing spellcasting class	+2	2
3rd	+1	+1	+1	+2	Spherespell (2nd)	+1 level of existing spellcasting class	+3	3
4th	+2	+1	+1	+2	Dissolve spell (2nd)	+1 level of existing spellcasting class	+4	4
5th	+2	+2	+2	+3	Spherespell (3rd)	+1 level of existing spellcasting class	+5	5
6th	+3	+2	+2	+3	Dissolve spell (3rd)	+1 level of existing spellcasting class	+6	6
7th	+3	+2	+2	+4	Spherespell (4th)	+1 level of existing spellcasting class	+7	7
8th	+4	+3	+3	+4	Dissolve spell (4th)	+1 level of existing spellcasting class	+8	8
9th	+4	+3	+3	+5	Spherespell (5th)	+1 level of existing spellcasting class	+9	9
10th	+5	+3	+3	+5	Dissolve spell (5th), spell synthesis	+1 level of existing spellcasting class	+10	10

**Caster Level:** A bokor is considered a High-Caster.

**Magic Talents:** A bokor gains 1 magic talent every level.

**Spell Pool:** A bokor increases his spell pool by 1 spell point for every bokor level he possesses.

**Spherespell (Su):** A bokor can use his spell points to replace spells he has previously cast. At 1st level, the bokor can spend a spell point as a free action to recall a spell he had previously cast that day, returning it to memory so that it may be recast. If he has levels in a class that casts spells spontaneously, he may spend a spell point to cast a spell without using one of his spells per day. He may do this with 1st level spells when he gains his first bokor level. At every odd bokor level gained beyond the first, he may use this ability with spells 1 level higher, up to 5th level spells at his 9th bokor level.

**Dissolve Spell (Su):** A bokor may sacrifice a spell as a swift action, turning it into energy to empower a sphere ability. The bokor gains an enhancement bonus equal to the spell's level to his caster level with the next sphere effect he uses by the end of his turn. He may do this with 1st level spells when he gains his second bokor level. At every even bokor level gained beyond the first, he may use this ability with spells 1 level higher, up to 5th level spells at his 10th bokor level.

**Spell Synthesis (Su):** At 10th level, a bokor may combine a spell with a sphere ability, using both with the same action. The combined effect uses the longest casting time of the two, and the bokor can make any decisions concerning the spells/talent independently of each other. Any target affected by both of the spells takes a -2 penalty on saves made against both the spell and sphere ability. The bokor also receives a +2 bonus on caster level checks made to overcome spell resistance with these two effects. A bokor may use this ability once per day.



## Chapter 4

# Archetypes

**Champion Archetypes:** Some archetypes presented herein require the use of *Spheres of Might* as well as *Spheres of Power*. These archetypes are marked as (Champion).

**Core Classes:** Although archetypes for core classes alter the spells class feature of their classes, they are still compatible with many existing archetypes, feats, and other options using the following special rules:

- If an archetype includes diminished spellcasting, the archetype loses the magical talents gained at 2nd, 8th, 14th, and 20th levels.

- If an option alters or adds to spell lists, that part of the feature simply has no effect.

- If an option adds spells known (for spontaneous casters), the class instead grants one extra magical talent at the first level these spells become known. Only one talent is gained per group of spells known given. If the spell can be altered, then the magical talent can be altered under the same rules. Replacing spells known has no effect.

- If an archetype alters proficiencies granted and the granted proficiencies would qualify for a *Spheres of Might* martial tradition, the archetype is compatible with archetypes that swap out proficiencies for a martial tradition.

- If an option allows a player to spend spell slots, they may spend an equal number of spell points instead. The equivalent spell level of the spell point is equal to 1/2 the caster level of the character, rounded up, to a maximum of 9.

- Options that grant a wizard's arcane bond class feature may substitute the arcane bond option available to the sphere wizard.

- Spell-like abilities are left unchanged.

- If an archetype, feat, or other feature requires a specific type of spellcasting (such as arcane or divine), a spherecaster qualifies.

**Sphere Archetypes:** Many core classes include a base archetype, which usually includes the name of the class and the word 'sphere'. This archetype converts the class to using spheres. If an archetype says it requires a sphere archetype, it means you cannot use that second archetype unless you also select the sphere archetype, as it depends on the use of spheres.

## Alchemist

### Sphere Alchemist

**Casting:** A sphere alchemist may combine spheres and talents to create magical effects. A sphere alchemist is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Limited Alchemy:** A sphere alchemist is not able to learn or create extracts, but retains the other uses of the alchemy ability.

This alters alchemy.

**Spell Pool:** A sphere alchemist gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere alchemist gains 3/4ths of a magic talent every level (the same progression as he gains caster levels).

### Combat Engineer

A combat engineer is an alchemist who focuses their magic and invention to the service of a cause - usually a nation and army.

This archetype requires sphere alchemist.

**War College:** At 1st level, the combat engineer gains the War sphere as a bonus sphere.

This replaces brew potion.

**Alchemical Engineering:** The combat engineer has the ability to create a unique alchemical item called a device. A device is a small item, easily held in the palm of the hand, which combines several ampules of magically enhanced chemicals with spring-loaded gears and spark-generating switches. Each is a single use alchemical item which the combat engineer can use to enhance his sphere abilities that create a non-moving area of effect. By default, this only works with *totems*, but some discoveries allow the combat engineer to use these devices with other spheres. Using a device expends one of the combat engineer's bombs, but unlike bombs, creating a device does not take any time, and using a device is part of the action to use the sphere ability implanted in it. A device can be used with a sphere ability that attaches an effect to a creature, but the combat engineer



must make a touch attack with the device to do so. This does not draw an attack of opportunity.

A combat engineer can use a device when creating a *totem*. When the combat engineer uses the device, he may add 1 modification to the device, plus an additional modification for every 4 class levels after the 1st, up to a maximum of 5 modifications at 17th level. Some modifications are counted as multiple modifications. These modifications alter the way the sphere ability can be used, or the sphere effect that results.

The combat engineer may choose from the following modifications:

#### *Concentration Enhancement*

The device increases the caster level of the sphere ability by +1. This cannot increase the caster level beyond the character level of the combat engineer. This modification may be applied multiple times.

#### *Diffuser (2 modifications)*

The device unleashes a powerful aerosol that increases the potency of the sphere ability. Any saving throw versus the sphere ability it carries must be successfully passed twice by any creature that breathes in the gas. Creatures that do not need to breathe or are holding their breath only need to attempt their normal saving throw.

#### *Experimental Chemistry (4 modifications)*

The combat engineer may use this device to create a sphere ability he does not possess the talent for, chosen at the time of casting. The combat engineer must meet the prerequisites for the talent, and the sphere ability must be one that he can use with a device.

#### *Explosive Charge (2 modifications)*

This device can be used to do bomb damage in addition to carrying a sphere ability. The combat engineer makes a ranged touch attack with the device as if it were a bomb, and it does damage normally. Any sphere effect included in the attack occurs at the point of impact - either the location where the device detonated or the location of the creature hit if it was successfully used against a target and the sphere ability can be attached to a target.

#### *Fuse*

A short delay occurs between the casting the sphere ability and the sphere effect's creation, giving the combat engineer just enough time to throw the device. He may make an attack with the device as part of the casting, and the sphere effect appears at whatever location the combat engineer throws the device. If the device hits a creature, the sphere effect is created at the location it is standing and remains there. The device is considered a thrown weapon with a range increment of 10 feet.

#### *Miniaturization (2 modifications)*

The device takes the form of a large piece of ammunition, such as an arrow or crossbow bolt. This works similar to fuse, and the sphere effect appears wherever the ammunition lands after an attack is made with it or it becomes attached to a creature hit (if the sphere ability can be attached to creatures).

#### *Rare Ingredient (2 modifications)*

The sphere ability treats creatures with spell resistance as having a spell resistance of 5 lower.

#### *Remote Detonator (3 modifications)*

The device can be primed with a sphere ability, and then activated anytime within the next hour, either with a timer or by a mental command from the combat engineer (a free action). The device may also be used as a dead man's switch, automatically activating the ability inside when the combat engineer loses consciousness. The device can be carried by the combat engineer, or by someone else, or be placed somewhere, and can be used as part of an attack action.

#### *Projector*

This modification increases the radius of the sphere ability by 50%.

#### *Resonator*

This modification increases the duration of the sphere ability by 2 rounds.

#### *Slow-Burning Agent*

When the combat engineer spends a spell point to allow an effect to last without concentration, it lasts for a minimum of 1 minute per caster level.

#### *Sturdy Construction*

The sphere effect has a +5 on magical skill checks to be dispelled or counterspelled.

This replaces instant alchemy, mutagen, persistent mutagen, poison immunity, poison resistance, poison use, swift alchemy and swift poison, and alters bombs.

**Discoveries:** The combat engineer gains exclusive access to the following discoveries:

*Abjuring Device (requires Protection sphere):* The combat engineer may use devices to deliver *ward* effects.

*Deluminating Device (requires Dark sphere):* The combat engineer may use devices to deliver *darkness* effects.

*Illuminating Device (requires Light sphere):* The combat engineer may use a device to attach a *glow* to a creature or object by making a melee touch attack or by using the fuse or miniaturization modification.

*Personalized Modification (requires combat engineer 10):* The combat engineer chooses 1 modification that costs more than 1 modification. When he uses it, reduce the modifications required by 1.

## Essentialist

While other alchemists dabble with explosive concoctions, the essentialist extracts the most potent biological elements from flora and fauna to create elixirs that heal and nourish the living body. More than healing, the medicines the essentialist creates enhances the body, bringing out the true strength of the subject. Many essentialists have stated that consuming an essence reveals the real you, and the rest of the time you are but a shadow of yourself.

This archetype requires sphere alchemist.

**Elements of Life:** At 1st level, the essentialist gains the Life sphere, as well as the Medicinal drawback, gaining the Instill Life talent as normal. If he already possesses the Life sphere, he gains the Instill Life talent without the drawback. When the essentialist uses a Life sphere ability with the Instill Life talent, he may use his class level as his caster level. This stacks normally with caster levels gained from other sources.

This replaces throw anything.

**Essences:** When the essentialist imbues a consumable using his Instill Life talent, he may further imbue it with a powerful magic that brings out the inner power of those who consume it. Imbuing essence is a free action, but it can only be imbued into a consumable that has had a Life sphere ability placed into it by the essentialist. He may do this a number of times per day equal to his class level + his casting ability modifier. When the consumable is consumed, the imbiber receives the effects of both the Life sphere ability and the essence.

The imbiber of an essence experiences a brief sense of euphoria as it takes effect. The essence acts to magnify the life force of the imbiber; whatever strengths they have are enhanced. The imbiber receives a +2 alchemical bonus to their highest natural, unaltered ability score (they may choose if they have multiple scores tied for highest). This bonus increases by +1 for every 4 class levels the essentialist has, up to a maximum of +7 at 20th level.

The effects of the essence last for 1 minute per class level of the essentialist. Each also provides sufficient nutrition to sustain a person for 1 day. If the essentialist has any ability that gives him extra bombs, it gives him extra essences instead.

This replaces bombs.

**Mutated Essence:** Once per day, the essentialist may produce an essence that is mutated. It takes 1 hour to prepare a mutated essence, and once made, it remains potent until the essentialist regains his essences. A mutated essence counts towards the essentialist's daily limit on the number of essences he can create.



A mutated essence can only be used by the essentialist that created it. Anyone else who drinks a mutated essence must succeed at a Fortitude save (DC 10 + 1/2 the essentialist's level + his casting ability modifier) or become nauseated for 1 hour. They receive no benefit from the essence.

When an essentialist imbibes the mutated essence himself, he may choose which attribute is increased, and the bonus is increased by +2. He may still only gain an attribute bonus from only one essence at a time; taking another essence disables the mutated essence. In addition, while under the effects of the mutated essence, he gains a +2 natural armor bonus. The essentialist does not suffer any attribute penalties for taking his mutated essence.

At 14th level, the effects of the mutated essence last 10 minutes per class level.

This alters mutagen and persistent mutagen. The essentialist may apply discoveries that modify mutagens to his mutated essence, except for those discoveries that change the nature of the mutagen's attribute bonuses.

**Alchemical Discoveries:** The essentialist may not choose discoveries that modify bombs, but may choose any other discovery. The essentialist gains exclusive access to the following discoveries:

*Additional Essences:* The essentialist gains an additional 2 uses of essence per day. He may take this discovery multiple times.

*Clean Living (requires poison resistance or poison immunity):* The essentialist's poison resistance and poison immunity class features also apply to disease, both magical and non-magical.

*Cleansing Formula (requires essentialist 8):* In addition to giving an alchemical bonus to the highest attribute, the essentialist's essence gives a +2 alchemical bonus to the creature's lowest attribute. This does not affect a mutated essence.

*Delicious (requires Life sphere):* The essentialist's extracts smell and taste delicious. Whenever one of the essentialist's essences is used, the person drinking is subject to his *invigorate* ability from the Life sphere.

*Essential Injection:* The essentialist can imbue liquids that can be absorbed into the skin by using his Imbue Life ability. The imbued liquid can then be soaked into a sponge or absorbent cloth and worn beneath the clothing. The wearer can activate it with a simple push in the right spot. When the essentialist imbues this way, he can not imbue a potion or other special substance. Imbuing this way costs an additional spell point, and can be activated as a swift action by the wearer (someone else trying to activate it must use a standard action).

*Greater Mutated Essence (requires essentialist 12):* The essentialist's mutated essence now grants a +4 natural armor bonus, and it grants a +4 alchemical bonus to a second attribute of his choice.

*Grand Mutated Essence (requires essentialist 16, greater mutated essence):* The essentialist's mutated essence now grants a +6 natural armor bonus, and it grants a +6 alchemical bonus to a second attribute of his choice and a +4 alchemical bonus to a third attribute of his choice.

*Poisonous Root:* The essentialist can use natural ingredients to make poisons. As a standard action, he may expend an essence to create an injury poison. This poison requires a

Fortitude save equal to  $10 + 1/2$  the essentialist's class level + his casting ability modifier, and it has a frequency of once per round for 5 rounds. On a failed save, the afflicted takes 1 point of Constitution damage, +1 additional point every 4 levels after the first to a maximum of 5 points at 17th level. The poison loses potency 24 hours after creation, but can be renewed for another 24 hours by spending another essence as a standard action. In addition, when he crafts a poison, he may expend one essence to lower the raw material cost of a poison by 25 gp, +5 gp for every class level he possesses (minimum 0 gp). Poisons created this way lose their effectiveness in 24 hours.

*Positive Essence (requires essentialist 10):* While under the effects of an essence or mutagen, the subject gains a +4 alchemical bonus on saves against all death spells, Death sphere abilities, channeled negative energy, and other magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. This does not protect against other sorts of attacks, even if those attacks might be lethal.

*Purifying Essence (requires essentialist 10):* While under the powerful antibiotic and cleansing effects of the essentialist's essence or mutagen, the subject ignores all penalties, ability damage and ability drain caused by poison or disease, and gains a +4 alchemical bonus on saving throws to overcome any it may currently suffer. Furthermore, it is rendered immune to any new poisons or diseases, as well as the sickened condition.

*Soothing Essence:* The mild painkilling effects of the essentialist's essence or mutagen grants the drinker a +2 alchemical bonus to his natural armor. This stacks with the bonus given by mutated essence.

*Stimulating Essence:* While under the effects of the essentialist's essence or mutagen, the subject receives a +10 feet alchemical bonus to speed.

*Toxic Exhalation:* As a standard action, the essentialist may spend an essence to release a blast of poisonous gas from his mouth. The resulting blast affects all creatures in a 30-foot cone or a 60-foot line, and does 1d6 damage for per two class levels, rounded up. Those within the blast must attempt a Reflex save vs. a DC of  $10 + 1/2$  the essentialist's class level + his casting ability modifier, those who succeed take only half damage. Those who fail also take 1 point of ability damage to an attribute of the essentialist's choice. This damage increases by +1 for every 4 class levels after the first that the essentialist has, to a maximum of 5 points at 17th level. This is a supernatural ability.

*Transforming Essence (requires Alteration sphere):* The essentialist may place Alteration sphere *shapeshifts* into consumables as if they were Life sphere abilities using his Instill Life talent. He must spend a spell point to make the *shapeshift* last without concentration, but once consumed, the *shapeshift* has the same duration as if he had cast it directly. If he took a drawback that limits what his *shapeshifts* can affect (such as Lycanthropy), those limitations still apply to a *shapeshift* imbued into a consumable. Any choices made about the nature of the *shapeshift* must be made at the time of imbuing. He may imbue the consumable with essence as if it contained a Life sphere ability. When the essentialist uses an Alteration sphere this way, he may use his class level as his caster level. This stacks normally with caster levels gained from other sources.

*True Mutated Essence (requires grand discovery, grand mutated essence):* The essentialist's mutated essence now grants a +8 natural armor bonus, and 3 attributes of his choice benefit from the bonus from his essence.

## Hemetic Philosopher

A hemetic philosopher learns to unlock the hidden potential of blood through the application of alchemy.

This archetype requires sphere alchemist.

**Class Skills:** The hemetic philosopher gains Knowledge (all) (Int) as class skills. This alters class skills.

**Phlebotomy:** At 1st level, the hemetic philosopher gains the Blood sphere as a bonus magic talent, or a talent from that sphere if he already possesses it, and treats his class level as his caster level for this sphere. This stacks normally with caster levels gained from other sources.

This replaces the throw anything class feature and bombs.

**Crimson Vials:** Starting at 3rd level, the hemetic philosopher may spend one minute to create a temporary potion. If he spends a spell point he may reduce this to a full-round action that provokes attacks of opportunity. The potion may have a complexity of no higher than 1 per three class levels and lasts one hour per class level. A potion created in this way normally has a caster level equal to the hemetic philosopher's blood sphere caster level, but he may choose to create a potion at a lower caster level. He may have a number of temporary potions in existence at a time equal to his casting ability modifier; creating one beyond this limit causes the oldest one to become inert and useless.

Because he distills this potion from his own magical blood, there is no gold cost to creating a potion in this manner. However, he must succeed on a Fortitude saving throw equal to  $10 +$  twice the potion's complexity or take 1d6 damage per 2 caster levels of the potion (rounded up). This damage cannot be healed by any means other than resting. The save DC increases by 2 for each previous potion made in that day.

At 10th level the hemetic philosopher gains the ability to ignore sphere prerequisites when creating a potion in this manner. Doing so requires spending an additional spell point and increases the DC of the Craft (alchemy) check by +5 per sphere or talent not possessed.

This ability replaces swift poison, poison use, poison resistance, and poison immunity.

## Weather Harvester

A weather harvester is a researcher into the magical arts who has learned how to harness the inherent magical energy of weather and redirect it towards their own ends.

This archetype requires sphere alchemist.

**Storm-fed:** At 1st level, the weather harvester gains Weather as a bonus sphere, or a Weather talent if he already has the Weather sphere, and treats his class level as his caster level for this sphere. This stacks normally with caster levels gained from other sources.

This ability replaces mutagen.

**Create Harvester (Ex):** At 1st level a weather harvester gains the unique ability to create devices that channel the

awe-inspiring power of weather to create other magical effects. Harvesters are magic items that use the talent-based system and function once per day. The weather harvester need not have the prerequisite base spheres or talents to make the harvester.

If he does lack a prerequisite talent or sphere he must succeed at a Spellcraft check against a DC of  $20 +$  the harvester's complexity to successfully make the item. This DC increases by 5 for each prerequisite talent or sphere he lacks. If he lacks a prerequisite advanced talent, he also must have at least as many ranks in Spellcraft as the advanced talent's caster level prerequisite. He may substitute a relevant Craft skill for Spellcraft. Failing this check means that the item does not function and the materials and time are wasted. The maximum caster level of a harvester is equal to his weather harvester level.

A harvester may only be activated by the weather harvester who created it and only in an area with a particular type of weather of sufficient severity; neither of these prerequisites may be emulated with Use Magical Device. The required weather is set by the weather harvester when he creates it and the strength of the weather is determined by the harvester's complexity (see **Table: Harvester Complexity and Required Weather Severity**). By choosing snow or storm rather than merely precipitation, or by choosing a type of radiation or volcanic weather, he may reduce the minimum weather severity by 1, to a minimum of 4.

Activating a harvester takes 10 minutes, which is reduced by one casting time step for each category more severe the weather in the area is than the minimum. If the weather's severity changes while the harvester is being activated, its activation time may change. If it drops below the amount of time the weather harvester has spent activating the harvester, it takes effect immediately. If the weather severity drops below the minimum required for activating the harvester, the activation fails and the daily use of the harvester is wasted.

The material cost to create a harvester is  $100 \text{ gp} \times$  the harvester's complexity  $\times$  the harvester's caster level. If a harvester effect requires a saving throw, the DC is equal to  $10 + 1/2$  the harvester's caster level  $+$  the weather harvester's casting ability modifier.

This ability replaces brew potion, poison resistance, and poison immunity.

**Table: Harvester Complexity and Required Weather Severity**

Complexity	Minimum Weather Severity
1-2	3
3-6	4
7-10	5
11-14	6
15+	7

**Spheres and Weather:** Instead of allowing the weather harvester to set the required weather for each harvester he makes, a GM may have each sphere be associated a particular type of weather; harvesters' required weather must then be associated weather of the harvester's sphere. For example, Death might be associated with storms, so any harvester that animates undead would require stormy weather.

## Alchemist Discoveries

The following are new discoveries that can be selected by characters with the discoveries class feature.

*Alchemical Synthesis (requires alchemist 6):* The alchemist may spend a spell point to spontaneously create a bomb. This is a free action. If he has any other class features that require the use of bombs, the expenditure of bombs may be substituted with an equal amount of spell points instead. This does not give him the bombs class feature if he does not possess it.

*Blood Potion:* The alchemist gains Blood Potion as a bonus feat even if he does not possess the Blood sphere. The alchemist may use his Intelligence score as his casting ability modifier for this feat, if he does not possess a sphere-based archetype already.

*Gene-Splicing (requires alchemist 8, mutagen):* When the alchemist prepares his mutagen he may choose one trait from any Alteration sphere talent. He gains that trait while under the effects of his mutagen for the duration of the mutagen. He must pay any spell point costs associated with the trait, and the trait uses his class level as its caster level for the purpose of determining effects. He may choose a different trait whenever he prepares his mutagen.

*Hallucinogen (Su):* The alchemist gains the ability to create a hallucinogen, a mutagen-like mixture that heightens one's perception or sensory ability. It takes 1 hour to brew a dose of hallucinogen, and once brewed, it remains potent until used. The alchemist when brewing the hallucinogen chooses a single alternate divination ability (which he does not need to meet the prerequisites for). The hallucinogen, once ingested, grants the effects of the chosen *divine* alternate divination ability. Hallucinogens continue to grant the effects for as long as the alchemist concentrates on the effects (maximum of 10 minutes per alchemist level). It otherwise functions as the chosen alternate divination. All limitations of mutagens apply to hallucinogens as if they were the same substance—an alchemist can only maintain one mutagen or hallucinogen at a time, a hallucinogen that is not in an alchemist's possession becomes inert, drinking a hallucinogen makes a non-alchemist sick, and so on. The infuse mutagen discovery and the persistent mutagen class ability apply to hallucinogens.

*Hedgewitch Secret:* The alchemist may gain a hedgewitch secret, having an effective hedgewitch level equal to his alchemist level. The alchemist cannot gain a secret associated with a Path he does not have access to. The alchemist must have spherecasting capability in order to select this discovery. He may select this alchemist discovery multiple times, each time selecting another hedgewitch secret.

*Shadow Bomb (requires Dark sphere):* The alchemist can create bombs that contain *darkness* effects from the Dark sphere. When the bomb is used, the *darkness* effect appears using the impact point of the bomb as the center of the *darkness* effect. Once used, the *darkness* lasts  $1d4$  rounds before disappearing,  $+2$  if he possesses the Lingering Darkness talent. He may not spend a spell point to make it last longer without concentration.

*Shaped Charge (requires alchemist 6, spell bomb discovery):* The alchemist chooses a (blast shape) basic talent from the Destruction sphere. When he uses a spell bomb, he may apply

this blast shape to his spell bomb, using his class level as his caster level. He must pay any spell point costs involved. He may acquire this discovery multiple times. Each time, he chooses a different Destruction sphere (blast shape) talent.

**Spell Bomb** (requires alchemist 4): As a full-round action, the alchemist may throw a more powerful bomb that does a number of dice of damage equal to his class level. He may spend a spell point to reduce this to a standard action.

**Zoological Study** (requires alchemist 4, Alteration sphere): Once per day as a free action, the alchemist may choose an Alteration talent he does not possess. He gains that talent and keep it until he rests and regains spell points.

## Antipaladin

### Sphere Antipaladin

**Casting:** At 4th level, the sphere antipaladin may combine spheres and talents to create magical effects. The sphere antipaladin is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere antipaladin gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere antipaladin gains one magic talent at 4th level and every 2 levels thereafter.

## Grand Purifier (Paladin & Antipaladin Archetype, Champion)

There are many reasons to take up the sword, but the result is the same: punishing the enemies of your god. Inflicting pain and suffering upon those who dare stand against you is a universal truth that transcends good and evil. The only real difference between how people murder is the amount of laughter afterwards. For the grand purifier, removing the unclean, the heretical, and the unfaithful is a good thing, no matter the means.

**Alignment:** Grand purifiers can be any good or evil alignment. This alters alignment.

**Proficiencies:** Grand purifiers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

**Casting:** The grand purifier may combine spheres and talents to create magical effects. The grand purifier is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** A grand purifier gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to

her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A grand purifier gains a magic talent every 2 levels (the same progression he uses to gain caster levels).

**Combat Talents:** A grand purifier gains a combat talent at each odd numbered level and uses her casting ability modifier as her practitioner modifier.

This replaces lay on hands or touch of corruption.

**Smiting Action:** When the grand purifier uses an attack action to attack the target of her smite evil or smite good ability, she gains an additional circumstance bonus to damage equal to her class level on her first successful hit.

**Purification (Su):** Whenever a grand purifier reduces an intelligent enemy with Hit Dice equal to or less than her class level to less than 1 hit point or performs a successful coup de grace on it, she may attempt to purify it as part of the attack. The target must attempt a Will save vs. a DC equal to  $10 + 1/2$  her grand purifier level + her casting ability modifier. If the target fails, the impurities of its spirit is cleaved away, leaving behind a new believer. Its alignment changes to match the grand purifier. This does not ensure any sort of allegiance to the grand purifier, however, and does not even guarantee that it will not fight the grand purifier for ideological reasons. If the creature succeeds, it is immune to the grand purifier's ability for 24 hours.

This effect can be reversed using a ritual equivalent of the *atonement* spell or any sphere ability that can remove permanent negative levels. This ability does not affect creatures without souls (like most undead), non-native outsiders, creatures with alignment descriptors, or creatures that are neutral because they lack the intelligence to be otherwise. If the target fails its save, the grand purifier may choose to cancel the damage from the initiating attack.

**Condemnation (Su):** At 3rd level, the grand purifier gains the ability to channel divine power into her attacks. As an attack action, she may spend a spell point or expend her martial focus to make an attack that has an additional effect on her target. The target may attempt a saving throw determined by the ability to negate the effect. The DC of this save is equal to  $10 + 1/2$  her grand purifier level + her casting ability modifier.

At 3rd level and every 3 levels thereafter, the grand purifier gains a condemnation, which grants these additional effects. Only one condemnation can be added to an individual attack.

At 3rd level, the grand purifier can select from the following initial condemnations.

- *Exiled:* The target can not benefit from the abilities of any other creature or receive aid for 1 round per level. If another creature attempts to use an ability that would normally aid the target, the target must make a saving throw against the ability. Will save negates.
- *Illuminated:* The target is surrounded by a field of light as if under the effect of the *glow* ability of the Light sphere for 1 minute per level. Reflex save negates.
- *Maimed:* The target is unable to regain hit points or gain temporary hit points for 1 round per level. Fortitude save negates.

At 6th level, a grand purifier adds the following condemnations to the list of those that can be selected.

- *Bleeding*: The target takes 1 bleed damage per level. Fortitude save negates.
- *Confused*: The target is confused for 1 round. Will save negates.
- *Crippled*: The target takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks for 1 round per class level. This penalty does not stack with itself. Reflex save negates.

At 9th level, a grand purifier adds the following condemnations to the list of those that can be selected.

- *Fatigued*: The target is fatigued. If already fatigued, the target becomes exhausted. Fortitude save negates.
- *Shaken*: The target is shaken for 1 round per level of the grand purifier. A shaken target becomes frightened and a frightened target becomes panicked. This effect works on those normally immune to fear. Will save negates.
- *Teleported*: The target is teleported 5 feet per 2 levels. This works as the Unwilling Teleport talent from the Warp sphere. Reflex save negates.

At 12th level, a grand purifier adds the following condemnations to the list of those that can be selected.

- *Entombed*: The target is entombed in chains of force unless it succeeds at a Reflex save. It is entangled and anchored to the ground, unable to move from its square. Breaking free is a move action, requiring either a Strength check or an Escape Artist check against a save DC equal to 10 + her grand purifier level + her

casting ability modifier. A target may also destroy the chains by dealing 3 damage per class level to the grand purifier. This causes the chains to vanish and removes the entangled condition. The chains are completely effective against incorporeal targets, but not against teleportation.

- *Lowered*: The target loses all spell resistance for 1 round. Will save negates.
- *Pained*: Whenever the target takes damage, it takes an equal amount of nonlethal damage, up to a maximum of half the grand purifier's class level. This lasts a number of rounds equal to the grand purifier's class level. Fortitude save negates.

At 15th level, a grand purifier adds the following condemnations to the list of those that can be selected.

- *Aggravated*: The target loses all forms of damage resistance for 1 round per level of the grand purifier. Will save negates.
- *Dazed*: The target is dazed for 1 round. Fortitude save negates.
- *Slowed*: The target is stuck in time, and is paralyzed for 1 round. Reflex save negates.

These abilities are not cumulative; a single effect is chosen for the attack. Once a condemnation is chosen, it cannot be changed.

This replaces mercies or cruelties.

**Wrathful Focus:** At 4th level, whenever a creature the grand purifier has used her smite ability on is reduced to 0 or fewer hit points, she regains martial focus.

This replaces channel energy.



# Arcanist

## Sphere Arcanist

**Casting:** The sphere arcanist may combine spheres and talents to create magical effects. The sphere arcanist is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere arcanist gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Arcane Reservoir:** A sphere arcanist gains an arcane reservoir as normal, and may spend arcane points to increase the DC or caster level of sphere effects just as with spells.

**Magic Talents:** A sphere arcanist gains a magic talent at 2nd level and every 2 levels thereafter.

**Moldable Talents:** A sphere arcanist gains a magic talent at every odd level. However, unlike most talents, a sphere arcanist is able to change these particular talents as she desires. Whenever the sphere arcanist rests to regain spell points, she may change any and all of the moldable talents, losing the previous ones and gaining new spheres and new talents in their place. Only moldable talents can be changed in this way; magic talents gained at even levels, as part of levels taken in other classes, as part of the 2 bonus talents all casters gain when they first gain the casting class feature, or gained from taking the Extra Magic Talent feat are not eligible to be changed in this fashion.

**Consume Spells:** As a move action, a sphere arcanist may consume one spell point to add three arcane points to her arcane reservoir. Points gained in excess of the reservoir's maximum are lost.

This alters the consume spells class feature.

**Arcanist Exploits:** The following arcanist exploits behave differently when taken by a sphere arcanist:

*Quick Study (Ex):* As a full-round action that provokes an attack of opportunity, the sphere arcanist may spend 1 point from her arcane reservoir to change one of her moldable talents to a different magic talent.

*Consume Magic Items (Su):* This exploit behaves the same as written, except when consuming a magic item created through the *Spheres of Power* system, the sphere arcanist gains a number of points for her arcane reservoir equal to 1/4th of the item's caster level. Spell engines are consumed as if they were implements.

*Counterspell (Su):* As an immediate action, the sphere arcanist may spend a point from her arcane reservoir to attempt a Spellcraft check to identify a spell or sphere effect as it is being cast. If the effect is successfully identified, she may spend 1 spell point to attempt to counter the spell, as the Counterspell feat. This arcanist exploit cannot benefit from feats that augment counterspelling, such as Improved Counterspell, Greater Counterspell, or Counterspell Mastery.

*Counter Drain (Su):* This exploit behaves the same as written, except when countering a sphere effect, the sphere arcanist gains a number of arcane points equal to the number of spell points spent as part of the countered sphere effect.

*Greater Counterspell (Su):* When using the counterspell exploit, the arcanist may spend a second spell point to gain a +5 bonus to her dispel check. She must possess the counterspell exploit to select this greater exploit.

*Resistance Drain (Su):* This exploit behaves the same as written, except when used on a sphere effect, it grants the target a number of temporary arcane points equal to the number of spell points spent as part of the resisted sphere effect.

*Suffering Knowledge (Su):* This exploit behaves the same as written, except when the sphere arcanist is targeted by an enemy sphere ability, when the sphere arcanist fails a saving throw against a sphere ability cast by an enemy, as an immediate action she can expend 1 point from her arcane reservoir to gain the ability to recreate that sphere effect for a number of rounds equal to the sphere arcanist's casting ability modifier (minimum 1). The sphere effect costs as many spell points and possesses as many magic talents as it did when the sphere arcanist failed her saving throw, but the caster level is determined by the sphere arcanist herself.

**Magical Supremacy (Su):** At 20th level, the sphere arcanist may spend arcane points instead of spell points when creating sphere effects. She may spend 3 points from her arcane reservoir in place of a spell point when creating a sphere effect.

# Armorerist

## Blaster

**Arm Cannon (Su):** At 1st level as her first bound weapon, the blaster binds a unique weapon known as the arm cannon, which counts in all ways as a bound weapon. This arcane construct covers most of one arm and could appear as anything from a cluster of levitating silk ribbons to a glimmering tube of metal or an oblong block of crystal (although whatever an arm cannon appears as, its appearance does not change). When summoned, the arm cannon occupies one hand and cannot be disarmed. The arm cannon is an exotic ranged weapon the blaster is proficient with that makes ranged touch attacks, and deals 1d6 bludgeoning damage +1d6 at 5th level and every four levels beyond 5th, regardless of size. The weapon has no range penalties, but has a maximum range of close. In all other ways, the arm cannon counts as a *destructive blast* from the Destruction sphere with a caster level equal to the blaster's level, but also as a one-handed firearm that can be augmented by feats and abilities as usual such as Deadly Aim, Rapid Shot, etc.

While the arm cannon is not directly tied to the blaster's caster level, she may nonetheless augment her arm cannon with Destruction talents except for (blast shape) talents and Gather Energy. She must still spend any spell points required by the applied talents, and must spend those spell points for each attack. The Admixture talent may be applied as a full-round action or as part of a full-attack if the additional costs are paid for every attack to which it is applied. The arm cannon can gain enhancements as normal for a bound weapon. The blaster can

bind additional arm cannons as additional bound equipment as normal.

This ability alters the bound equipment class feature.

**Destruction:** The blaster gains the Destruction sphere as a bonus sphere at 1st level. At 5th level and every 5 levels thereafter, she gains a bonus talent from the Destruction sphere.

This replaces the summon equipment class feature.

**Efficient Assault:** At level 20, the blaster may reduce the spell point cost of blast types applied to her arm cannon attacks by 1 (minimum 0).

This replaces infinite arsenal.

**Arsenal Tricks:** The blaster gains exclusive access to the following arsenal tricks:

*Destruction Trick:* The blaster may select a Destruction talent as a bonus talent. She may take this trick more than once, each time gaining another Destruction talent.

*Cannon Shield:* The blaster may treat her arm cannon as a buckler, gaining a shield bonus as appropriate. She does not lose this shield bonus when making attacks with her arm cannon and suffers no penalty to her attack rolls from wielding a buckler in the same hand as her arm cannon. The arm cannon and buckler act as a double weapon for the purposes of splitting enhancements or enhancing them separately.

*Charged Shot:* The blaster may spend a spell point to make a single powerful attack as a standard action, increasing her arm cannon's base damage to one die per class level for that attack.

*Sentient Cannon:* The blaster's arm cannon becomes an intelligent weapon with an Intelligence, Wisdom, and Charisma of 10, and her alignment. She may further enchant her arm cannon as if it were an unbound magic item to increase the power of its Intelligence, statistics, and powers, treating herself as if she possessed the necessary item creation feats to do so.

*Variable Barrel Geometry:* Gain a (blast shape) talent other than Energy Strike. As a move action, the blaster may apply this or any other (blast shape) talent she knows other than Energy Strike to the next attack from her arm cannon, made before the end of her turn. Any spell point costs of the (blast shape) talent must be paid as normal.

## Bonewright

Wielding a specialized form of the necromantic arts, bonewrights twist and warp the bones of corpses or even their own bodies into weapons and tools that they use to win the day. Although many find their practices distasteful, few can deny their effectiveness.

**Corpse Mastery:** At 1st level, a bonewright gains Death as a bonus sphere with the Necromantic Limit (*reanimate*) drawback, but does not gain a bonus talent from this drawback. If the bonewright already possesses the Death sphere, neither the sphere nor the drawback is gained. The bonewright uses her class level as her caster level when using the *reanimate* ability. This stacks normally with caster levels gained from other sources.

**Bone Equipment (Su):** Instead of summoning equipment on its own, the bonewright sculpts weapons and armor from bodies - those of the dead or her own.

Instead of summoning equipment (even bound equipment), a bonewright must reshape a body within reach - any

corpse able to be raised as a skeleton or zombie is suitable to this purpose, or a corporeal undead the bonewright or a willingly *reanimated* and controls. A reshaped undead returns to its normal shape when the equipment would otherwise disappear. When boosting equipment, the bonewright still must reshape a corpse, wrapping it around and merging it with the piece of equipment. Doing so causes the equipment to count as bone equipment for arsenal tricks.

If she reshapes an undead she spent a spell point to *reanimate* within the past hour, summoning or boosting equipment from that undead does not cost a spell point.

If the bonewright does not have a corpse available, she must spend 1d4 hit points plus 1d4 per point of enhancement bonus to reshape her own bones to fit their new purpose - growing her bones and breaking them off to become the required equipment. This damage cannot be reduced, healed, or redirected, but the hit points return once the piece of equipment disappears or the boost ends.

Bone weapons and equipment that a bonewright makes are supernaturally hard and count as being made from steel, with none of the normal disadvantages of bone. However, it cannot be augmented by arsenal tricks that would otherwise change the material the equipment is made from.

This alters summoned equipment.

**Arsenal Trick:** The bonewright gains exclusive access to the following arsenal tricks: The saving throw for any arsenal trick is equal to 10 + 1/2 her bonewright level + her casting ability modifier. All arsenal tricks presented here are supernatural abilities.

Some arsenal tricks (marked with an “\*”) modify the attack action, and if using *Spheres of Might*, are considered special attack actions. Only one such arsenal trick can be applied to any given attack action, though Vital Strike may also modify the attack as normal.

*Bone to Pick:* Bone equipment weapons the bonewright creates are especially harmful to creatures of the same type as the body used to create it (humanoids and outsiders must also share a subtype, as the ranger favored enemy class feature); bone equipment weapons she creates gain a +3 bonus to damage rolls against such creatures. This damage increases to +6 at 10th level. Equipment she creates from her own bones uses her type and subtypes.

*Bound to Marrow:* The bonewright's bone equipment grafts itself into its wielder, granting a +4 bonus to CMD against disarm and sunder. In addition, her bone equipment can be used while grappled (even 1-handed and two-handed weapons). The wielder can still choose to drop or remove the equipment as normal.

*Brittle Bones:* Opponents the bonewright strikes with bone equipment weapon become battered until the end of her next turn.

*Contorting Strike\*:* The bonewright can attempt a melee or ranged attack against an opponent as a special attack action. If successful, she may spend a spell point to force her opponent to attempt a Fortitude save. On a failure, they have their skeletal structure reformed into bone armor for 1 minute. This armor functions as a broken chain shirt in all ways (+2 AC, maximum Dex bonus +4, -4 armor check penalty, 20% arcane spell failure



chance) and causes their armor to disappear until the end of the equipment's duration as normal. Her opponent can spend a standard action to gain a new Fortitude save.

**Marrow Mending:** While adjacent to a corpse, the bonewright can spend a move action and a spell point to absorb the corpse's skeleton, collapsing and destroying the body. If she does, she heals 1d8 hit points per class level. This may even heal damage dealt by creating bone equipment. Healing in excess of her maximum hit points from this ability is converted into temporary hit points (to a maximum of her class level) that last for 1 hour.

**Shattering Blows:** Opponents the bonewright hits with a bone equipment weapon suffer a -2 penalty to their Fortitude save for 1 minute. At 10th level, this penalty increases to -4. This penalty does not stack with itself.

**Snap Limb\*:** The bonewright can attempt a melee or ranged attack against an opponent as a special attack action. If successful, she may spend a spell point to choose one of the following conditions; on a failed Fortitude save, the target suffers the chosen effect. Each condition can be ended by a successful Heal skill check (DC 10 + her base attack bonus) or through the application of any magical healing, fast healing, or regeneration.

The foe is knocked prone and has all forms of movement speed halved for 1 round per class level. The foe cannot take 5-foot steps during this duration. If the creature is flying, it must succeed at a Fly skill check (DC 10 + her base attack bonus) or begin to fall, as the Aerial Trip feat.

The foe drops all held items in one limb of her choice. The foe cannot use that limb for attacking, holding or interacting with items for 1 round per class level - it cannot use natural attacks from the limb, wield weapons in that limb, use a two-handed weapon (unless it has more than two working arms), etc.

**Spineless Foes\*:** The bonewright can attempt a melee or ranged attack against an opponent as a special attack action. If successful, she may spend a spell point to force her opponent to attempt a Fortitude save. On a failure, they suffer a -4 penalty to attack and damage rolls against her for 1 minute. Each time the creature successfully attacks she, reduce the penalty by 1. The penalty to attack and damage rolls increases by 1 at 5th level and every 5 levels thereafter (to a maximum of -8 at 20th level). This does not stack with itself.

## Darkshaper

**Class Skills:** The darkshaper loses Knowledge (engineering) (Int) as a class skill and gains Stealth (Dex) as a class skill.

**Weapon and Armor Proficiency:** The darkshaper is proficient in all simple weapons and light armor. This replaces the normal armorer's weapon and armor proficiency.

**Shadow Limb (Su):** As a swift action a darkshaper may animate her shadow as an extra limb. Her shadow limb possesses a primary natural attack with a reach of 5 feet that deals 1d4 slashing and piercing damage (1d3 for Small darkshapers). A darkshaper may use her casting ability modifier in place of her Strength modifier on attack and damage rolls and on combat maneuver checks using her shadow. Her shadow is dexterous enough to manipulate delicate objects and wield weapons, activate spell completion or spell trigger items. A shadow is too

fimsy to function as a suit of armor or shield, though it may wield a shield.

At 5th level and every five levels thereafter, a darkshaper's shadow adds 5 feet to her shadow limb's reach, to a maximum of 20 feet at 20th level.

A darkshaper's shadow is not limited to moving along the ground, and cannot be sundered or attacked as a separate creature. Dismissing a shadow limb is a free action. A shadow limb's natural attack gains a +1 enhancement bonus for every odd darkshaper level, to a maximum of +10 at 19th level. These bonuses may be traded for special abilities according to **Table: Bound Equipment**, except that a shadow may not be imbued with the *dancing*, *returning*, or *throwing* special abilities. A shadow limb cannot have higher than a +5 enhancement bonus; enhancement bonuses beyond this amount must be traded for special abilities. A shadow limb is treated as bound weapon with respect to arsenal tricks. Arsenal tricks that modify a bound weapon's material may be applied to shadow limbs.

A darkshaper may have one shadow limb manifested at a time at first level, and may manifest an additional shadow limb at 6th, 11th, and 16th levels. She may manifest up to her maximum number of shadow limbs as part of the same action, each with abilities and enhancement bonus identical to the first. The shadow limbs' enhancement bonus and abilities may be changed any time they are manifested, though they must be the same for all of the darkshaper's shadow limbs.

This ability counts as the Animated Shadow advanced talent for all prerequisites. A darkshaper may not use Animated Shadow and shadow limb at the same time.

This ability replaces bound equipment, bind implement, boost equipment, and quick summons.

**Shadowed Combat:** A darkshaper gains the Dark sphere as a bonus sphere at 1st level, as well as the Shadow Master drawback, selecting a (shadow) talent as normal. If the darkshaper already possesses the Dark sphere, then she gains a (shadow) talent without the drawback.

**Shadow Residue:** A darkshaper is able to leave behind some of her shadow on her target. When she lands an attack with her shadow limb, she may cast a (shadow) talent on that target as a swift action at the talent's normal spell point cost.

This ability replaces summon equipment and armor training.

**Tenebrous Touch:** At 20th level the darkshaper may activate shadow residue as a free action.

This replaces infinite arsenal.

## Lingchi Warrior

Spellcasters who delve into the Creation sphere often have very different ideas about how the things they make actually come into being, but whatever the main source of any mage's power may be, it is on weaponry that the lingchi warrior's powers are concentrated. These spellswords are consummate warriors who learn to wield all variety of weapons and can call upon them at any time.

**Weapon and Armor Proficiency:** A lingchi warrior is proficient with all simple and martial melee weapons, one exotic melee weapon, light armor and shields (except tower shields).

**Armory Arena (Sp):** At 1st level a lingchi warrior can spend a spell point to call down a near infinite number of weapons around herself as a standard action. All creatures and objects within a 15 feet + 5 feet per 2 class level radius of the lingchi warrior take  $1d6 +$  her casting ability modifier in slashing, piercing, or bludgeoning damage (her choice, Reflex negates, DC  $10 + 1/2$  lingchi warrior + casting ability modifier). When doing so, she may select a number of targets equal to her casting ability modifier to not take damage. The lingchi warrior who creates the armory arena never takes damage from this effect. For 1 minute per level after, the affected area is treated as difficult terrain for everyone other than the lingchi warrior.

Within this area, anyone may pick up any simple, martial, or exotic melee weapon that the lingchi warrior is proficient in or able to craft of their choice as a move action and wield it as if it were a normal masterwork quality item of its type that disappears when the armory arena expires or the weapon leaves the area of the armory arena. A lingchi warrior can only have 1 armory arena active at one time, with additional uses of this ability dismissing any currently existing arena. The lingchi warrior can dismiss the entire armory arena as a standard action but cannot dismiss specific weapons.

At 5th level, the lingchi warrior may create an armory arena as a move action and may pick up any weapon in the arena as a swift action.

At 15th level, the lingchi warrior may create an armory arena as a swift action and may pick up any weapon in the arena as a free action.

At 20th level, the lingchi warrior may create an armory arena as a free action once per round.

This ability replaces summon equipment, boost equipment, and quick summons.

**Enhanced Armory:** Starting at 3rd level, the lingchi warrior's armory arena gains access to magically empowered weapons. Any weapon taken from the armory arena gains a +1 enhancement bonus. For every 3 levels the lingchi warrior possesses beyond 3rd, this bonus increases by +1 to a maximum of +6 at 18th level. These bonuses may be traded for special abilities according to the armorer's **Table: Bound Equipment**, however the bonuses are determined by whoever wields the weapon at the time it is picked up.

Any arsenal trick that grants additional options to an armorer's bound or summoned equipment instead adds to the list of options available to the enhanced armory.

This ability replaces bound equipment and bind implement.

**Nimble (Ex):** At 3rd level, a lingchi warrior gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the lingchi warrior to lose her Dexterity bonus to AC also causes her to lose this dodge bonus. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +5 at 19th level).

This ability replaces armor training.

**Arsenal Tricks (Su):** A lingchi warrior gains exclusive access to the following arsenal tricks.

*Absolute Control (requires lingchi warrior 12):* When a weapon is drawn from the lingchi warrior's armory arena, it is the lingchi warrior who determines how its enhancement bonus is

divided between enhancement and special abilities and which special abilities, if any, it possesses rather than the wielder.

Additionally, the lingchi warrior can dismiss individual weapons created by the armory arena without dismissing the entire armory arena.

*Arena Burst:* The lingchi warrior's armory arena is strengthened by her magical ability to a level far greater than any normal weapon can reach. By spending an additional spell point when she creates her armory arena the damage is increased to  $1d6$  points of damage per class level + her casting ability modifier and the save changes from Reflex (negates) to Reflex (half).

Once the armory arena is initially summoned, its damage returns to normal for the remainder of its duration if she also has greater mobile arena.

*Arena Patrol (requires lingchi warrior 6):* As long as she remains inside her armory arena, as a full-round action the lingchi warrior can increase her threatened area to the entire area of the armory arena. As long as she moves no further than her speed in a round, the lingchi warrior may move anywhere within her arena to take an attack of opportunity against any foes inside the arena. This movement does not provoke attacks of opportunity. She may discard her current weapon and draw a new one from the arena as part of her attack of opportunity.



If using *Spheres of Might*, this ability counts as the *patrol* ability from the Guardian sphere.

**Bound Armory:** When wielding a weapon created by her armory arena, the lingchi warrior gains a higher enhancement bonus than anyone else, gaining a +1 enhancement bonus per odd level to a maximum of +10 at 19th. These weapons cannot have an enhancement bonus greater than +1 per 3 levels of the lingchi warrior, any bonus beyond this must be traded for special abilities allowed by her enhanced armory ability. This also treats any weapon the lingchi warrior wields from her armory arena as a bound weapon for the purposes of class features.

**Dancing Arena (requires lingchi warrior 14):** When creating an armory arena, the lingchi warrior may choose to reduce the total enhancement bonus available by enhanced armory (and bound armory) by 4 in order to animate every weapon summoned by the arena. All creatures in the arena except for the ones chosen on its creation to not take damage take 1d8 + casting ability modifier damage per turn plus the effect of any remaining enhancement bonus, which may be traded for weapon special abilities as usual. This damage is of the same type chosen by the lingchi warrior when creating the armory arena. Creatures within the area may attempt a Reflex save as like for armory arena every round to negate this damage.

Dancing arena weapons may still be drawn and wielded, but it requires one step longer than normal.

**Example:** A 15th level lingchi warrior with the friendly arena and bound armory arsenal tricks selects 1 ally to not take damage from the arena when she creates the dancing arena. The lingchi warrior may draw a weapon with a total +3 bonus as a swift action from the arena and anyone else in the arena may draw a +1 weapon as a standard action. Everyone inside the arena except for the lingchi warrior and her ally take 1d8+1 + her casting ability modifier in damage every round they remain in the arena. At 18th level, she may opt to have the dancing weapon all deal damage as if they were +1 flaming weapons.

**Friendly Arena:** The lingchi warrior may select any number of targets to not take damage from the arena, and these targets may move through the arena without treating it as difficult terrain.

**Material Arena (requires lingchi warrior 6):** When selecting the enhancement bonus of a weapon created by armory arena she also determines the type of material it is created from. She may select cold iron, mithral, or silver. At 10th she may select adamantite.

**Mobile Arena:** As a swift action, for a number of rounds equal to her casting ability modifier (minimum 1), a lingchi warrior can turn her armory arena into a whirlwind of blades every time she moves on her turn, gaining 20% concealment against ranged attacks for 1 round. A mobile arena always recenters itself on the lingchi warrior at the end of her movement, traveling the shortest possible distance.

**Mobile Arena, Greater (requires mobile arena):** When a mobile arena repositions itself, it deals damage as if it was just summoned to all creatures whose square it passes through or stops in. Additionally, her concealment is increased to 50% against ranged attacks and 20% against melee attacks. If used with arena burst, this damage is not increased, only dealing the damage that a normal summoning of the armory arena would cause unless an additional spell point is spent each round.

**Ultimate Arena (requires arena burst, bound armory, lingchi warrior 14):** The lingchi warrior can summon the ultimate weapons to her side, but like the blades she calls, this technique is double sided. As a full-round action she can spend three spell points to create an ultimate arena.

This deals damage as if she had used an arena burst and called her armory arena. Additionally, by spending an additional spell point at the start of each of her turns while the arena exists, the strengthening effect remains on all weapons created by the ultimate arena, causing them to deal an additional 1d6 damage per two levels and allowing everyone who wields a weapon created by the arena to give it bonuses as if it were a bound armory and they were its summoner, however this reduces the duration the arena remains to 1 round per two levels. An ultimate arena cannot be made safe for its creator either, and can never gain the benefits of absolute control or mobile arena arsenal tricks.

## Living Weapon

When you take away the weapons, armor, and the support of a legion of fellow soldiers, you are left with nothing but a single person, and more often than not, that person is nothing. But for the living weapon, her greatest assets are her strength of will, her powerful mind, and her tactical prowess; especially with magic. While other armorists can often make this claim, the living weapon does not even summon armor, preferring to use magic directly to protect herself. All she needs is a weapon, everything else just gets in the way. This gives a flexibility and subtlety others lack - which adds another weapon to her arsenal.

**Weapon and Armor Proficiencies:** The living weapon is proficient with all simple and martial weapons, and with no armor or shields.

This alters proficiencies.

**Saving Throws:** The living weapon has all good saving throws.

This alters saving throws.

**Defensive Magic:** The living weapon gains Protection as a bonus sphere with the Limited Protection (aegis) drawback. She may buy off this drawback normally, and she does not gain this drawback nor a bonus talent if she has the Protection sphere from another source.

She also gains Armored Magic as a bonus talent.

Whenever the living weapon uses an (aegis) talent, she uses her class level as her caster level. This stacks normally with caster levels gained from other sources.

**Summon Aegis:** The living weapon can not summon or bind either armor or shields. Instead, when she creates an Armored Magic *aegis* that grants an armor or shield bonus, she may treat these as summoned equipment and may give them enhancement bonuses and give them special abilities. She may only have one armor enchanted *aegis* and one shield enchanted *aegis* active on a creature at a time, but may spend a swift action to change what enchantments have been applied to either. Summoning an *aegis* is still a form of spherecasting, but the living weapon may use the armored magic ability as a swift action.

This alters summon equipment.

**Bound Aegis:** At 1st level, the living weapon may choose her armored *aegis* as a piece of bound equipment. An armored *aegis* that grants an armor bonus must be bound separately from an armored *aegis* that grants a shield bonus, and only the living weapon may benefit from a bound *aegis*. A bound *aegis* still requires a spell point to summon, but has an unlimited duration and can be summoned again (spending another spell point to do so) if dispelled or destroyed. Summoning a bound *aegis* is still a form of spherecasting.

This alters bound equipment.

**Weapon Training (Ex):** At 5th level, the living weapon gains the weapon training class feature as a fighter of equal level. Any levels she has in the fighter class stack with her living weapon levels for the purpose of this feature.

This replaces the armor training.

**Arsenal Tricks:** The living weapon may not gain the heavy armor or tower shield arsenal tricks. She gains exclusive access to the following arsenal tricks:

This alters arsenal tricks.

*Active Defense:* Whenever the living weapon uses a (succor) talent that sacrifices an *aegis* she bears, she may instead spend a spell point in place of sacrificing the *aegis*.

*Always Armed:* The living weapon does not provoke attacks of opportunity when she attacks foes while unarmed, and may do lethal damage with her unarmed attack if she wants to. The base damage of her unarmed attack increases to d4, d6 or d8, depending on whether she is Small, Medium or Large, respectively. She may use her summon equipment ability to enchant her own fists as a weapon. She may also bind her fists with her bound weapon ability multiple times, but only one can be in effect at a time. Both fists are considered a single weapon for the purpose of summoning and binding special abilities, and she may bind her fists once without using one of her bound equipment slots.

*Evasion:* If the living weapon succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. She does not benefit from this ability while wearing armor, carrying a shield or while she is helpless.

*Fighter Weapon Training (requires living weapon 10):* The living weapon gains an advanced weapon training ability as a fighter of equal level. She can use her class levels in place of fighter levels, and if she has both, they stack.

*Insightful Strike (requires living weapon 6):* When the living weapon hits with a weapon with which she has weapon training, she may spend a spell point as a free action to do additional damage equal to her class level + her casting ability modifier. This is precision damage, and can not be used against creatures immune to critical hits.

*Living Flurry:* The living weapon gains the flurry of blows class feature as an unchained monk, and gains an extra attack when she performs a full-round attack. The flurry only works with unarmed strikes and weapons that have the monk special weapon feature. This does not stack with extra attacks from the monk's flurry of blows class feature, but does stack with the extra attack from the Improved Haste Time talent.

*Living Flurry, Improved (requires living weapon 12):* When the living weapon uses her flurry as a full-round attack, she gains a second extra attack at her full base attack bonus.

*Protected Identity:* As a standard action, the living weapon can alter an *aegis* she created that she bears to create minor illusions to camouflage herself. She gains a competence bonus equal to her level on Stealth checks and to her Disguise checks to conceal her identity (but not to disguise herself as someone else). The living weapon may attempt to conceal her identity without needing to apply a disguise, and may attempt a Disguise check when she uses this ability. This is considered a type of illusion, and does not stack with any of the bonuses to Stealth or Disguise granted by any form of illusion.

*Spheric Aegis:* The living weapon may cause an *aegis* she is wearing to become spherical as a free action. This has no effect on her defenses or movement, but any other creature that would receive cover because of the living weapon's position benefits from the *aegis* as they were bearing it. In addition, the living weapon provides cover as if she was a transparent structure granting a bonus to Reflex saves (but not to Stealth) if she is currently bearing an armored *aegis*. She may end the effects as a free action.

*Tactical Protection:* Once per day, the living weapon may use a free action to spontaneously gain an (aegis) talent from the Protection sphere. She retains this talent until the next time she rests and regains spell points.

*Weapons of Choice:* The living weapon may choose one weapon special ability, one armor special ability, and one shield special ability that she can create. These special abilities are considered one +1 modifier lower for them (minimum +1).

**Quick Summons:** At 15th level, the living weapon may use *aegis* abilities as a free or immediate action, just as she can summon equipment.

This alters quick summons.

**Infinite Arsenal:** At 20th level, the living weapon's armored magic *aegis* AC bonus increases by +2 for both armor and shields, and applies to touch AC.

This alters infinite arsenal.

## Soaring Blade

An armorer who takes to heart that the battle is not won through strength of arm, but by skill and strength of mind, accepts the first tenet of the path of the soaring blade. By mastering telekinesis alongside the magic of an infinite armory, the soaring blade becomes a one-man army.

**Weapon and Armor Proficiency:** A soaring blade is proficient with simple and martial weapons and light armor.

This replaces the normal armorer weapon and armor proficiency.

**The Soaring Blade:** A soaring blade gains the Telekinesis sphere as a bonus talent and uses her soaring blade level as her caster level with the Telekinesis sphere. However, she also gains the Limited Telekinesis drawback, selecting her bound equipment and summoned equipment as her 'material'. She may buy off this drawback normally by spending a magic talent, but she may only use her class level as her caster level in situations where this drawback would apply. If she already possesses this sphere, she does not gain this drawback.

**Summon Equipment (Su):** When a soaring blade summons equipment, she may conjure them anywhere within her *telekinesis* range. A soaring blade may not summon shields or armor.

This alters summon equipment.

**Bound Equipment (Su):** A soaring blade may summon her bound equipment anywhere within her *telekinesis* range, and equipment lifted by a soaring blade's *telekinesis* counts as being in her hands, and does not disappear. A soaring blade may not bind shields, armor, or implements.

This alters bound equipment.

**Steel Sentries (Su):** At 3rd level the soaring blade gains the Dancing Weapon talent as a bonus talent. If she already possesses the Dancing Weapon talent or - if gained through this class feature - later spends a magic talent, she adds her casting ability modifier to the number of additional attacks of opportunity she may make, but only with a weapon she has lifted with her *telekinesis*.

At 7th level and every four levels thereafter the soaring blade gains the ability to make an additional attack of opportunity each round, to a maximum of + 4 at level 19.

This ability counts as the Combat Reflexes feat for the purposes of prerequisites.

This ability replaces armor training.

**House of Blades:** At 5th level, a soaring blade gains Divided Mind as a bonus Telekinesis talent and Group Summons as a bonus arsenal trick. If she already possesses either of these, she may gain a different talent or arsenal trick, respectively.

This replaces bind implement.

**Arsenal Tricks:** The soaring blade cannot select the heavy armor, movement, or tower shield arsenal tricks. She gains exclusive access to the following arsenal tricks:

This alters arsenal tricks.

*Blade Swarm (requires soaring blade 4):* The soaring blade's blades whirl around her enemies from all directions, their speed and ferocity limited only by the imagination of her wielder. When using Divided Mind to make multiple attacks, she may make an additional attack at her highest attack bonus.

*Blade Wheel (requires soaring blade 4, Telekinesis sphere (Orbit)):* The soaring blade forms a ring of blades around her that menace all comers. So long as she has at least one weapon in her orbit she may make a single attack of opportunity against one opponent within the reach of her orbiting weapons at the start of her turn. She must make this attack of opportunity with a weapon in her orbit.

*Commander On High (requires soaring blade 8):* The soaring blade commands and directs her steel soldiers from above, drifting beyond the battlefield. She gains Flight as a bonus talent, and treats herself as a summoned weapon for the purposes of using and determining her caster level for *telekinesis*. This stacks normally with caster levels gained from other sources.

*Flying Daggers:* Items summoned with her bound equipment and summon equipment features count as one size category smaller for the purposes of her *telekinesis* size limit.

*Phantasmal Barrage (Sp) (requires soaring blade 6):* Rather than summoning a single magic weapon, the soaring blade can call up flickering, fragile blades that last only for a moment, but

with her telekinetic powers she makes that moment enough. By spending two spell points as a standard action, she may deal 1d6 slashing and piercing damage per caster level to all creatures in an area equal to one 5-foot cube per caster level, arranged contiguously within her *telekinesis* range. A successful Reflex save (DC 10 + 1/2 her caster level + her casting ability modifier) halves this damage. This damage overcomes damage reduction as if it was magic and made of all materials she can make summoned equipment out of. Use her soaring blade level as her caster level for the purposes of this arsenal trick. This stacks normally with caster levels gained from other sources.

*Protokinesis Feat:* The soaring blade may select a protokinesis feat as a bonus feat. She must meet the prerequisites for this feat. This arsenal trick can be taken several times. Each time it is selected, she chooses another protokinesis feat.

*Storm of Blades (Su) (requires soaring blade 16):* Exerting the soaring blade's magic to its fullest extent, she creates a storm of blades that devastates her enemies. By spending two spell points and concentrating on her *telekinesis* as a full-round action she doubles the attacks she can make with Divided Mind in a round as if she were capable of taking two separate full attack actions.

*Telekinetic Shieldbearer:* The soaring blade gains proficiency with all shields (except tower shields) and may summon a shield with the summon equipment ability, or choose a shield as bound equipment.

## Spirit Blade (Champion)

A person that learned to take the shape of a weapon or a weapon powerful enough to take shape and wield itself, spirit blades blur the line between warrior and weapon, granting their skill or commanding those that would use them.

**Proficiencies:** Spirit blades are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

**Blended Training (Ex):** Whenever a spirit blade would gain a magic talent from her class levels (not the 2 bonus talents gained when first gaining the casting class feature), she may instead choose to gain a combat talent. A spirit blade uses her casting ability modifier as her practitioner modifier.

This alters magic talents. This archetype may be combined with other archetypes that replace magic talents; she can not gain a combat talent in place of a magic talent the other archetype loses.

**Shapechanger:** At 1st level, the spirit blade gains the shapechanger subtype.

**Weapon Form:** At 1st level, the spirit blade may take the form, including all properties (such as masterwork status, enhancement bonus, materials, and special abilities), of one of her bound weapons as a full-round action. This is a polymorph effect and persists until the spirit blade changes back or to a different weapon form. Returning to her normal form is a full-round action. While in weapon form, the spirit blade may be targeted as a magic weapon of the chosen type despite not being an object, though is always counted as being attended. The spirit blade in weapon form may communicate telepathically

with her wielder. As part of transforming into weapon form, the spirit blade may touch a willing creature that has at least one hand free; the transformation completes with the weapon form held by that creature. The touched creature may drop a held object to free a hand for this purpose as a free action that can be taken even when it is not that creature's turn. While wielded, the spirit blade is treated as an object for the purpose of effects that target an area.

In weapon form, the blade spirit has no Strength or Dexterity scores (they are treated as having a score of 10 for determining bonuses if required, though if making an attack roll with a sphere affect the normal score is used) and gains hardness equal to her class level or the hardness of the bound weapon, whichever is higher, and takes damage as an object. The spirit blade in weapon form retains her normal senses and communication abilities. While in weapon form, the spirit blade is immune to bleed, disease, paralysis, and poison. Ongoing effects of these kinds are suspended while in weapon form, not expending duration or forcing subsequent saving throws, resuming their normal effects and duration when weapon form ends.

Striking a creature or object as part of an attack does not damage the spirit blade in weapon form, nor forces her to attempt a concentration check to maintain an ongoing effect. If the spirit blade has more than one bound weapon, she may change between their forms with the same action as required to assume weapon form.

The spirit blade may resize her weapon form to suit her wielder as part of changing form. Should the spirit blade possess the ability to have a bound natural attack, she may graft herself to a willing wielder either as part of her transformation into weapon form or as a move action.

This replaces summon equipment and boost equipment.

**Possess Wielder (Su):** At 2nd level, the spirit blade may spend a spell point to attempt to actively possess any creature that wields her, treating her spirit blade levels as wraith levels for determining the possession DC. The spirit blade's weapon form body is not absorbed into the host; instead the host may wield it as a weapon while possessed. This otherwise functions as the possession ability of the wraith class.

**Guiding Blade (Su):** The spirit blade gains the following abilities:

#### *Guide Strike*

At 1st level, the spirit blade's influence allows the wielder to focus on other matters; the spirit blade momentarily controls her wielder, spending her actions (free, swift, move, standard, and/or full-round) to cause the wielder to make attacks (including combat maneuvers and sphere abilities that require an attack roll made with the spirit blade) with the spirit blade as a free action even when it is not the wielder's turn. These actions may also be spent to cause the wielder to reload the spirit blade. If an ability, such as the shove ability of the Brute sphere, grants movement as part of the ability, the wielder may make that movement within the limits of that ability. The wielder may attempt a Will save to against the spirit blade's possession DC (10 + half the spirit blade's class level + casting ability modifier) if unwilling to attack the chosen target. Attacks made this way use statistics as if the wielder was actively possessed.

Additionally, the wielder may supply material, somatic, and verbal spell components for the spirit blade's casting. Attacks of opportunity provoked by the spirit blade's casting are made against the spirit blade herself.

#### *Grant Skill*

At 3rd level, the spirit blade may grant her skill to her wielder. The spirit blade guides the wielder's attacks that are made with the spirit blade's weapon form, allowing them to be made with the spirit blade's base attack bonus. The spirit blade may choose to share her magic and combat talents with her wielder. Duplicate talents do not grant any benefit unless the talent may be taken more than once; if such a talent allows for selections from a list, the choices made cannot change as part of this ability and any limits on the number of additional times a talent may be taken are unchanged.

Additionally, the spirit blade may use her Strength or Dexterity modifier (as determined by her attributes when not in blade form) to determine the results of attacks made with her blade form if beneficial.

#### *Coordinate Opening*

At 7th level, while the spirit blade is in weapon form, if a creature provokes an attack of opportunity from the spirit blade, she may spend her attacks of opportunity to direct the wielder to attack with her weapon form. Treat the spirit blade as a creature of her wielder's size and natural reach occupying her wielder's space with her normal ability scores for determining when these attacks can be made, applying the reach special feature if the weapon form possesses it.

#### *Teamwork*

At 11th level, while in weapon form, the spirit blade may share a number of teamwork feats she possesses with her wielder up to her casting ability modifier (minimum 1). Treat the spirit blade as a creature of her wielder's size occupying her wielder's space and natural reach (applying the reach special feature if the weapon form possesses it) with her normal ability scores for determining the application of these feats. Attacks made with the guide strike, greater guide strike, and coordinate opening abilities count as being made by the spirit blade for this purpose.

#### *Shared Recovery*

At 15th level, the spirit blade and wielder share the benefits of any effect that would grant temporary hit points or restore hit points to (including fast healing and regeneration) or remove ability damage or ability drain from either. Both gain the full benefit of such effects.

#### *Symbiotic Skill*

At 19th level, the wielder may choose to use the spirit blade's base attack bonus for all attacks made by the wielder, even if not made using the spirit blade for as long as the spirit blade is in its possession.

This replaces armor training.

**Equip Wielder:** At 5th level, when summoning a bound armor, shield, staff, or weapon while in weapon form and being wielded or possessing a wielder, it may appear on the wielder or possessed creature as if they were the spirit blade. She may resize weapons and reshape armor to suit the wielder as part of summoning it.

This alters bound equipment.

**Independent control (Su):** At 20th level, the spirit blade and wielder fully share all combat talents, magic talents, and combat feats known with each other.

This replaces infinite arsenal.

**Arsenal Tricks:** The spirit blade gains exclusive access to the following arsenal tricks:

*Absorbing Block:* As an immediate action, the spirit blade may direct all damage, healing, and effects of an attack, spell, sphere effect, or other ability that targets her wielder or creature she is possessing to herself.

*Dancing Blade (requires Telekinesis sphere):* When the spirit blade targets herself in weapon form and only herself, she treats her class level as her caster level for the Telekinesis sphere.

*Focusing Attack:* When the spirit blade in weapon form is used to deal damage with an attack action or to make a successful combat maneuver, she may spend a move action before the end of her next turn to regain martial focus. This ability cannot be used if she does not have an expended focus at the time the triggering attack is completed.

*Fuse Implement (requires the ability to bind implements):* If one of the spirit blade's pieces of bound equipment is an implement, she may fuse that implement with a bound weapon when assuming weapon form, granting the benefits of the implement to herself and her wielder. Only a single implement may be fused with a weapon form at a time.

*Grappling Impale:* The blade spirit gains the Lancer sphere, or another talent from that sphere if it is already possessed. If the spirit blade has a drawback that removes the *impale* ability of the Lancer sphere, this talent must be used to buy off that drawback. Any time the spirit blade in weapon form is used to *impale* a creature, she may return to her normal form and attempt to initiate a grapple targeting the *impaled* creature as an immediate action. This grapple check gains the benefit of any enhancement bonus the spirit blade possesses while in weapon form.

*Hidden Essence:* The spirit blade may choose to make her weapon form appear to be ordinary or even broken. An Appraise check with a DC of 10 + her spirit blade level + her casting ability modifier is required to determine that the weapon form is masterwork. The spirit blade may also choose to suppress the magical auras while in her weapon form, forcing any creature using effects that detect magic to have to succeed on a magical skill check against her MSD to detect any magical auras originating from her or her worn equipment while in weapon form.

*Impaling Possession:* The blade spirit gains the Lancer sphere, or another talent from that sphere if it is already possessed. If the spirit blade has a drawback that removes the *impale* ability of the Lancer sphere, this talent must be used to buy off that drawback. Any time the spirit blade in weapon form is used to *impale* a creature, she may attempt to possess that creature as an immediate action. If successful, dealing damage by removing the spirit blade's weapon form does not grant the possessed creature a new save against the possession. If the creature is no longer *impaled* with the weapon form and is not wielding the weapon form at the end of the spirit blade's turn, the possession ends automatically.

*Intuitive Skill:* The wielder of the spirit blade in weapon form gains proficiency with the weapon form for as long as it is wielded. If the wielder is already proficient with weapons of that type, it instead gains a +1 insight bonus on attack and damage rolls, increasing by +1 for every 7 class levels the spirit blade possesses.

*Quick Shift:* The action required to enter or leave weapon form is reduced to a move action. At 7th level, it becomes a swift action. At 14th level, it may be done as a free or immediate action.

*Share Skill:* The spirit blade may choose a number of skills equal to her casting ability modifier each day after resting to regain spell points. She may share her skill ranks in the chosen skills with her wielder.

*Wraith Haunt:* The spirit blade may select a wraith haunt for which she qualifies, using her spirit blade level as her wraith level. These wraith levels stack with any she possesses from other sources.

This arsenal trick may be taken more than once; each time it grants an additional wraith haunt.

### Permanent Weapon Form Alternate Rule

Some spirit blades may wish to abandon the ability to assume a humanoid form entirely. In such cases, the PC loses all benefits from her race and replaces her creature type with the construct type, retaining her subtypes. She retains the ability to speak one language of her choice and can gain additional languages normally. Unlike most constructs, the spirit blade has a Constitution score, does not gain additional hit points based on size, is not destroyed at 0 hit points, and is not immune to mind-affecting effects, necromancy effects, or stunning and remains subject to ability damage, ability drain, and effects that require a Fortitude save. A spirit blade may be raised or resurrected. The spirit blade may be healed normally by positive energy effects.

Since the spirit blade cannot don items if unable to leave weapon form, she may instead absorb magic items that provide a constant effect with a 1 hour ritual, merging or unmerging them into her weapon form. Permanent weapons do not age, do not gain bonuses or take penalties from age categories, and do not eat, breathe, or sleep. The spirit blade gains a bonus feat at 1st level, then again at 5th level and every 5 levels thereafter (10th, 15th, 20th).

## Symbiotic Knight

**Symbiotic Armor (Su):** At 1st level, a symbiotic knight forms a bond with an amorphous creature or some other entity. This symbiote becomes a part of the symbiotic knight, often taking the form of a growing plant, a stone hand, or another conscious mark when not in use. When summoned, the symbiote covers the creature and becomes a suit of armor. The symbiote can take on a light, medium or heavy form as desired. Forming symbiotic armor or changing the armor's form requires the same action as summoning equipment (a move or swift action, which improves through the quick summons class feature). A suit of symbiotic armor has a hardness of 10, and 10 hit points per symbiotic knight level. If the symbiote is

destroyed (such as through sunder maneuvers), it reverts to its dormant state and cannot be used unless repaired or until the symbiotic knight rests to regain spell points, at which time it regains all lost hit points.

Armor Type	AC Bonus	Max Dex Bonus	Armor Check Penalty
Light Armor	+2	+6	0
Medium Armor	+6	+3	-3
Heavy Armor	+9	+0	-6

This armor gains enhancement bonuses as if it were a piece of bound equipment. However, unlike most pieces of bound equipment, a symbiotic knight may change what special abilities her symbiote possesses each time it is summoned, whenever its form is changed, or at any time with the same required action (a swift action or move action, which improves through the quick summons class feature).

A symbiote counts as a piece of bound equipment for all purposes.

If the symbiotic knight gains the greater materials or improved materials arsenal tricks, she may grant her symbiote the benefits and hardness of those materials.

This replaces bound equipment.

**Summon Equipment (Su):** A symbiotic knight summons equipment by forming it out of the substance of her symbiote. As such, only the symbiotic knight can use her summoned equipment; in the hands of any other creatures, her summoned equipment is treated as nothing but a masterwork weapon.

This alters summon equipment.

**Symbiote Traits (Su):** At 5th level and every 5 levels thereafter, the symbiotic knight's symbiote gains one trait from any Alteration sphere talent, which it may bestow to the symbiotic knight. Treat her symbiotic knight level as her caster level when meeting the prerequisites and determining the effects of a particular trait. These traits are not considered a polymorph effect. Traits that cost an additional spell point to use (such as turning incorporeal) or are only available as part of a form (such as the perfect maneuverability of an air elemental) cannot be gained in this fashion. If a trait gives an additional choice (like Elemental Resistance for the energy type) then this choice must be made once the trait is chosen. Such a trait can be selected several times, but each time a different choice has to be made.

Once a trait has been chosen, it cannot be changed. So long as the symbiotic knight is using her symbiote as armor, her symbiote may grant her any trait or traits it possesses. Activating or dismissing any of these traits may be done as part of the action needed to summon, dismiss, or alter the special abilities of symbiotic armor.

## Vajrahasta (champion)

Vajrahastas summon weapons forged from lightning and use them to harness the powers of the storm.

**Proficiencies:** Vajrahastas are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

**Blended Training (Ex):** Whenever a vajrahasta would gain a magic talent from her class levels (not the 2 bonus talents gained when first gaining the casting class feature), she may instead choose to gain a combat talent. A vajrahasta uses her casting ability modifier as her practitioner modifier.

This alters magic talents. This archetype may be combined with other archetypes that replace magic talents; they can not gain a combat talent in place of a magic talent the other archetype loses.

**Vajra (Su):** As a swift action a vajrahasta may call to her hands a vajra, a weapon of lightning made solid. This is a thrown weapon (and counts as a weapon in the thrown weapons group) with a 20 feet range increment that deals 1d6 piercing damage and 1d6 electricity damage. This electricity damage is considered part of the vajra's normal weapon damage dice, and so is multiplied on a critical hit. The vajrahasta is proficient with her vajras.





The vajra gains a +1 enhancement bonus for every odd vajrahastas level possessed. These bonuses may be traded for special abilities according to **Table: Bound Equipment**. A vajra cannot have higher than a +5 enhancement bonus; enhancement bonuses beyond this amount must be traded for special abilities. If the vajrahasta applies a special ability that adds electricity or sonic damage to her vajra, the size of damage die is increased by one (e.g. from d6 to d8). If it deals any other elemental damage, the die size is decreased by one.

A vajra is treated as bound weapon with respect to arsenal tricks. Arsenal tricks that modify a bound weapon's material may be applied to vajras. A vajrahasta may have one vajra manifested at a time at first level, and may manifest an additional vajra at 5th, 10th, 15th, and 20th levels. She may manifest up to her maximum number of vajras as part of the same action, each with abilities and enhancement bonus identical to the first; if she does not have enough hands to hold all of them, they appear on her body ready to be drawn. The vajras' enhancement bonus and abilities may be changed any time they are manifested, though they must be the same for all of the vajrahasta's vajras.

Unlike a bound weapon, a vajra does not automatically disappear upon leaving the vajrahasta's hand. Instead, the vajrahasta may return any number of her vajras to her hand as a swift action. It still may not be wielded by another creature; if one attempts to do so, the vajra immediately disappears. The vajrahasta may dismiss any number of her vajras as a move action.

She may also dismiss or return any number of her vajras to her hand as an attack action. If she chooses to do so, any creatures *impaled* on them suffer the effects of removing an *impaled* weapon (such as bleed damage), and she gains any benefits (such as regaining her martial focus with the Focusing Finale Lancer talent). She may choose to apply the effects of abilities that require a combat maneuver check to remove an *impaled* weapon (such as the Pincushion Impalement Lancer talent) as normal. Her vajra's enhancement bonus applies to the combat maneuver check.

This replaces bound equipment.

**Lightning Impaler:** At 2nd level, the vajrahasta gains the Lancer sphere as a bonus sphere. She may only impale using her vajra; taking Ranged Impale allows her to impale with melee or thrown weapons. If she already possesses the Lancer sphere, then she gains Ranged Impale. If she possesses Ranged Impale she may instead choose any talent from the Lancer sphere instead.

This replaces the arsenal trick normally gained at 2nd level.

**Piercing Shroud (Su):** At 3rd level, the vajrahasta gains the Weather sphere and one (shroud) talent, as well as the Localized Weather drawback. This drawback does not grant an additional talent and may be bought off as normal. If she already possesses the Weather sphere, then she gains a (shroud) talent with no drawback.

When the vajrahasta successfully impales a target using her vajra, she may spend a spell point as a free action to affect it with a (shroud) talent she knows. She need not concentrate on the effect as long as the target remains impaled (but cannot spend a spell point to extend its duration), and treats her class level as her caster level for the *shroud's* effects. This stacks normally with caster levels gained from other sources.

This replaces armor training and the arsenal trick normally gained at 4th level.

**Arsenal Tricks:** The vajrahasta gains exclusive access to the following arsenal trick:

*Anchoring Vajra:* By spending a move action, she can treat any of her vajras with a creature impaled on them as if she controlled them until the start of her next turn. While controlling her vajras in this manner she may expend her martial focus as a standard action to deal damage to each creatures impaled on her vajras as though she had attacked them with each vajra impaling them. She may apply (impale) talents, Vital Strike, and any feat with Vital Strike as a prerequisite to this damage.

## Void Wielder

Bearing strange weapons capable of calling forth echoes of those she has slain, these warriors can do more than merely defeat a foe.

**Void Blade:** At 1st level, the void wielder must bind a special weapon called a void blade, a weapon of terrible power. Any creature slain or destroyed by a void blade finds a fragment of its essence trapped inside. The void blade may retain the essence of up to two creatures at one time. If additional creatures are slain or destroyed, the void wielder may choose to dismiss a retained essence and retain the new essence. Despite the name, the void blade can be any weapon with which the void wielder is proficient. The special abilities of the void blade function only for the void wielder; to any other creature it functions as a normal masterwork weapon of its type. The void blade otherwise functions as a bound weapon and the void wielder still gains additional bound equipment options as normal from leveling, but must always keep her void blade bound.

The void wielder may spend one hour meditating to harness the essence trapped in her void blade. After doing so, she may call forth a copy of the creature as a standard action. Treat this copy as summoning a companion from the Conjunction sphere. Treat the void blade's class level as her caster level for this ability. This stacks normally with caster levels gained from other sources. The companion remains for 1 round per Hit Die of the original creature without concentration; the void blade may spend a spell point as a free action to increase this to 1 minute per Hit Die. Companions summoned this way start with the normal 1 bonus (form) talent and gain another (form) talent for every three class levels the void wielder has. Talents granted this way must reflect abilities the original creature possessed. The GM is the final arbiter of which talents are appropriate and particularly weak creatures may not necessarily be able to be granted their full complement of talents (so a level 1 commoner would not gain any additional talents while a Small-sized snake would stop gaining bonus talents once it had a poison bite and a climb speed, but both would have the full Hit Dice appropriate to a companion of that caster level). The summoned copy appears exactly like the original creature, granting a +10 bonus to any checks made to impersonate that creature, but the essence it is formed from is insufficient to grant any memories or special knowledge. This bonus does not stack with any other bonuses granted from mimicking the creature's appearance, such as the *disguise self* spell.

If the void wielder is slain, all essences trapped in her void blade are lost. If a void wielder willingly relinquishes her bond with her void blade and passes it to another, the essences are retained. Doing so requires that the recipient is either a void blade who gives up her own weapon prior to claiming the new one or else is a warrior that has studied under the void wielder for at least one month. In this case, the recipient spends their time retraining a class level into void wielder at no cost beyond the time invested.

This replaces summon equipment and alters bound equipment.

**Arsenal Tricks:** The void wielder gains exclusive access to the following arsenal tricks. Arsenal tricks that reference an advanced talent are only available in campaigns where the advanced talent is permitted.

*Endless Void:* The void wielder's void blade may store an additional essence. This trick may be taken up to three times; the benefits stack.

*Soul Blade: (requires void wielder 4)* The void wielder's void blade does not merely capture a part of the target's essence, but instead traps its soul. Attempts to raise a creature whose essence has been retained in her void blade must succeed at a magical skill check against the wielder's MSD or have the attempt fail. If this check is successful, the soul is freed and creature is raised as normal. The creature's essence remains retained in the blade to be summoned as usual.

While the soul is in her possession, she may speak with and question the soul, which retains the knowledge it had in life, but it is under no obligation to answer questions (although bargaining for a peaceful release into the afterlife is usually enough to get a spirit to talk). Souls trapped in her void blade cannot be targeted with the Summon Spirit advanced talent of the Death sphere unless the caster has her void blade in their possession. She may perform a ritual that functions as the Summon Spirit advanced talent of the Death sphere, with the normal spell point cost and casting time, though may only target souls trapped in her void blade. Treat her class level as her caster level for this ability. While the soul is trapped in her void blade, she counts as possessing the creature's body for the purpose of determining the save DC modifiers based on connection to the target.

*Spirit Prison: (requires soul blade, void wielder 14)* The void wielder's soul blade now functions as a soul gem per the Death sphere's Soul Trap advanced talent. She may spend the normal spell points required to fully trap the soul as per that talent as part of capturing a slain creature's essence or as a standard action if targeting an essence already possessed. She uses class level as her caster level for this ability. This stacks normally with caster levels gained from other sources. Losing or releasing an essence also frees the corresponding soul.

## Warden

**Class Skills:** The warden gains Knowledge (nature) (Int) and Survival (Wis) as class skills instead of Knowledge (engineering) (Int) and Knowledge (nobility) (Int).

**Skill Ranks Per Level:** 6 + Int modifier

**Armor Proficiency:** The warden is proficient with light and medium armor but is prohibited from wearing metal armor; thus, she may wear only armor with no metal components like padded, leather, or hide armor. A warden may also wear wooden armor that has been altered by effects (such as ironwood) so that it functions as though it were steel.

Wardens are proficient with shields (except tower shields) but must use only non-metal ones. A warden who wears prohibited armor or uses a prohibited shield must succeed at an arcane spell failure check to use her sphere abilities (even though her sphere casting is not usually considered arcane without the proper casting traditions).

This alters weapon and armor proficiency.

**Nature's Blade:** A warden gains the Nature sphere as a bonus sphere at 1st level and treats her class level as her caster level for (spirit) talents from the Nature sphere. This stacks normally with caster levels gained from other sources.

This replaces armor training and quick summons.

**Deadly Guardian (Ex):** At 20th level, all bound and summoned weapons the warden wields automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, she cannot be disarmed while wielding a bound or summoned weapon.

This replaces infinite arsenal.

## Warleader

**Class Skills:** A warleader gains Handle Animal (Cha) as a class skill.

**Mount (Ex):** A warleader gains the service of a loyal and trusty steed to carry her into battle. This mount functions as a druid's animal companion, using the warleader's level as her effective druid level. The creature must be one that she is capable of riding and is suitable as a mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat.

A warleader's bond with her mount is strong, with the pair learning to anticipate each other's moods and moves. Should a warleader's mount die, the warleader may find another mount to serve her after 1 week of mourning.

This replaces bound equipment.

**Tactician (Ex):** At 5th level, a warleader receives a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. As a standard action, the warleader can grant this feat to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the warleader possesses. Allies do not need to meet the prerequisites of these bonus feats. The warleader can use this ability once per day at 5th level, plus one additional time per day at 10th level and for every 5 levels thereafter. If the warleader gains this ability from another class, these levels stack for determining the number of uses per day, and she can take the better progression.

**Greater Tactician (Ex):** At 10th level, the warleader receives an additional teamwork feat as a bonus feat. She must meet the prerequisites for this feat. The warleader can grant this feat to her allies using the tactician ability. Using the tactician ability is a swift action.

**Powerful Tactician (Ex):** At 15th level, the warleader receives an additional teamwork feat. The warleader can select from any of his teamwork feats when using the tactician ability, not just his bonus feats.

**Master Tactician (Ex):** At 20th level the warleader receives an additional teamwork feat as a bonus feat. She must meet the prerequisites for this feat. The warleader can grant this feat to her allies using the tactician ability. Whenever the warleader uses the tactician ability, she grants any two teamwork feats that she knows.

## Whitesmith

**The Mystic Crucible (Su):** A whitesmith gains the Enhancement sphere as a bonus magic talent. She treats her class level as her caster level for Enhancement effects that target objects. This stacks normally with caster levels gained from other sources. In addition, she may spend some of the Enhance Equipment bonus for special abilities according to the table: bound equipment, up to a maximum of +1 and an additional +1 every 5 levels.

This ability replaces summoned equipment and boost equipment.

**Personal Refinement (Su):** A whitesmith does not need to concentrate to maintain *enhancements* on equipment that only she is holding or wearing. She may maintain a number of effects in this manner equal to 1/2 her class level (minimum 1). Each piece of equipment counts as a single *enhancement*, even if applied with Mass Enhancement.

At 3rd level, a whitesmith that uses Enhance Equipment on a piece of equipment she is holding or wearing grants it an additional +1 enhancement bonus. At 7th level, and every 4 levels thereafter, this bonus increases by +1.

This ability replaces bound equipment.

**Exceptional Enhancement (Su):** A whitesmith must be able to keep their allies' weapons and armor in perfect condition. At 5th level, a whitesmith may spend a spell point when enhancing an object to repair the broken condition. In addition, she may *enhance* an additional object whenever she uses an *enhancement* effect that solely enhances objects; at 10th level, and every 5 levels thereafter, she may *enhance* an additional object. This ability stacks with the Mass Enhancement talent.

**Perfect Concentration (Ex):** A whitesmith of at least 19th level may concentrate on an *enhancement* effect as a swift action.

This ability replaces quick summons.

**Infinite Enhancements(Su):** Whenever a whitesmith of 20th level uses exceptional enhancement to *enhance* additional objects, she may spend 1 spell point to double the number of additional objects she may *enhance* at once. She may spend any number of spell points on this class feature.

The ability replaces infinite arsenal.

# Barbarian/Unchained Barbarian

## Worldsoul Incarnate

Simple minds perceive the primal force of nature as an anger that destroys, but the enlightened know its true nature. Nature destroys without anger or hate - those are human failings. Destruction is just half of the cycle of life, the other is creation, and nature is the cycle. The worldsoul incarnate is the avatar of the cycle. She destroys without rage, while creating and re-creating herself.

**Rapture:** A worldsoul incarnate can tap into the forces of nature and channel them through her body, filling herself with euphoric rapture. At 1st level, a worldsoul incarnate can be enraptured for a number of rounds per day equal to 4 + her Constitution modifier, and she can be enraptured for 2 additional rounds per day per class level thereafter. Temporary increases to Constitution, such as from the Enhancement sphere, do not increase the total number of rounds that a worldsoul incarnate can be enraptured per day. The total number of rounds of rapture per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While enraptured, a worldsoul incarnate cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spherecasting). She also takes a -2 penalty to her AC.

The worldsoul incarnate can enter rapture as a free action, and can maintain rapture each round as a free action, so long as she is conscious. Whenever a rapture ends, the worldsoul incarnate is fatigued for 1d4+1 rounds. A worldsoul incarnate cannot enter a new rapture while fatigued or exhausted, but can otherwise become enraptured multiple times per day.



Rapture counts as the rage ability for purposes of prerequisites, and may be augmented by rage powers.

This alters rage.

**Primal Channeling (Su):** While enraptured, the worldsoul incarnate may channel primal energy to create powerful supernatural effects. Whenever she spends a free action to enter or maintain rapture, she gains a number of vitality points equal to her class level. She may spend vitality points to achieve many different effects at once. At the end of her turn, she loses all unspent vitality points.

#### *Fight or Flight*

As a free action, the worldsoul incarnate may spend a vitality point to gain a +4 dodge bonus until the beginning of her next turn against an enemy of her choice that she can see. She may acquire this bonus against multiple targets in a single round, but not multiple times against the same target in the same round.

#### *Hurricane Strike*

As a full-round action, the worldsoul incarnate may spend 14 vitality points to summon forth ghostly spirits that echo her physical form, each of which makes a single attack before disappearing. The worldsoul incarnate may make a single melee attack against every enemy within 20 feet she can see. These attacks are at her full base attack bonus.

#### *Life Force*

The worldsoul incarnate may spend any number of vitality points as a free action to gain an equal number of temporary hit points. This ability can only be used if she is injured, and cannot raise her current hit points plus her temporary hit points to be higher than her maximum hit points. The temporary hit points last until the end of rapture, and stack with themselves and with temporary hit points from other sources.

#### *Mighty Blow*

The worldsoul incarnate may spend 1 vitality point as a free action to add a +2 circumstance bonus to any attack roll (including attack rolls to confirm critical hits) or damage roll made with a melee or thrown weapon, or to add a +2 circumstance bonus to any skill or attribute check that uses her Strength, Dexterity or Constitution, or to add +2 to a combat maneuver roll. The decision to use this ability is made after dice are rolled, but before the results are announced. Although this ability can be used multiple times per turn, it can only be used once per die roll.

#### *Primal Ascension*

The worldsoul incarnate may spend 20 vitality points as a standard action to benefit from the *restore* ability of the Life sphere, using her class level as her caster level. This removes all conditions, all attribute damage and drain, and removes all temporary negative levels.

#### *Restoring Force*

The worldsoul incarnate may spend 11 vitality points as a swift action to benefit from the *restore* ability of the Life sphere, using her class level as her caster level.

#### *Sunder Magic*

As a swift action, the worldsoul incarnate may spend 17 vitality points to dispel any number of magical effects that currently afflict her.

#### *Surge of Movement*

The worldsoul incarnate may spend 2 vitality points as a free action to move 5 feet. This movement draws attacks of opportunity normally and ignores difficult terrain. She may do this multiple times in a turn.

#### *Vicious Cycle*

The worldsoul incarnate may spend 8 vitality points as a free action to make an attack at her full base attack bonus against a target she has already successfully hit with an attack this turn.

#### *Vital Force*

The worldsoul incarnate may spend 5 vitality points as a free action to regain 1 hit point.

This replaces fast movement, greater rage, indomitable will, tireless rage, and mighty rage.

**Rapture Powers:** The worldsoul incarnate may choose any of the following powers in place of a rage power:

*Channel Energy:* The worldsoul incarnate may release a massive wave of primal energy. She gains the channel energy ability as a cleric of equal level, using her casting ability to determine the saving throw DC of her channeled energy. She may only channel positive energy. The worldsoul incarnate must expend 4 rounds of her rapture to channel energy.

*Elation (requires worldsoul incarnate 10):* The worldsoul incarnate gains a fly speed equal to her base land speed with good maneuverability.

*Natural Grace (requires worldsoul incarnate 6):* Whenever the worldsoul incarnate enters rapture, she may choose a combat feat for which she meets the prerequisites. She gains the use of this feat for the duration of the rapture. She may choose a different feat whenever she enters rapture, provided at least 1 minute has passed since she has last left rapture.

*Primal Aura (requires worldsoul incarnate 4):* While she is enraptured, she may give off an aura of positive energy that causes her and all living and undead creatures within 20 feet to glow slightly, giving them a penalty on Stealth checks equal to her class level and negating all bonuses usually bestowed by invisibility, blink effects, *darkness*, or similar effects. While the aura is in effect, she gains a +5 circumstance bonus to Intimidate checks, and sheds bright light to a distance of 20 feet around her, and normal light another 20 feet beyond that. The light harms creatures vulnerable to natural sunlight as if it were natural sunlight.

*Primal Stamina (requires Combat Stamina):* During her turn, the worldsoul incarnate may spend vitality in place of stamina points. She must spend 2 vitality points in place of each stamina point she wishes to spend.

## Barbarian Rage Powers

The following are new barbarian rage powers.

*Blood Taker (Su):* While raging, any round that the barbarian ends her turn with a creature (other than herself) suffering from bleed damage within her natural reach, she heals a number of hit points equal to the bleed damage that creature takes. If multiple creatures within this area take bleed damage, only the highest value is used.

**Bright-Burning Rage (Ex):** The barbarian may spend a round of rage to recover 2d6 hit points as a standard action.

**Empowered by the Light (Ex):** While raging, whenever the barbarian confirms a critical hit, she gains temporary hit points equal to her class level. The hit points stack with themselves and with all temporary hit points from other sources, and last until the end of the rage.

**Nature's Wrath (Su):** While raging, the barbarian's melee and thrown weapons are charged with the positive energy of the very soul of nature itself. Her attacks ignore damage reduction on creatures damaged by positive energy.

**Raging Storm:** The barbarian chooses three (mantle) talents. While raging in appropriate weather, the barbarian gains their effects. For every 6 barbarian levels she may treat the weather as 1 step more severe for the purpose of determining the *mantles'* effects. This rage power can be selected more than once. Its effects do not stack. Each time the barbarian chooses three additional (mantle) talents.

## Bard

### Sphere Bard

**Casting:** The sphere bard may combine spheres and talents to create magical effects. The sphere bard is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere bard gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere bard gains 3/4ths of a magic talent every level (the same progression as he gains caster levels). Whenever the bard would receive a magic talent from his class, he may instead choose a bardic masterpiece he meets the prerequisites for. His caster level for masterpieces is equal to his class level.

## Knave

Some people believe that rules do not apply to them. Others realize that rules do not apply to anyone. For the knave, there is no goodness in being obvious or honest, and adaptability is an art form all itself. Whether he's drinking with man-eating demons or telling dirty jokes to the queen, the knave knows how to talk, fight, or spellcast his way out of anything.

This archetype requires sphere bard.

**Fool's Play (Su):** The knave can engage in a form of combat performance, in which he can effectively fight his enemies while also making them look (and feel) foolish. A combination of taunting, feinting, and inflicting minor (but embarrassing) injuries demoralize the opponent, while the performance increases the knave's martial skill. While performing the fool's play performance, the knave receives a +2 competence bonus on all melee attack and damage rolls, and a +2 dodge bonus to AC. Each of these bonuses increases by +1 every 4 class levels

after the 1st to a maximum of +6 at 17th level. In addition, whenever the knave hits an opponent who can understand and hear what he is saying, he may use a free action to taunt them. A taunted enemy gets a -2 penalty to AC and attack rolls and can not benefit from any morale bonuses for 1 round.

This replaces countersong.

**Quiet Lullaby (Su):** At 1st level, a knave learns a performance that helps disguise his true intentions. When he uses this form of performance, he may attempt a Perform check. Any attempt to detect the knave's use of supernatural, spell-like, or sphere abilities by observing him must succeed in a Perception check against the knave's Perform check. This includes the use of the lullaby itself. The effects of a disguised ability are not hidden.

This replaces distraction.

**A Knave of All Trades (Ex):** The knave knows more than he lets on, and can prepare a few tricks even seasoned wizards do not know. At 2nd level, whenever the knave rests and regains spell points, he may choose a sphere he possesses. He may use his class level as his caster level with that sphere. This stacks normally with caster levels gained from other sources.

This replaces well-versed.

**Peak Performance (Su):** At 12th level, the knave may play a song that extends the effect of his sphere abilities. Whenever he uses a sphere ability, any ally within 60 feet who can see or hear him is considered within range, and he may spend a spell point when using a sphere ability to affect any number of allies within 60 feet.

This replaces soothing song.

**Inspire Aggravation (Su):** At 15th level, a knave learns to counter magical effects with his performance. When an enemy within 60 feet of the knave attempts to use a sphere ability while this song is in effect, it must succeed at a magical skill check against the knave's MSD. If its tradition has the verbal components drawback or its spherecasting otherwise requires it to speak, it has a -4 penalty to this roll. If it fails, it may not use that sphere that turn, but do not lose its action or expend any spell points.

This replaces inspire heroics.

## Bloodrager

### Sphere Bloodrager

**Casting:** At 4th level, the sphere bloodrager may combine spheres and talents to create magical effects. The sphere bloodrager is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature and the Eschew Materials feat.

**Spell Pool:** At 4th level, the sphere bloodrager gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere bloodrager gains one magic talent at 4th level and every 2 levels thereafter.

**Bloodline Talent:** At 7th level, a sphere bloodrager gains one bonus magic talent that must be spent on a sphere associated with his bloodline, as outlined below:

*Bloodline Spheres:* Aberrant (Mind), Abyssal (War), Aquatic (Weather), Arcane (Warp), Black Blood (Blood), Celestial (Light), Destined (Time), Draconic (Divination), Elemental (Destruction), Fey (Fallen Fey), Hag (Illusion), Infernal (Conjuration), Kyton (Telekinesis), Martyred (Life), Medusa (Protection), Salamander (Creation), Shadow (Dark), Shapechanger (Alteration), Sphinx (Fate), Undead (Death), Verdant (Nature), Vestige (Enhancement).

This replaces the spells usually gained from the sphere bloodrager's bloodline.

**Sphere Bloodrage:** The sphere bloodrager may cast sphere effects on himself upon entering a bloodrage instead of casting spells on himself when using the greater bloodrage and mighty bloodrage class features. Just as with spells, the effect can only be applied to himself, and if it has a duration of greater than 1 round, it instead lasts for the duration of the bloodrage. The chosen sphere effect must cost no spell points; if an effect is chosen with a duration of concentration, it instead lasts 1 round. At 20th level, the chosen effect no longer needs to cost 0 spell points.

This alters greater bloodrage and mighty bloodrage.

**Sphere Blood Casting:** At 4th level, the sphere bloodrager may use magical sphere effects while bloodraging, just as he can with spells.

This alters blood casting.

## Hemophage (Champion)

**Proficiencies:** Hemophages are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

**Casting:** At 1st level, the hemophage may combine spheres and talents to create magical effects. The hemophage is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature, and the Eschew Materials feat.

**Spell Pool:** At 1st level, the hemophage gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Blended Training:** A hemophage gains a combat or magic talent every time he gains a class level. Hemophages use their casting ability modifier as their practitioner modifier.

This replaces fast movement and all bloodline feats.

**Absorb Bloodline:** At 1st level, the hemophage does not gain a bloodline. Instead, he can temporarily access one by drinking the blood of creatures with the appropriate bloodline or other associated creatures. By drinking fresh blood (which inflicts 1 point of Constitution damage from a helpless, unconscious, or willing creature as a standard action or by inflicting ability damage with the blood drain ability) from a bloodrager or sorcerer with the given bloodline or from a creature associated

with that bloodline (other than himself), the hemophage may choose to gain the ability to use the bloodline powers (but not bonus spells, proficiencies, and so on) as appropriate to his level indefinitely. This ability is usable any number of times per day, though gaining a new bloodline removes the benefits of any previous use. Gaining a bloodline again does not restore uses of abilities with limited activations, any uses of that ability are expended until recovered as normal.

Blood must be harvested within 1 hour after death. Drinking the blood normally requires a full minute, but hemophages can distill the blood into a potion-sized draught that can be stored indefinitely and consumed as a standard action. This takes 10 minutes per draught and requires the use of an alchemy lab.

The hemophage may only store a number of such draughts equal to his class level plus his casting ability modifier (minimum 1) at a time; creating draughts in excess of this number requires allowing previously made draughts to expire. Tiny creatures can supply 1 draught each, Small creatures 2 each, Medium creatures 4 each, etc. Creatures smaller than Tiny lack sufficient blood for the process.

In addition to bloodragers and sorcerers of the given bloodline, the following list presents a few examples of creatures whose blood is considered associated to a bloodline. There may be others who work equally well, at the GM's discretion. Only bloodlines from the Advanced Classes Guide are included in this list; other bloodlines can be accessed similarly if in use in your game.

- **Aberrant:** Any aberration.
- **Abyssal:** Any outsider with the chaotic and evil subtypes.
- **Arcane:** Any arcane caster, sphere caster with and arcane-associated or natural tradition or any creature with an arcane spell or spell-like ability of at least 3rd-level.
- **Celestial:** Any outsider with the good subtype.
- **Destined:** Any creature able to cast divination spells.
- **Draconic:** Any dragon or creature with the dragon type.
- **Elemental:** Any creature with an elemental or energy subtype (air, cold, earth, fire, water), provided it has flesh and blood (such as a salamander, but not a fire elemental).
- **Fey:** Any elf, fey, or gnome.
- **Infernal:** Any outsider with the evil and lawful subtypes.
- **Shapechanger:** Any creature with the shapechanger subtype.
- **Undead:** Any undead creature with flesh and blood (such as vampires or ghouls, but not skeletons).

This replaces bloodline, including all bloodline spells (but not bloodline feats, which are replaced by blended training).

**Sphere Blood Casting:** At 4th level, the sphere bloodrager may use magical sphere effects while bloodraging, just as he can with spells.

This alters blood casting.

**Sphere Greater Bloodrage:** In place of casting a spell of 2nd level or lower as part of entering bloodrage, the hemophage may cast a sphere ability on himself as a free action. The sphere ability affects only the hemophage or his equipment.

If the sphere ability can be maintained with concentration, the hemophage does not need to begin concentration until his bloodrage ends. The hemophage must pay the normal spell point costs of the ability.

This alters greater bloodrage.

**Sphere Mighty Bloodrage:** The hemophage's mighty bloodrage ability allows the hemophage to cast two sphere abilities on himself.

This alters mighty bloodrage.

## Mystic Scion

When a heart full of rage meets blood filled with magic, a mystic scion is created. Rage is their weapon of choice, and magic makes them stronger.

**Casting:** The mystic scion may combine spheres and talents to create magical effects. The mystic scion is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature, bloodline spells, and the Eschew Materials bonus feat.

**Spell Pool:** A mystic scion gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talent:** A mystic scion gains one magic talent at 4th level and every 2 levels thereafter.

**Fast Movement:** The mystic scion does not gain this ability until 2nd level.

This alters fast movement.

**Bloodrage:** At 1st level, the mystic scion gains the unchained barbarian's rage ability. This counts as the unchained barbarian's rage class features for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

If the mystic scion would acquire a rage power via any means, he may choose an unchained barbarian rage power instead.

This alters bloodrage.

**Ragespell:** At 2nd level, the mystic scion begins to harness the destructive magics within them. He gains the Destruction sphere with the Energy Focus drawback (which grants him a bonus (blast type) talent). If he possesses this sphere from another source, he gains another Destruction talent of his choice.

The mystic scion chooses a damage type. Whenever he uses a Destruction sphere ability to do damage of this type, he may use his class level as his caster level. This stacks normally with caster levels gained from other sources.

This replaces uncanny dodge and improved uncanny dodge.

**Blood Casting:** At 4th level, the mystic scion gains the ability to use sphere abilities even while bloodraging. He can also cast these sphere abilities defensively and can attempt concentration checks while bloodraging.

This alters blood casting.

**Greater Bloodrage:** At 11th level, the mystic scion gains the unchained barbarian's greater rage ability.

In addition, upon entering a bloodrage, the mystic scion can use a sphere ability on himself as a free action. The sphere ability affects only the mystic scion or his equipment. If the sphere ability can be maintained with concentration, the mystic scion does not need to begin concentration until his bloodrage ends. The mystic scion must pay the normal spell point costs of the ability.

This alters greater bloodrage.

**Tireless Bloodrage:** At 17th level, the mystic scion gains the unchained barbarian's tireless rage ability.

This alters tireless bloodrage.

**Mighty Bloodrage:** At 20th level, the mystic scion gains the unchained barbarian's mighty rage ability. In addition, upon entering a bloodrage, the mystic scion can use two sphere abilities on himself.

This alters mighty bloodrage.

## Wendigo (Champion)

Wendigos are terrible creatures of cold, wind, and famine, and those who learn to harness their energies find themselves embodying the frightening powers of these creatures.

**Proficiencies:** Wendigos are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

**Casting:** The wendigo may combine spheres and talents to create magical effects. The wendigo is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature and all bloodline spells.

**Spell Pool:** The wendigo gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1).

This pool replenishes once per day after roughly 8 hours of rest.

**Blended Training:** A wendigo gains a combat or magic talent every even level.

**Hunger (Ex):** At 1st level the wendigo gains a bite attack. This is



a primary natural attack dealing 1d6 damage (1d4 damage if Small) plus the wendigo's Strength modifier. This ability replaces bloodline and the bloodline power gained at 1st level.

**Snow Strider (Ex):** Starting at 2nd level, the wendigo's speed is unhindered by snow. He need not spend extra squares of movement to move through it, leaves no trail in snow or ice, and cannot be tracked. He may choose to leave a trail if so desired. At 5th level he need not attempt Acrobatics checks to move, run, or charge on ice; takes no penalty to Acrobatics checks for moving on ice; and gains a +10 feet enhancement bonus to his land speed while on snow, ice, or other frozen terrain (such as permafrost).

This ability replaces uncanny dodge and improved uncanny dodge.

**Famine Aura (Su):** At 3rd level, while the wendigo is in his bloodrage any living creature that begins their turn within 30 feet or moves into this area must succeed at a Fortitude save (DC 10 + 1/2 the wendigo's class level + his casting ability modifier) or be fatigued for one round per 3 class levels. Whether a creature succeeds or fails on this saving throw, they are immune to that particular wendigo's aura of famine for 24 hours. At 12th level any creature that fails its save becomes exhausted instead of fatigued and any creature that succeeds on its saving throw is fatigued for one round. At the beginning of each day, the wendigo may choose a number of creatures up to his Constitution modifier or his casting ability modifier, whichever is greater, to be immune to this aura. Any creatures bound to the wendigo or those he chooses to be immune, such as familiars or animal companions, are similarly immune.

For each creature that fails a saving throw against this ability, the duration of the wendigo's fatigue after his bloodrage ends decreases by 1.

This ability replaces all bloodline feats.

**Sphere Blood Casting:** At 4th level, the sphere bloodrager may use magical sphere effects while bloodraging, just as he can with spells.

This alters blood casting.

**Ravenous Spirit (Su):** At 4th level, whenever the wendigo deals damage with his bite attack he may spend a spell point as an immediate action to have his spirit reach out and devour the spirit of an enemy within 30 feet. The target enemy takes 1d6 nonlethal cold damage per 4 bloodrager levels and the wendigo gains an equal number of temporary hit points that last 1 minute per class level. At 12th level he may target two enemies in this way, and at 18th level he may target three, gaining a number of temporary hit points equal to the total damage dealt to all enemies.

This ability replaces the bloodline powers gained at 4th and 12th level.

**Devour Magic (Su):** Starting at 8th level, the wendigo may counter a spell or magical effect cast by another within medium range as an immediate action. He must succeed at a magic skill check against the caster or magical effect in question. If he succeeds then the targeted effect is negated with no result and he gains any spell points spent on the negated effect as temporary spell points that last for one minute; if he negates a spell he instead gains a number of spell points equal to the spell's level divided by 3, rounded up. He may use this ability once per day at 8th level and twice per day at 16th level.

This ability replaces the bloodline powers gained at 8th and 16th level.

**Rime Rage (Su):** At 11th level the wendigo produces a ferocious aura of cold as long as he is in a bloodrage. This affects the area within 25 feet of him as though he used *control weather* to reduce Heat or increase Cold, using his class level as his caster level. This stacks normally with caster levels gained from other sources. The temperature changes instantly, dropping to the highest severity of Cold he could create. Talents such as Cold Lord apply to this effect, and he need not concentrate on it, but it ends immediately upon ending his rage and he cannot increase the effect size, center it anywhere but on himself, or spend a spell point to modify it.

This alters greater bloodrage, replacing the ability to apply spells to himself on entering a bloodrage.

**Bitter Rage (Su):** At 20th level the wendigo's aura of cold becomes almost a living thing. As a free action once at the end of each turn he may move the area of cold from rime rage to any point within 75 feet, causing it to pass through each space between its old position centered on the wendigo and its new one and affecting that area until the end of his next turn. At the beginning of his next turn, he must choose to either *teleport* (as the Warp sphere base ability) to the center of the aura as a free action or cause the aura to return to him. If he is somehow prevented from teleporting, the aura returns to him automatically.

This alters mighty bloodrage, replacing the increased spell level he may apply to himself on entering a bloodrage.

## Cleric

### Sphere Cleric

**Casting:** The sphere cleric may combine spheres and talents to create magical effects. The sphere cleric is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere cleric gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere cleric gains 1 magic talent at 2nd level and every 2 levels thereafter.

**Necromantic Focus:** A sphere cleric who chooses to channel positive energy at 1st level gains the Life sphere as a bonus magic talent. A sphere cleric who chooses to channel negative energy gains the Death sphere as a bonus magic talent. She gains an additional talent from this sphere at 3rd, 7th, 11th, 15th, and 19th level.

This replaces spontaneous casting.

**Domains:** A sphere cleric gains domains as normal, but does not gain domain spells. Instead, she gains a bonus magic talent at 1st level, chosen from the spheres associated with her selected domains. She gains an additional magic talent from one of those domains at 5th, 9th, 13th, and 17th level.

This alters the domains class feature.



The spheres associated with each domain are as follows:

<i>Domain</i>	<i>Associated Sphere</i>
Air	Weather
Animal	Alteration
Artifice	Creation
Chaos	Fate
Charm	Mind
Community	Protection
Darkness	Dark
Death	Death
Destruction	Destruction
Earth	Nature
Erosion	Creation
Evil	Fate
Fire	Nature
Glory	Enhancement
Good	Fate
Healing	Life
Knowledge	Divination
Law	Fate
Liberation	Warp
Luck	Fate
Madness	Mind
Magic	Divination
Nobility	War
Plant	Nature
Protection	Protection
Repose	Life
Ruins	Destruction
Rune	Enhancement
Scalykind	Alteration
Strength	Enhancement
Sun	Light
Travel	Warp
Trickery	Illusion
Vermin	Alteration
Void	Warp
War	War
Water	Nature
Weather	Weather

## Faithful Shepherd

The faithful shepherd believes that to get others to follow them, she must be in front. She puts herself in harm's way so that she can tend to her flock. As a master of healing and protecting magic, she is well equipped to protect herself even without her martial skills, but her strongest ability is the strength that sustains her allies.

**Casting:** The faithful shepherd may combine spheres and talents to create magical effects. The faithful shepherd is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The faithful shepherd gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A faithful shepherd gains 3/4ths of a magic talent every level (the same progression as she gains caster levels).

**Keep the Flock:** The faithful shepherd gains the Life and Protection spheres as bonus magic talents.

This replaces domain bonus spells.

**Positive Channeling:** A faithful shepherd must choose positive energy as the energy she channels with her channel energy class feature. The faithful shepherd uses her casting ability modifier in place of Charisma to determine uses per day, saving throw DC, and all other effects when channeling energy.

This alters channel energy.

**Divine Works:** The faithful shepherd has been gifted by her deity with minor miracles she can use to protect and heal her allies - and to spread the good word. The faithful shepherd gains 1 divine work at 1st level, and an additional divine work every odd level after the 1st, for a total of 10 at 19th level. Each divine work may be chosen once only. She may choose from the following works:

*Aid the Faithful (Ex):* Whenever the faithful shepherd uses an ability that heals an ally within the area of one of her *wards*, that ally gains additional hit points equal to the faithful shepherd's casting ability modifier. This cannot add more healing than the original ability healed, and does not apply to abilities that grant fast healing or regeneration.

*Ask for a Sign (Su) (requires faithful shepherd 3):* As a standard action, the faithful shepherd may spend a use of her channel energy ability to create a sign. The sign appears in the air over the shepherd, and remains in one location, active for a number of rounds equal to her casting ability modifier. The sign duplicates the effect of one of the exorcist hedgewitch's sanctions, chosen when the sign is created, as if the shepherd were a hedgewitch of equal level. She may only have one sign active at a time; using this ability ends any previous sign, and she may not use a sign that would affect herself.

*Condemn the Unholy (Su) (requires faithful shepherd 7):* As a standard action, the faithful shepherd may spend a use of her channel energy ability to force an extraplanar creature within 30 feet back to its proper plane of existence if it fails a Will save

versus a DC equal to  $10 + 1/2$  the faithful shepherd's class level + her casting ability modifier. If the effect is successful, the creature is instantly teleported away to its native plane of existence.

*Divine Guidance (Ex)*: With her deity's favored weapon, the faithful shepherd can use her casting ability modifier instead of her Strength or Dexterity modifier on attack rolls.

*Divine Inspiration (Ex)*: By communing with her deity, the faithful shepherd gains access to expanded knowledge. As a standard action, she may spend a use of her channel energy ability to gain an insight bonus to a Knowledge skill of her choice equal to  $1/2$  her class level. This bonus lasts until she rests and regains the uses of her channel energy ability. She may use this ability multiple times, each time choosing a different Knowledge skill.

*Give Heart (Su)*: Whenever the faithful shepherd creates a *ward*, she may *invigorate* every ally within the area of the *ward* as a free action. This is considered only one use of the *invigorate* ability, regardless of the number of allies affected.

*Grant Protection (Ex) (requires faithful shepherd 5)*: The faithful shepherd gains a talent from the Protection sphere that she qualifies for. Whenever she rests for 8 hours and regains spell points, she may change which Protection sphere talent she gains from this work.

*Hand of the Gods (Ex) (requires faithful shepherd 5)*: The faithful shepherd gains a channeling feat that she qualifies for. Whenever she rests for 8 hours and regains spell points, she may change which channeling feat she gains from this work.

*Heal the Sick (Su)*: When the faithful shepherd heals with her channel energy ability, she may include any ally with an *aegis* she created in the effect of her channel energy, as long as they are within line of sight.

*Holy Presence (Ex)*: The faithful shepherd may choose a (consecration) talent from the Fate sphere. She may create a *ward* that duplicates the effects of that *consecration* within its boundary. This *ward* is a Protection sphere talent, and uses the faithful shepherd's Protection caster level to determine effects. If creating the *consecration* would normally require a spell point to be spent, she must still spend that spell point.

*Instill Virtue (Su) (requires faithful shepherd 3)*: The weapons of any ally under the effect of any *aegis* the faithful shepherd created are considered aligned (with the faithful shepherd's alignment) for the purposes of overcoming damage reduction.

*Keep the Faith (Su) (requires faithful shepherd 3)*: The faithful shepherd may spend a standard action to create a 30-foot aura that gives special protection to herself and any allies within range. When she creates this aura, she chooses a (ward) talent she possesses other than the base sphere *barrier* ability: she and all allies within are protected as if they were within a *ward* of this type cast by the faithful shepherd. The aura is not a true *ward* and can not trigger effects related to *wards*, and enemies are not affected by the aura. The aura remains until the faithful shepherd chooses a different (ward) talent to create an aura with or until she dies, and can last indefinitely. Only one aura may be in effect at any given time.

*Minister to the Faithful (Su) (requires faithful shepherd 9)*: Any ally within a 30-foot radius of the faithful shepherd or inside

one of her *wards* may, as a standard action, use one of the faithful shepherd's Life or Protection sphere abilities on herself. The sphere effect must have a casting time of one standard action or less. The sphere effect is cast as if the faithful shepherd had herself cast it, and is considered her effect. Any spell points used are lost by the faithful shepherd. This sphere effect may only target the ally and can not be combined with abilities that allow sphere abilities to target multiple creatures. The faithful shepherd must be willing to allow this to happen, but does not need to be conscious or aware.

*Omniscience (Ex) (requires faithful shepherd 7)*: As a standard action, the faithful shepherd may spend a use of her channel energy ability to grant herself the benefit of any one magic talent or channeling feat she does not possess. This effect lasts for 1 minute. She must meet all of the feat's prerequisites, or if gaining a magic talent other than a base sphere, she must possess that talent's base sphere. Multiple uses of this ability do not stack. If she uses this ability again before the previous duration has expired, it replaces the previous use.

*Pray for a Miracle (Ex)*: The faithful shepherd can use any (succor) talent she possesses on any ally within 30 feet or the range of her Protection abilities (whichever is farther) without sacrificing an *aegis*. She must instead spend a spell point.

*Punish the Unfaithful (Ex)*: The faithful shepherd gains a circumstance bonus to damage equal to her casting ability modifier with all melee attacks made on enemies within a *ward* she created.

*Purify the Sinners (Ex)*: The faithful shepherd may choose a (totem) talent from the War sphere. She may create a *ward* that duplicates the effects of that *totem* within its boundary. This *ward* is a Protection sphere talent, and uses the faithful shepherd's Protection caster level to determine effects. If creating the *totem* would normally require a spell point to be spent, she must still spend that spell point.

*Serve Life (Ex) (requires faithful shepherd 5)*: The faithful shepherd gains a talent from the Life sphere that she qualifies for. Whenever she rests for 8 hours and regains spell points, she may change which Life sphere talent she gains from this work.

*Show Mercy (Su)*: When the faithful shepherd channels energy, she uses d8s instead of d6s to determine the effect.

*Take on Suffering (Su)*: As an immediate action, the faithful shepherd may spend a spell point to redirect a ranged attack or ranged ability targeting an ally within 30 feet to herself. This decision may be made after it is determined if the attack hits the ally.

*Tireless Devotion (Ex) (requires faithful shepherd 9)*: The faithful shepherd may use Protection and Life sphere abilities even while dazed, nauseated, or stunned. Whenever she is under any of these effects, she may still take a standard action in order to use a sphere ability. If the character is nauseated, this standard action is in place of the move action usually allowed. She must spend an extra spell point to do this, in addition to the normal costs of the ability.

This replaces spontaneous casting.

## Cleric Domains

### Fey Domain

Powerful lords of Faerie can grant a portion of their power to their followers. Druids may select this domain with their nature bond class feature.

**Associated Sphere:** Fallen Fey.

#### Granted Powers

**Blessing of the Sidhe (Sp):** You can touch a willing creature as a standard action, giving it a blessing. For the next round, any time the target rolls a d20, it may roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your casting ability modifier.

**Fey Skin (Su):** At 6th level, as a swift action, you may grant yourself DR/cold iron equal to half your class level for 1 minute. You may do this a number of times per day equal to 3 + your casting ability modifier.

**Domain Spells:** 1st—*silent image*, 2nd—*hideous laughter*, 3rd—*fey form I\**, 4th—*charm monster*, 5th—*fey form II\**, 6th—*mass fly*, 7th—*power word blind*, 8th—*fey form IV\**, 9th—*dominate monster*.

\*Ultimate Wilderness

### Seelie Subdomain

**Associated Domain:** Fey.

**Replacement Power:** The following granted power replaces the fey skin power of the Fey domain.

**Charming Touch (Su):** You can charm a living humanoid by touching it. Creatures in combat and those with a hostile attitude toward you are unaffected. Creatures receive a Will saving throw to negate the effect. Creatures that fail their save change their attitude toward you to friendly for 1 round per 2 class levels (minimum 1). The target views you and your words in favorable ways (although this does not grant the ability to communicate with the target if it cannot already understand you). You must succeed at an opposed Charisma check to convince it to do something it would not normally do, and requests that are against its nature or fatal to itself are never obeyed. Any hostile action by you or your allies breaks the effect. You can use this ability a number of times per day equal to 3 + your casting ability modifier.

**Replacement Spells:** 3rd—*major image*, 6th—*geas/quest*, 8th—*irresistible dance*

### Unseelie Subdomain

**Associated Domain:** Fey.

**Replacement Power:** The following granted power replaces the blessing of the sidhe power of the Fey domain.

**Curse (Su):** As a standard action, you can curse a creature within 30 feet, forcing it to roll twice and take the worse result on all saving throws until the end of your next turn. You may do this a number of times per day equal to 3 + your casting ability modifier.

**Replacement Spells:** 4th—*confusion*, 5th—*dominate person*, 9th—*weird*

## Druid

### Sphere Druid

**Casting:** The sphere druid may combine spheres and talents to create magical effects. The sphere druid is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere druid gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere druid gains 1 magic talent every even level.

**Natural Magic:** The sphere druid gains a bonus magic talent at 1st, 3rd, 7th, 11th, 15th, and 19th level which must be spent in the Nature or Weather spheres.

This replaces spontaneous casting.

**Nature Bond:** If a sphere druid chooses to gain a domain as her nature bond, she gains its associated sphere and a bonus magic talent from that sphere at 5th, 9th, 13th, and 17th level, as the sphere cleric.

This alters the nature bond class feature.

**Wild Heart:** The sphere druid gains the Alteration sphere or a talent from the Alteration sphere as a bonus sphere at 4th, 10th, and 16th level. When spending a spell point to allow a *shapeshift* on herself and only on herself to endure without concentration, the effect lasts for up to 10 minutes per caster level instead of 1 minute per caster level. At 20th level, the effect can be made permanent until dismissed.

This replaces the wild shape class feature.

#### Resist Nature's Lure (Ex)

A druid's resist nature's lure class feature grants its bonus to saving throws against effects from the Fallen Fey sphere, as well as Nature sphere abilities that target plants.

### Spirit Mender

The spirit mender is a devotee of nature, just as all druids are. But more than most, she is loved by nature in return, and the spirits of nature gather around her, ready to answer her call. She is in tune with the healing and nurturing powers of the worldsoul, rather than the feral and animalistic powers.

**Casting:** The spirit mender may combine spheres and talents to create magical effects. The spirit mender is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The spirit mender gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A spirit mender gains 1 magic talent every level.

**Class Skills:** The spirit mender removes Knowledge (geography) (Int) from her list of class skills and adds Knowledge (religion) (Int) to her list of class skills.

**Nature Bond:** If a spirit mender chooses to gain a domain as her nature bond, she gains its associated sphere and a bonus magic talent from that sphere at 5th, 9th, 13th, and 17th level, as the sphere cleric.

This alters the nature bond class feature.

**Base Attack Bonus:** The spirit mender's base attack bonus is equal to half her level (rounded down).

**Weapon and Armor Proficiency:** Spirit menders are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear.

Spirit menders are not proficient with any form of armor or shield. A spirit mender who wears armor or uses a shield is unable to use her spiritual protection, attendant spirits, bound spirits, effortless stride or preserve the environment abilities while doing so and for 24 hours thereafter.

This alters weapon and armor proficiency.

**Spiritual Protection (Su):** The spirits protect the spirit mender as best they can, warning her of danger. While unarmored and not carrying a shield, the spirit mender may add her casting ability bonus (if any) to her AC and CMD. This does not stack with other abilities that would allow the spirit mender to apply her casting ability bonus (or any other mental ability score) to her AC or CMD. She gains an additional +1 bonus to her AC and CMD at 2nd level, and an additional +1 for every 4 class levels thereafter.

This replaces the wild shape class feature.

**Attendant Spirits (Su):** Small, invisible, intangible spirits live in a cloud around the spirit mender. They continually attend to her, removing stains and adjusting her possessions and clothes: a spirit mender's clothing floats around her, and is strangely unaffected by wind or changes in gravity. Any common stain or residue left upon the body or clothing of the spirit mender disappears in a round, though more powerful chemicals (such as the tar from a tanglefoot bag) are too strong for the spirits to remove alone.

The spirits are averse to the presence of metal. Although they will abide its presence in smaller amounts, they will actively work to remove any large metal encumbrances from the spirit mender's body. Metal armor will fall off the spirit mender's body as quickly as it can be put on (even over her objections). Metal possessions are generally not affected, but the spirits tend to interfere enough to make metal weapons or shields unwieldy and impossible to use in battle. Equipment that is mostly wood with some metal (such as a spear) are still usable, as is equipment made of alchemical silver (but not other metals, even those with properties similar to alchemical silver).

Whenever the spirit mender is restrained or placed in contact with anything her attendant spirits dislike, she receives a circumstance bonus equal to half her level to Escape Artist checks against it, as her spirits actively try to release her. The spirit mender will always receive this bonus against non-living, non-magical entanglements, artificial chemicals and against metal bonds or grapples by metal or metal-wearing creatures.

The spirit mender receives the Cantrip feat for free, and any cantrip effect she can achieve that targets herself may be performed as a swift action. If she already has the Cantrip feat, she may choose any other feat she qualifies for instead.

**Bound Spirits (Su):** The spirit mender attracts more powerful nature spirits who do her bidding. She may possess a number of spirits at once equal to 3 + her casting ability modifier (minimum 1).

These spirits replenish whenever the spirit mender rests to regain spell points. These spirits may be turned visible or invisible as a free action (if visible, they appear as wisps of energy that glow dimly). Spirits either orbit the spirit mender (moving as she does at the same speed), or may be directed to move independently as a free action that may be taken once per soul per round. Spirits behave as creatures with a fly speed of 40 feet that may only take actions to move and always succeed at Fly checks. These spirits are only projected into the same plane as the spirit mender, and as such are considered ethereal and are also immune to damage of any kind. A spirit must remain within medium range of the soul weaver, or disappear back to the fey realm.

A spirit mender gains a number of abilities, each of which uses up a spirit's energy. When using a bound spirit's ability, the expended spirit returns to the unbounded wilderness of the fey realm until it is re-summoned at a future date. Spirit powers generally require a standard action, and if a saving throw is required the DC is equal to 10 + 1/2 spirit mender level + her casting ability modifier. To use an ability, the target must be adjacent to the spirit mender (if the spirit is orbiting her), or else the spirit mender must first direct the spirit to move into the target's square.

The spirit mender gains the following abilities:

#### *Aid the Living*

At 1st level, the spirit mender may expend a spirit to bolster a human, animal, magical beast, or plant, granting it a +1 sacred bonus to attack rolls and saving throws, which increases by 1 for every 5 levels the spirit mender possesses. The creature also gains 1 temporary hit point per level. These bonuses last 1 hour.

#### *Lovelorn Spirit*

At 1st level, the spirit mender may expend a spirit to aid an ally who is at negative hit points, but not dead. The ally becomes stable and gains temporary hit points equal to twice the spirit mender's class level for 1 minute.

#### *Open Arms*

At 1st level, The spirit mender can expend a spirit while using a Life ability to allow it to affect a number of allies in close range equal to half her spirit mender level, rounded up.

#### *Communing Spirit*

At 4th level, the spirit mender may expend one spirit to commune with nature on a much deeper level, gaining glimpses into the world beyond natural sight. This allows her to attempt a single Knowledge check with an insight bonus equal to her spirit mender level + her casting ability modifier. This may be used to reroll a Knowledge check the spirit mender had previously failed, but no more than once per question. If the spirit mender is touching a naturally occurring landmark such as a great tree, river, or stone formation, she may summon its

natural spirit and speak with it, learning about whomever else has interacted or come near it in the past few days, and about any important events that occurred in proximity to it.

#### *Healing Mastery*

At 8th level, the spirit mender can expend a spirit as a free action to temporarily gain a Life talent she qualifies for. She may use this talent once before the end of her current turn.

#### *Healing Spirit*

At 8th level, the spirit mender can expend a spirit to heal herself or an adjacent ally 10 hit points per spirit mender level. If the creature died within the previous round, it is restored to life with at least 1 hit point.

#### *Blessed Spirit*

At 8th level, the spirit mender may expend a spirit as an immediate action to allow the target to reroll a saving throw it just failed.

#### *Ghostpoint*

At 12th level, the spirit mender may, when using a spell, spell-like ability, sphere ability, or spirit mender ability, target the effect as if she were standing in the same square as one of her spirits. If the magic effect requires a touch attack, the spirit may make the touch attack for the spirit mender, using her bonuses. This expends the spirit.

#### *Total Healing*

At 16th level, the spirit mender may spend a spirit to remove all conditions currently affecting a living target. This also removes all ability damage and drain, all temporary negative levels, and up to one permanent negative level.

#### *Protected Spirit*

At 16th level, the spirit mender may use any of her bound spirits powers on herself as a swift action. She may do this even if helpless, unconscious or dead, as the spirits move to protect her by their own will.

The bound spirit ability counts as a soul weaver's bound nexus ability for the purpose of feats that require it as a prerequisite. For those feats, the spirit mender's spirits are considered synonymous with the soul weaver's souls.

**Effortless Stride (Su):** At 2nd level, attendant spirits help carry and lift the spirit mender, allowing her to move normally through difficult terrain, and causing her to move naturally silently. The spirit mender takes no Stealth penalties for moving.

This alters woodland stride.

**Preserve the Environment (Su):** At 3rd level, the spirit mender's attendant spirits clean the environment around her as she moves. She leaves behind no scent, no tracks in the soil, no stains or fingerprints, and no physical indicator of her presence. She cannot be tracked.

This alters trackless step.

## Elementalist

### Admixture Savant

**Class Skills:** The admixture savant loses Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), and Swim (Str) as class skills and gains Knowledge (all) (Int) as class skills.

**Admixture Pool (Su):** At 2nd level, the admixture savant gains the Admixture talent as a bonus talent.

Additionally, he gains a pool of admixture points equal to his level. These points may be used to remove the casting time increase from the Admixture talent or to reduce the spell point cost of a metamagic feat by one spell point per admixture point spent.

This ability replaces evasion and dodge bonus.

**Bonus Feat:** The admixture savant may select a metamagic feat or any feat with the casting prerequisite for which he qualifies at 2nd level and every 4th levels thereafter.

This replaces bonus combat feats.

**Intense Study (Su):** At 3rd level, the admixture savant may study a target that he can see as a move action. The admixture savant adds 1/2 his admixture savant level to all damage dealt by *destructive blasts* to his studied target until he studies another target.

At 9th level, this bonus damage increases to become equal to his admixture savant level and he may study a target as a swift action.

At 15th level, this bonus damage increases to become equal to 1.5 times his admixture savant level.

This ability replaces favored element, but counts as favored element for stacking purposes.

**Flexibility (Ex):** At 11th level, the admixture savant may spend 10 minutes practicing to gain a single bonus talent from the Destruction sphere. He retains use of this talent until the next time he rests to regain spell points or he spends 10 minutes practicing to replace it with another talent.

This ability replaces improved evasion.

**Metamagic Master (Ex):** At 20th level, the admixture adept reduces the spell point cost of any metamagic feat applied to a *destructive blast* by 1 (minimum 0).

This replaces energy body.

### Earth Warrior

**Earth Focus (Su):** At 3rd level, an earth warrior adds 1/2 his earth warrior level to all damage dealt with *destructive blasts* from the stone blast type group. At 9th level, this bonus damage increases to become equal to his earth warrior level, and the earth warrior may use his class level as his caster level when using the (earth) package from the Nature sphere. This stacks normally with caster levels gained from other sources.

At 15th level, the bonus damage increases to 1.5 times his earth warrior level, and he gains a +2 bonus to his caster level with the (earth) package from the Nature sphere.

This replaces favored element.

**Hard as Stone (Ex):** At 5th level, an earth warrior gains DR 1/adamantine. This increases to DR 2/adamantine at 11th level, and DR 3/adamantine at 17th level.

This alters elemental defense.

**Earth Movement (Su):** At 7th level, an earth warrior gains a 15 feet burrow speed. This improves to a 30 feet burrow speed at 13th level, and the earth warrior gains tremorsense 10 feet. At 19th level the burrow speed increases to 45 feet and the tremorsense increases to 20 feet.

This replaces elemental movement.

**Earth Body:** At 20th level, the earth warrior's body has become as hard as stone. His damage reduction increases to DR 15/adamantine.

This replaces energy body.

## Electrokinetic

**Electrokinesis:** An electrokinetic gains the Destruction sphere, the Telekinesis sphere, and the Electric Blast Destruction talent as bonus magic talents, but also gains the Energy Focus (electric blast) and Limited Telekinesis (metal objects) drawbacks without gaining bonus talents from them.

If the electrokinetic already possesses the Destruction sphere or the Telekinesis sphere, he does not gain those spheres but also does not gain their connected drawbacks. If he already possesses the Electric Blast talent, he gains one free Destruction talent of his choice.

The electrokinetic uses his class level as his caster level when using a *destructive blast* with an electric type blast type, and when using *telekinesis* on metal objects.

This ability replaces weave energy.

**Electrokinetic Stunts:** An electrokinetic can select electrokinetic stunts for which he qualifies in place of elemental bonus feats. All stunts are supernatural abilities. Unless otherwise specified an electrokinetic may only select any given electrokinetic stunt once.

**Bioelectric Manipulation (Su):** The electrokinetic may treat living creatures as metal objects for the purposes of his *telekinesis* and electrokinetic stunts.

**Electric Charge (Sp):** When the electrokinetic uses his *telekinesis* to attack a target with a metal Bludgeon, he may spend a swift action to affect that target as if they had also been struck by his *destructive blast*, including any (blast type) talents, additional talents and spell points that he applies to it. This *destructive blast* must deal electricity damage, and cannot have a (blast shape) talent applied to it.

**Electroreception (Su):** The electrokinetic can sense electricity around him, including bioelectricity. He gains blindsense 60 feet, except he can only sense sources of electricity and living creatures, and do not require line of effect to sense these things with his blindsense.

**Electrotherapy (Su):** By modulating the electricity always coursing through the electrokinetic, he can heal himself faster. His natural healing rate for hit points and ability score damage doubles, and he also doubles any healing from the treat deadly wounds and long term care uses of the Heal skill. In addition, after a night of rest he may remove a single point of ability drain from one ability score, or two points after a day of complete bedrest.

Lastly, whenever he would take ability damage or ability drain, reduce the damage by 1 (minimum 0).

**Horizon (Su):** The electrokinetic learns to stretch the limits of his electrokinetic power, reaching further with it. When he uses a *destructive blast* that deals electricity damage (or sonic damage if he possesses the thunderclap class feature) or he uses *telekinesis* on a metal object, increase the range of the effect by one step (close to medium, medium to long). This stunt cannot extend the range of these effects beyond long range. This may be taken multiple times.

**Lightning Circuit (Su):** Once per round when the electrokinetic would resist electricity damage with elemental defense he may redirect the electric charge as a ray, firing it back at its source as a ranged touch attack with a range equal to his *destructive blast* range. If the ray hits it deals damage equal to the damage resisted by elemental defense.

**Particle Blade (Sp):** As a swift action the electrokinetic can form a sharp, flexible weapon out of dust, sand and grit, drawing out metallic particles and accumulating others with static. This particle blade is either a light melee weapon or two handed melee weapon, chosen when he forms it. It deals slashing damage equal to 1d6 per odd electrokinetic level.

The particle blade immediately dissipates if removed from his hand.

**Wall Bind (Sp):** As a standard action, the electrokinetic can pass a looping electric current through an object or creature that binds it to a surface. This effect has the same range as his *telekinesis* and suffers the same size restriction, and the target must be touching a wall or floor. The target must succeed at a Reflex save (DC 10 + 1/2 his electrokinetic level + his casting ability modifier) or become entangled and anchored in place for a number of rounds equal to his casting ability modifier (minimum 1). An entangled creature can attempt to move by attempting a Strength or Escape Artist check equal to the Reflex DC at the beginning of their turn. On a success they can move for that turn, but remain entangled so long as they remain in contact with a wall or floor.

**Favored Element (Su):** An electrokinetic must select electricity as his favored element at 3rd level. At 9th and 15th level his bonus damage increases as normal, but he does not get to select additional elements.

This ability alters favored element.

**Elemental Defense (Su):** At 5th level, the electrokinetic gains resistance 10 to electricity and sonic. At 11th level, this resistance increases to 15. At 17th level, this resistance increases to 20. When he gains elemental body at level 20, this resistance increases to 25.

This ability alters elemental defense.

**Thunderbolt Wings (Su):** At 7th level, an electrokinetic gains a 20 feet fly speed with average maneuverability. At levels 13 and 19, the electrokinetic's fly speed increases by 20 feet and his maneuverability improves by one step.

This ability replaces elemental movement.

**Thunderclap:** At 9th level electrokinetic gains Thunder Blast as a bonus magic talent, and may use his class level as his caster level when making *destructive blasts* that deal sonic damage.

An electrokinetic with the Energy Focus (electric blast) drawback may make *destructive blasts* that deal either electricity or sonic damage.

## Flame Warrior

**Fire Focus (Su):** At 3rd level, a flame warrior adds 1/2 his flame warrior level to all damage dealt with *destructive blasts* from the fire blast type group.

At 9th level, this bonus damage increases to become equal to his flame warrior level, and the flame warrior may use his class level as his caster level when using the (fire) package from the Nature sphere. This stacks normally with caster levels gained from other sources.

At 15th level, the bonus damage increases to 1.5 times his flame warrior level, and he gains a +2 bonus to his caster level with the (fire) package from the Nature sphere.

This replaces favored element.

**Fire Defense (Ex):** At 5th level, a flame warrior gains fire resistance equal to 5 + his flame warrior level.

This replaces elemental defense.

**Fire Movement (Su):** At 7th level, a flame warrior gains a 20 feet increase to his base land speed. This improves by another 20 feet at 13th and 19th levels.

This replaces elemental movement.

**Fire Body:** At 20th level, the flame warrior's body has become infused with the power of fire. He gains immunity to fire, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces energy body.

## Geomancer

**Weave Elements (Su):** A geomancer gains the Nature sphere as a bonus sphere at 1st level, and uses his geomancer level as his caster level with that sphere. This stacks normally with caster levels gained from other sources.

This replaces weave energy.

**Favored Package (Su):** At 3rd level, a geomancer chooses one of the packages from the Nature sphere and gains a +2 bonus to his caster level with that package. At 9th level, this bonus improves by an additional +2, and he may choose another package to gain a +2 bonus with. At 15th level, all previously chosen packages increase their caster level by another +2, and the geomancer may choose a third package to gain a +2 bonus.

This replaces favored element.

## Metal Warrior

**Conductive Focus (Su):** At 3rd level, a metal warrior adds 1/2 his metal warrior level to all damage dealt with *destructive blasts* from the electric blast type group. At 9th level, this bonus damage increases to become equal to his metal warrior level, and the metal warrior may use his class level as his caster level when using the (metal) package from the Nature sphere. This stacks normally with caster levels gained from other sources.

At 15th level, the bonus damage increases to 1.5 times his metal warrior level, and he gains a +2 bonus to his caster level with the (metal) package from the Nature sphere.

This replaces favored element.

**Electric Defence (Ex):** At 5th level, a metal warrior gains electricity resistance equal to 5 + his metal warrior level.

This replaces elemental defense.

**Static Cling (Su):** At 7th level, a metal warrior gains a 30 feet climb speed. This improves by 30 feet at 13th and 19th levels.

This replaces elemental movement.

**Electric Body:** At 20th level, the metal warrior's body has become infused with the power of metal. He gains immunity to electricity, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces energy body.

## Natural Warrior

**Natural Focus (Su):** At 3rd level, the natural warrior adds 1/2 his natural warrior level to all damage dealt with *destructive blasts* from the acid blast type group. At 9th level, this bonus damage increases to become equal to his natural warrior level, and the natural warrior may use his class level as his caster level when using the (plant) package from the Nature sphere. This stacks normally with caster levels gained from other sources.

At 15th level, the bonus damage increases to 1.5 times his natural warrior level, and he gains a +2 bonus to his caster level with the (plant) package from the Nature sphere.

This replaces favored element.

**Acid Defense (Ex):** At 5th level, a natural warrior gains acid resistance equal to 5 + his natural warrior level.

This replaces elemental defense.

**Home in the Wild (Su):** At 7th level, a natural warrior gains woodland stride and trackless step, as the druid class features. At 13th level, the natural warrior gains immunity to poisons and diseases. At 19th level, the natural warrior gains timeless body, as the druid class feature.

This replaces elemental movement.

**Natural Body:** At 20th level, the natural warrior's body has become infused with the power of nature. He gains immunity to acid, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces energy body.

## Soul Adept

Most traditional elementalists focus on the four classical elements; earth, air, fire and water. But a rare few, sometimes known as soul adepts, instead focus on an energy they refer to as ether; the primordial energy that suffuses and constitutes the Ethereal Plane and is the source of power for all manner of spirits, ghosts and entities. Mastering this bizarre energy grants them unsurpassed proficiency in all matters incorporeal, sometimes to the degree that the line between them and the spirits they study begins to blur.

**Class Skills:** A soul adept loses Escape Artist (Dex) as a class skill, and adds Knowledge (religion) (Int) to his list of class skills.

**Phantasmal Energy:** At 2nd level, a soul adept gains the Death sphere as a bonus magic talent.

This replaces the bonus feat normally gained at 2nd level.

**Weave the Ether (Su):** At 3rd level, the soul adept gains Ghostly Admixture as a bonus feat, even if he does not meet the prerequisites, and may make admixtures even without the Admixture talent, so long as he uses the Ghostly Admixture feat. When using this feat, he uses the higher of his Destruction and Death caster levels for determining the effects of each sphere.

At 9th level, he adds 1/2 his class level to all damage dealt by Ghostly Admixture *destructive blasts*, and he no longer needs to spend the additional spell point detailed in the Ghostly Admixture feat.

At 15th level, he adds his full class level to all damage dealt by Ghostly Admixture *destructive blasts*.

This replaces favored element.

**Ghostly Defense (Su):** At 5th level, the soul adept gains a +2 bonus to saving throws vs. death effects, diseases, mind-affecting effects, paralysis, poison, sleep effects, and stunning. These bonuses increase by 2 at 11th and 17th level.

This replaces elemental defense.

**Wraith Form (Su):** At 7th level, the soul adept becomes incorporeal for a maximum number of rounds per day equal to his class level + his casting ability modifier, as the wraith class feature of the same name. If the soul adept gains this ability from any other source, their levels stack when determining the total number of rounds the soul adept may use this ability.

This replaces elemental movement.

**Spiritual Body:** At 20th level, the soul adept's body becomes one with the spirit world. He gains immunity to death effects, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces energy body.

## Twinsoul Elementalist

By channeling destructive energy through a vessel, a splinter of themselves given form by their magic to act as a lens to focus their energy, these elementalists amplify their power even further.

**Elemental Conduit:** At 1st level, the twinsoul elementalist gains the Conjunction and Destruction spheres as bonus magic talents. If the Destruction sphere is already possessed, he may choose any Destruction sphere talent to gain as a bonus talent. If the Conjunction sphere is already possessed, he instead gains Extra Companion as a bonus talent. The companion gained from this ability is his elemental conduit. The twinsoul elementalist and his elemental conduit always act on the same initiative count. The elemental conduit must have the mage companion archetype and gains the Destruction sphere as a bonus magic talent.

This replaces weave energy.

**Destructive Capacitor:** At 2nd level, the twinsoul elementalist may spend a full-round action channeling destructive energy into his elemental conduit as a spell-like ability. The elemental conduit must be in range of the twinsoul elementalist's *destructive blast*. The elemental conduit may add the twinsoul elementalist's class level as an enhancement bonus to its own caster level for one *destructive blast* it casts prior to the end of its turn. The twinsoul elementalist may spend any number of spell points up to his current spell point total as part of this ability; the elemental conduit gains an equal number of temporary spell points until the end of its turn. When enhancing a

*destructive blast* with this ability, the elemental conduit may use the twinsoul elementalist's casting ability modifier in place of its own to determine the *destructive blast's* effects. The elemental conduit may use any Destruction sphere talents and benefit from any feats, traits, or other abilities that modify *destructive blasts* that the twinsoul elementalist possesses when using a *destructive blast* enhanced by this ability, though feats, traits, and abilities (such as the Energy Specialization and Focused Blast Type Group feats) possessed by both do not stack. The elemental conduit may use the twinsoul elementalist's MSB and MSD for the modified *destructive blast* if necessary.

The twinsoul elementalist treats using this ability as casting a sphere effect for the purposes of any casting tradition he possesses. Treat his class level as his caster level for this purpose. This stacks normally with caster levels gained from other sources. He may voluntarily reduce his caster level when using this ability. Should the twinsoul elementalist possess more than one casting tradition, he must choose one when gaining this ability; this ability is then associated with that tradition.

This replaces the bonus combat feat gained at 2nd level.

**Focused Fire:** At 3rd level, when the elemental conduit casts a *destructive blast* benefiting from the elemental conduit's destructive capacitor ability, it deals bonus damage equal to half the twinsoul elementalist's class level. At 9th level, this increases to his full class level. At 15th level, this increases to 1.5 times his class level.

This replaces favored element but counts as favored element for stacking purposes.

## Water Warrior

**Water Focus (Su):** At 3rd level, a water warrior adds 1/2 his water warrior level to all damage dealt with *destructive blasts* from the cold blast type group.

At 9th level, this bonus damage increases to become equal to his water warrior level, and the water warrior may use his class level as his caster level when using the (water) package from the Nature sphere. This stacks normally with caster levels gained from other sources.

At 15th level, the bonus damage increases to 1.5 times his water warrior level, and he gains a +2 bonus to his caster level with the (water) package from the Nature sphere.

This replaces favored element.

**Cold Defense (Ex):** At 5th level, a water warrior gains cold resistance equal to 5 + his water warrior level.

This replaces elemental defense.

**Water Movement (Su):** At 7th level, a water warrior gains a 30 feet swim speed. This improves by 20 feet at 13th and 19th levels.

This replaces elemental movement.

**Water Body:** At 20th level, the water warrior's body has become infused with the power of ice. He gains immunity to cold, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces energy body.



## Wind Warrior

**Wind Focus (Su):** At 3rd level, a wind warrior adds 1/2 his wind warrior level to all damage dealt with *destructive blasts* using the air blast type group.

At 9th level, this bonus damage increases to become equal to their wind warrior level, and the wind warrior may use his class level as his caster level when using the (air) package from the Nature sphere. This stacks normally with caster levels gained from other sources.

At 15th level, the bonus damage increases to 1.5 times his wind warrior level, and he gains a +2 bonus to his caster level with the (air) package from the Nature sphere.

This replaces favored element.

**Buffeted (Ex):** At 5th level, a wind warrior gains damage reduction against nonlethal damage equal to his wind warrior level. He also gains a +2 bonus to his CMD, which increases by an additional +2 at 11th and 17th levels.

This replaces elemental defense.

**Wind Movement (Su):** At 7th level, a wind warrior gains a 20 feet fly speed with average maneuverability. This increases to a 40 feet fly speed with good maneuverability at 13th level, and a 60 feet fly speed with perfect maneuverability at 19th level.

This replaces elemental movement.

**Wind Body:** At 20th level, the wind warrior's body has become infused with the power of air. He gains immunity to nonlethal damage, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces energy body.

## Eliciter

### Dark Presence

**Inciter:** A dark presence gains the War sphere as a bonus sphere at 1st level and treats his class level as his caster level for this sphere. This stacks normally with caster levels gained from other sources.

This replaces enchanter.

**Ominous:** The dark presence gains a +2 bonus to the DCs of his War sphere abilities and dark presence class features, as well as Bluff, Diplomacy and Intimidate checks. These bonuses increase to +3 at 6th level, +4 at 12th level, and +5 at 18th level.

This replaces persuasive. Class abilities and feats that refer to persuasive refer to ominous instead, and he may gain abilities that have persuasive as a requirement.

**Eyes of Onyx:** At 3rd level, the dark presence gains Soul-Piercing Gaze as a bonus feat. If he already possesses Soul-Piercing Gaze, then he gains Extra Emotion instead. The bonus from his ominous class feature applies to his Soul-Piercing Gaze.

This replaces defensive empathy.

**Hypnotism:** The dark presence gains the following hypnotisms:

#### *Recklessness*

At 1st level, the dark presence places a seed of self-destructive rage into the target's mind, making them concentrate on their aggression to the detriment of defending their self. The target must succeed at a Will save or lose their Dexterity bonus to their AC for one round. This replaces fascinate.

#### *Confusion*

At 4th level, the dark presence can sow confusion. The chaos of the battlefield leaves the target's mind disoriented as they try to make sense of the madness of war. They must succeed at a Will save or be confused for a number of rounds equal to the dark presence's class level. The target receives a new save at the end of each of their turns. This replaces liberate.

#### *Sadism*

At 10th level, the dark presence can fill the target with pain. The target takes 1d8 nonlethal damage for every class level the dark presence has. A successful Will save reduces the damage to half. This replaces inspire greatness.

#### *Revulsion*

At 16th level, the dark presence exposes their enemy to the gore and blood of war. The target must succeed at a Fortitude save or become nauseated for a number of rounds equal to 1/2 the dark presence's class level. They receive a new save at the end of each of their turns. When a creature succeeds at a saving throw, they are then sickened for the remainder of the duration. This replaces inspire heroism.

#### *Hopelessness*

At 19th level, the dark presence can cause a target to be filled with hopelessness. If they fail their Will save, they become unable to attack, assist their allies, or do anything but move and defend themselves. Any emotional effect (such as an enchantment or Mind sphere effect) allows the creature to attempt a new saving throw, as they are given new purpose, but they receive a -2 penalty for each previous save they failed against the effect. Otherwise, the effect lasts a number of rounds equal to the dark presence's class level. This replaces reverence.

**Darkest Presence:** At 20th level, the dark presence can unleash a torrent of emotion across an area, invading the minds of all save for those the dark presence spares. Whenever the dark presence uses a hypnotism, he may spend four uses of hypnotism instead of one to affect all enemies within the area of effect of a single *totem* he has created. Enemies do not need to be visible to the dark presence to be affected, nor do they need to be within range of his hypnotism ability.

This replaces domination.

## Fright Wright

**Debilitating Fear:** The fright wright may use his hypnotism to cause a target to become nearly paralyzed to the point of inactivity, instilling the staggered condition on his target for a number of rounds equal to his fright wright level. This is treated as a fear effect.

This alters the fascinate option of the hypnotism class feature.

**Phobic Bulwark:** At 3rd level, the fright wright is immune to fear (magical or otherwise). Each ally within 10 feet of his gains a morale bonus on saving throws against fear effects

equal to his persuasive bonus. This ability only functions while the fright wright is conscious, not if he is unconscious or dead.

This alters the defensive empathy class feature.

**Fear's Herald:** At 4th level, the fright wright's mastery of panic and terror can begin to erode away even the fiercest resolve. All enemies within 10 feet of the fright wright take a -4 penalty on saving throws against fear effects. When using a magical effect that causes fear, the fright wright can overcome a creature's immunity to fear if he succeeds on a magic skill check against a DC of 11 + the creature's Hit Dice. A creature maintains their immunity to fear effects if they have 4 more Hit Dice than the fright wright has class levels.

This replaces the liberate class feature.

**Antagonizing:** At 9th level, the fright wright may take 10 with any Intimidate check if he has ranks in that skill, even if circumstances would normally prohibit this action. In addition to his normal bonus to the Intimidate check, he may add 1d6 to the result of the roll. He may always choose to roll normally instead of taking 10. In addition, once per day he may take 20 on an Intimidate check without taking additional time, again adding 1d6 to the roll as when taking 10. He may use this ability twice per day at 13th level and three times per day at 17th level.

This replaces the convincing class feature.

**Fear's Master:** At 10th level, the fright wright's ability to instill fear even in those who are fearless is improved. When using the fear's herald class feature, he may add his persuasive bonus or casting ability modifier (whichever is higher) to the magic skill check.

This replaces the inspire greatness class feature.

**Ochlophobia:** At 15th level, whenever the fright wright makes a target frightened or panicked, he may choose to use a standard action to see and hear through the target's eyes and ears instead of his own, even if they leave his line of sight and as long as they remain on the same plane or are not protected from mental coercion (such as through the Fate sphere's *Hallow word* ability or the *protection from evil* spell). If the target is aware of another creature, the fright wright may cast any Mind sphere talent or elicit emotion that causes fear effects through his initial target as long as those talents or emotions do not rely on touching a target.

The ability to be aware of a target's surroundings lasts as long as the frightened or panicked effect lasts on the target, and the fright wright is no longer aware of his own surroundings while using this ability. He may cease using this ability as a free action.

This replaces the link class feature.

**Fear Incarnate:** At 16th level, the fright wright can cause fear in nearly anyone. Even those who have an immunity to fear from racial Hit Dice or class levels that are 4 or more less than his are susceptible to his fear's herald class feature.

This alters the inspire heroics aspect of the hypnotism class feature.

## Hypnotist

**Inspiration (Ex):** At 2nd level, a hypnotist's mental powers of deduction and observation not only allow him to manipulate others, but also to allow himself flashes of insight into his own dealings. A hypnotist gains an inspiration pool as the

investigator class feature, equal to 1/2 his hypnotist level + his casting ability modifier (minimum 1). However, rather than being able to augment Knowledge, Linguistics, and Spellcraft checks without spending inspiration, the hypnotist may augment Diplomacy, Bluff, Intimidate, and Sense Motive checks without spending inspiration.

This replaces the emotion class feature.

**Investigator Talents:** At 5th, 11th, and 17th level, a hypnotist gains an investigator talent. He cannot gain a talent that only augments abilities he does not possess (for example, studied strike).

## Id

**Frequent Emotions:** An id gains an emotion at 1st, 4th, 7th, 10th, 13th, 16th, and 19th levels, in addition to those gained at 2nd level and every 3 levels thereafter. This does not allow the id to gain access to a lesser power before 5th level, a greater power before 8th level, or a master power before 11th level.

This replaces hypnotism, liberate, terrorize, inspire greatness, insanity, inspire heroics, and reverence.

## Fey Adept

### Seelie Disciple

**Versatile Performance (Ex):** At 2nd level, the seelie disciple gains versatile performance, as the bard class feature.

This replaces darkvision.

**Fascinate (Su):** At 10th level, a seelie disciple can use the Perform skill to cause targets to become fascinated with him. This is identical to the fascinate bardic performance, treating his seelie disciple levels as bard levels, except that the seelie disciple can only use this ability for a total number of rounds per day equal to 1/2 his seelie disciple level + his casting ability modifier, and the seelie disciple's ability to start a bardic performance does not improve past a standard action. If the seelie disciple gains bardic performance from any other source, these levels stack when determining the effectiveness of this performance, as well as the number of rounds it is usable per day.

This replaces hide in plain sight.

**Suggestion (Su):** At 14th level, the seelie adept may plant suggestions in the minds of those he has fascinated, as the bardic performance of the same name.

This replaces see in darkness.

## Sidhe Invoker

Able to temporarily draw portions of the land around them into Faerie, sidhe invokers can reshape the world to suit their whim, for a moment.

**Fae Power (Su):** Instead of manipulating shadowstuff, the sidhe invoker draws on his ability to manipulate the plane of Faerie. The sidhe invoker gains a pool of fae points equal to 1/2 his class level + his casting ability modifier (minimum 1). The sidhe invoker may spend fae points in place of shadow points when using surreal feats.

A sidhe invoker may spend fae points to create any of the following effects:

#### *Summon Ringfort*

The sidhe invoker may draw the area around himself partially into Faerie by spending a fae point as a full-round action. This affects an area of the caster's choice out to a maximum of close range (25 feet + 5 feet per 2 class levels) and persists for 1 minute per class level. Inside the ringfort, colors are more intense, the light shimmers strangely, and the entire area has an unearthly appearance, obscuring what is real and what is not. Creatures within the ringfort take a -1 penalty on saves against Fallen Fey, Illusion, and Mind sphere effects originating from the sidhe invoker.

The ringfort is morphic to the sidhe invoker's will and he may make the following alterations as a standard action:

#### *Magic*

The fey invoker may spend a fae point to suppress either all magic or a single descriptor (fire, polymorph, teleportation, etc.), school, or sphere. Any attempt to use a suppressed ability while within the ringfort or to effect a creature within the ringfort requires a successful magic skill check against the fey invoker's MSD. Ongoing effects within the ringfort are suppressed unless the caster succeeds on a magic skill check against the fey invoker's MSD. Alternatively, the fey invoker may impose a 100% wild magic chance (as the wild magic drawback) on all spells and sphere effects cast within the ring fort. The fey invoker may exclude himself from this wild magic chance.

#### *Terrain*

The sidhe invoker may reshape the terrain within the area, raising or lowering a number of 5-foot squares equal to his class level + his casting ability modifier by up to 5 feet plus 5 feet per 4 class levels and may choose to have them be difficult terrain or to clear existing difficult terrain (magically created difficult terrain can only be cleared by succeeding on a magic skill check against the effect's MSD).

#### *Time*

At 10th level, the sidhe invoker may speed or slow time within the area by spending a fae point, doubling or halving the passing of time relative to the outside. The warping at the edge of this effect imposes a 50% miss chance on all attack rolls and a 50% failure chance on all spell effect made against targets outside the ringfort from those inside and on those made from outside against those inside (this happens regardless of whether time is sped up or slowed down). If time is sped up, creatures inside the ringfort still act in normal initiative order, but experience two rounds of time (taking two rounds of actions) for every round that passes outside, essentially only allowing creatures outside the area to act every other turn. If time is slowed down, those inside instead act only every other turn. Maintaining fast time requires the fey invoker to spend an additional fae point every round after the first as a free action.

Additional rounds of actions are all taken after the normal rounds of actions, beginning from the end of the turn where time is altered.

*Example: Morgana the sidhe invoker summons a ringfort around herself on her turn in round one. On her turn in round 2, she speeds time. All other creatures take their normal turns in initiative order until Morgana's turn comes around again. Then, Morgana and all other*

*creatures inside the ringfort take an additional round of actions in their order of initiative. Then all creatures in the combat take their normal turns in order, etc.*

These alterations persist until changed again or until the ringfort ends.

This replaces shadowstuff and shadowmark.

**Create Reality:** At 6th level, the sidhe invoker may spend fae points to create reality. This functions as the fey adept class feature.

This alters create reality.

**Fae Reality:** At 10th level, when the sidhe invoker uses create reality, the *illusion* becomes completely real while inside the ringfort or on the plane of Faerie; creatures are no longer allowed a save to disbelieve the *illusion* unless it moves beyond the ringfort or leaves Faerie.

This replaces hide in plain sight.

## Skulk

**Umbral Adept:** The skulk gains the Dark sphere as a bonus magic talent at first level. If the skulk has the Dark sphere already, he gains a bonus talent for this sphere instead. This replaces fey magic.

**Master Nyctomancer:** Whenever the skulk ceases to concentrate on a Dark sphere talent he is maintaining through concentration, or if he decides not to maintain a Dark sphere talent at all after its creation, it remains for a number of rounds equal to 1/2 his skulk level (minimum 1) before disappearing.

This replaces master illusionist.

**Siphon Shadow (Su):** At 6th level the skulk may spend a shadow point to attempt to siphon away a creature's shadow as a melee touch attack. If this attack is successful, the target must succeed at a Will save equal to 10 + 1/2 the skulk's class level + his casting ability modifier or have its shadow stolen.

The skulk gains 1 temporary spell point for every two dice of his shadowmark damage when he successfully steals a shadow. These temporary spell points do not stack with spell points from other targets, other instances of this ability, or any other source and expire after 1 round per caster level. The skulk may not gain more temporary spell points than the target has Hit Dice.

The target becomes immune to all abilities that target its shadow until the shadow returns, including additional uses of this ability. If the target has items in a *shadow stash*, they are inaccessible until the shadow returns.

The target's shadow returns when the temporary spell points are spent or expire. Siphon shadow cannot be used against a creature that has been conjured or summoned, or against a creature lacking an Intelligence score. A target cannot be subject to a successful use of this ability more than once every 24 hours.

This ability replaces create reality.

**Arcane Forgery (Su):** When a skulk successfully steals a target's shadow, he gains immediate knowledge of the target's available repertoire of spells, spell-like abilities, and talents and can spend another shadow point as a free action to temporarily duplicate one sphere and a number of sphere talents possessed by the target. He may duplicate advanced talents, but must

meet prerequisites to use them. He may duplicate one talent at 6th level, two at 10th level, three at 14th level, and four at 18th level.

These talents must be within the copied sphere. These arcane forgeries last for 1 round per caster level, during which time the skulk may spend his own spell points to use these talents as if he possessed them.

If the target of arcane forgery has spells or spell-like abilities, the skulk may copy one or more of these in place of a forged sphere or talent, gaining the ability to cast it as a spell-like ability. A forged spell or spell-like ability must have a spell level of no more than half the skulk's caster level. These spell-like abilities expire after 1 round per caster level or when cast, and a skulk may not use this ability to duplicate a spell with a costly material component or a focus.

**Consummate Forger (Su):** At 20th level, the skulk may use advanced talents replicated by arcane forgery without meeting any prerequisites. Additionally, he may copy a second sphere, though his pool of stolen talents remains the same.

This replaces feytouched.

## Solipsist

**Class Skills:** The solipsist gains Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), and Knowledge (planes) (Int) as class skills but loses Appraise (Int), Intimidate (Cha), Knowledge (local) (Int) and Knowledge (nature) (Int) as class skills.

This alters the solipsist skill list.

**Introspection:** A solipsist is keenly aware of the abstract state of reality and may connect to the strange and terrible truths underlying the nature of the cosmos or even momentarily alter them to suit his self perception. A solipsist has the ability to augment skill checks and ability checks through his understanding of the lie we call reality.

As a free action, he can spend a shadow point to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. A solipsist can only use introspection once per check or roll. The solipsist can use introspection on any Bluff, Knowledge or Stealth skill checks without expending a shadow point, provided he is trained in the skill.

Introspection can also be used on attack rolls and saving throws, at the cost of expending two points each time from the shadow pool. In the case of saving throws, using introspection is an immediate action rather than a free action. This feature counts as the inspiration class feature for the purposes of feats and abilities. If he has levels in both solipsist and an inspiration granting class he does not gain an inspiration pool, instead, he adds his inspiration granting class levels to his solipsist levels to determine the size of his

shadow pool and use points from the shadow pool in place of the inspiration pool.

This replaces shadowmark.

**Introspective Investigation:** At 4th level and every 4 levels thereafter a solipsist gains an investigator talent, treating his solipsist level as his investigator level for the purposes of meeting prerequisites for these talents. Any talents that use inspiration pool instead use the shadow pool.

This replaces truesight at 4th, 8th, 12th, 16th, and 20th levels.

**Hypothesis:** At 20th level, a solipsist becomes manifested surreality and is treated as an aberration rather than a humanoid (or whatever the solipsist's creature type was before) if to do so would be advantageous for the purpose of spells and magical effects. He also gains +2 on all saving throws and spell resistance 30 + his casting ability modifier vs. divination spells, effects, and all other abilities used to gather information about the solipsist. This spell resistance stacks with spell resistance gained from other sources.

This replaces feytouched.

## Unseelie Disciple

**Sneak Attack (Ex):** A unseelie disciple gains +1d6 sneak attack, as the rogue class feature. This improves by +1d6 at 3rd level and every 2 levels thereafter, to a maximum of 10d6 at 19th level. This damage can be applied to sphere effects, but only those that deal damage, require an attack roll of some sort, and only once per effect regardless of the number of targets or attacks and only when the target is within 30 feet. Additional damage is of the same type as the effect, and if the effect allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

If the unseelie disciple gains sneak attack from any other source (such as rogue levels), he adds these levels together when determining the strength of his sneak attack (thus, a rogue 1/unseelie disciple 1 would possess 1d6 sneak attack, not 2d6).

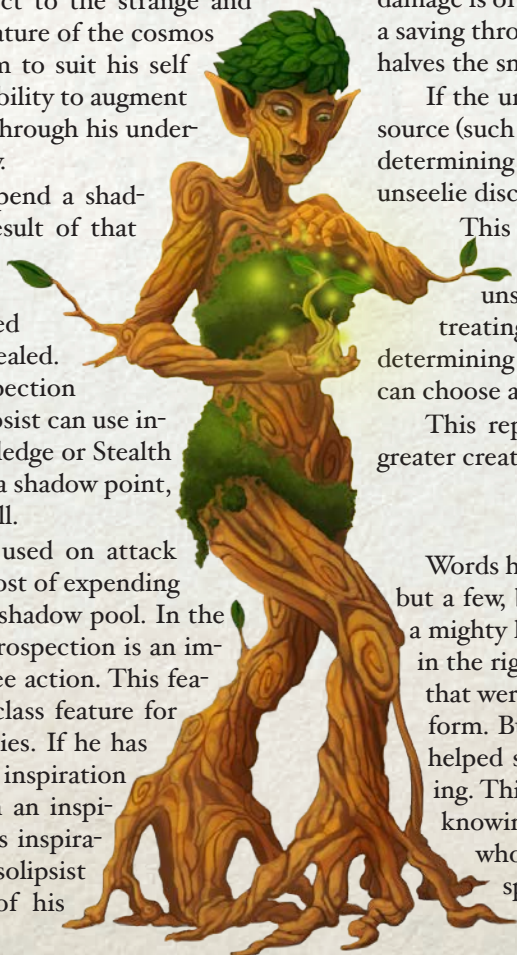
This replaces shadowstuff and shadowmark.

**Rogue Talents:** At 6th, 12th, and 18th level, the unseelie disciple gains a rogue talent of his choice, treating his unseelie disciple levels as rogue levels when determining their effects. At 12th level, the unseelie disciple can choose advanced rogue talents in place of rogue talents.

This replaces create reality, improved create reality, and greater create reality.

## Word Witch

Words have power. A simple but deep truth learned well by but a few, be they a simple bard singing in a town corner or a mighty king speaking to his court, the right words spoken in the right ears can change the world. But these are words that were created by mere mortals, vague ideas given crude form. But there are other words, older words, words that helped shape creation when it was first wrought into being. This is the language of the gods themselves, and even knowing just a few words of it can grant great power. One who walks this path is the word witch, and when they speak, Creation itself listens.



**Creation Magic:** At 1st level a word witch gains the Creation sphere as a bonus magic talent.

This ability replaces fey magic.

**Creation Mastery:** Whenever a word witch ceases concentration on an object he has *created* and is maintaining through concentration or if he decides not to maintain the object at all, that object remains for a number of rounds equal to 1/2 his word witch level (minimum 1) before disappearing. This ability replaces master illusionist.

**Words of Creation:** Word witches gain a limited ability to utilize words of creation. With this power, the word witch can create effects by conjuring forth physical manifestations of the words that describe them.

The word witch gains a pool of word points equal to 1/2 his word witch level + his casting ability modifier (minimum 1). Unless otherwise noted, the words of creation have a range of close and use his caster level in the Creation sphere and the saving throw DC for a word of power is equal to 10 + 1/2 the word witch's caster level + his casting ability modifier. A word witch may spend word points to create any of the following effects as a standard action.

#### *Fire*

The word witch may spend a word point to create a set of flaming letters at 1st level and an additional set for every two caster levels he has beyond 1st, whose size and damage grow as he gains more levels. These letters may be launched altogether at a single target as a ranged touch attack that deals 1d6 points of fire damage, plus an additional 1d6 points of fire damage for every 2 caster levels beyond 1st. If the attack is successful, the target must attempt a Reflex save to avoid catching on fire.

Alternatively, he may fire each set at a separate target, each requiring a ranged touch attack to hit and dealing 1d3 points of fire damage, plus an additional 1d3 points of fire damage for every 2 caster levels beyond 1st. When used in this way, targets are not at risk of catching fire and never take damage from more than one letter.

#### *Ice*

The word witch may conjure frozen pillars which quickly fly toward the target and attempt to trap them. The word witch must attempt a grapple combat maneuver check against the target, using his casting ability modifier in place of his Strength modifier and his caster level in place of his base attack bonus. Additionally, he uses the maximum size he may *create* in place of his size for determining his size bonus on this attack. If successful, the target becomes grappled and must succeed at a Fortitude save each round or take 1 point of Dexterity damage as long as they remain grappled. The ice maintains the grapple every round (but never makes any action other than to maintain the grapple) for a number of rounds equal to his casting ability modifier plus 1/2 his caster level. At 7th level the word witch gains the benefits of Improved Grapple when using this ability. At 13th level he gains the benefits of Greater Grapple and may attempt once to pin the target as a free action if the initial grapple is successful.

#### *Iron*

The word witch conjures 1 metal bar for every 3 caster levels he possesses (minimum 1) that launch themselves at enemies or objects. Each bar may be hurled at a target as a ranged touch attack and each deals 1d6 bludgeoning damage at 1st caster level and an additional 1d6 damage at 5th and every 4 caster levels thereafter. When striking a creature, he attempts a bull rush combat maneuver using his caster level as his base attack bonus, his casting ability modifier in place of his Strength modifier, and gaining a size bonus fitting for the maximum size he can *create* with the Creation sphere. When striking an object, iron may attempt a Strength check using the word witch's casting ability modifier and gaining a size bonus fitting for the maximum size he can *create* with the Creation sphere at his caster level to break that object. Regardless of whether he is targeting a creature or object, every bar beyond the first that targets the same entity grants a +3 bonus to the combat maneuver check or Strength check instead of an additional combat maneuver or Strength check.

#### *Earth*

The word witch creates a series of stone shapes which slam into the ground at a target location. All creatures within a 10-foot radius of the target location must succeed at a Reflex save or fall prone as the stones smash into the ground with enough force to cause it to shake.

#### *Wind*

The word witch conjures a whirlwind burst of air. This word creates a severe blast of air that originates from the word witch, affecting all creatures in a 60-foot line and persists for a number of rounds equal to his caster level. This wind is of severity level 4 (see the Weather sphere), + 1 severity level per 7 levels the word witch possesses.

#### *Lightning*

At 3rd level, the word witch gains access to a new word. He may create arcing letters that dance with electricity before shooting out. All creatures within a 30-foot cone take 2d6 points of electricity damage (Reflex half), and an additional 1d6 for every odd caster level beyond 3rd. Targets wearing metal armor or who are primarily made of metal take a -3 penalty to this Reflex save.

#### *Life*

At 6th level, the word witch can imbue his creations with a semblance of life. By spending a word point in conjunction with any *create* effect, the object is affected as if by *Animate Object*, using his caster level in the Enhancement sphere. This effect lasts for as long as the word witch concentrates to maintain the object or for up to 1 minute per level if he spends an additional spell point.

#### *Silver*

At 6th level, the word witch's magical vocabulary grows. He may now conjure sharp, silvery characters that seem fluid before they break apart into a barrage of needles. This deals 1d6 piercing damage for every odd caster level in a 30-foot cone (Reflex half). This damage is considered silver for the purposes of overcoming damage reduction.

Additionally, the word witch may instead target up to 6 creatures. These creatures take on a silvery, metallic sheen and their natural and manufactured weapons are treated as silver for up to 1 minute per level.

### Adamantine

At 12th level, the word witch learns how to call upon the ultimate metal. He may *create* adamantine by spending 1 word point in conjunction with any non-instantaneous duration *create* effect.

In addition, he may spend two word points to turn a target creature into a dangerous living weapon. This grants the target a +6 enhancement bonus to Strength, DR 10/adamantine, and a single simple or martial weapon of his choice made of adamantine with an enhancement bonus of +4 (this bonus increases to +5 at 15th level) for 1 round per caster level. While in this form, the target's speed is reduced as if they were wearing full plate even if they are not, and they suffer a -4 penalty to Dexterity.

This ability replaces shadowstuff.

**Permanent Creation:** At level 20, the word witch can make one of his *creations* permanent. He may select any object he has conjured through the *create* ability and increase its duration to permanent. Only one *creation* can be made permanent in this way at one time. If another *creation* is designated as permanent, the previous *creation* expires.

This ability replaces permanent illusion.

## Fighter

### Fracture

Anything can be broken, as long as one knows how. Bone, flesh, steel, even time itself shatters when enough pressure is applied in the correct way. Fractures are strange warriors who possess the ability to perceive time differently than most, slipping between the cracks within moments and shattering the temporal limitations that bind most mortals.

**Weapon and Armor Proficiency:** The fracture does not gain proficiency with heavy armor or tower shields.

**Skills:** The fracture gains 4 skill points per level. He adds Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), Perception (Wis), and Use Magic Device (Cha) to his list of class skills.

This alters the fighter's skills, but does not cause the fracture archetype to be incompatible with other archetypes that alter skills unless the same skills are traded out.

**Chronal Reactions (Ex):** At 2nd level, the fracture's ability to perceive openings and react to opponents on the battlefield is enhanced to an extraordinary degree. The fracture increases the number of attacks of opportunity he can make in a round by 1, plus an additional 1 at 5th level and every three levels thereafter. In addition, whenever the fracture attempts a saving throw, he may expend an attack of opportunity to reroll the result; he must choose to use this ability before he knows if the saving throw was a success or failure, and must accept the result even if it is worse than his original roll.

This replaces the bonus feat normally gained at 2nd level.

**Time Fracture (Su):** Starting at 6th level, the fracture may expend two of his attacks of opportunity for the round as a swift action to enter a state of broken time called a "time fracture" that allows him to accomplish more in a small amount

of time than he normally could. When the fracture uses this ability, he may perform either of the following options:

- As a standard action, the fracture may move up to his speed and make a single attack action against a target within his reach. This attack action may be taken at any point during this movement.
- As a full-round action, the fracture may move up to his speed and make a full attack. Each attack in the full attack may be made against a target within the fracture's reach at any point during the movement (this would allow the fracture to move and make all of his attacks against a single target, or make attacks against multiple targets along the path of his move).

This replaces the bonus feat normally gained at 6th level.

**Second Attempt (Su):** From 10th level on, the fracture may expend one of his attacks of opportunity for the round to allow himself or an ally within 30 feet to reroll a single failed Strength-, Dexterity-, or Constitution-based ability or skill check. The fracture must choose whether or not to use this ability as soon as he knows the result of the failed roll.

This replaces the bonus feat normally gained at 10th level.

**Countering Reaction (Su):** Starting at 14th level, whenever the fracture provokes an attack of opportunity, he may expend two of his attacks of opportunity for the round to attempt to counter the attack. The fracture makes a single attack roll at his highest bonus and compares the result to the attack roll for the triggering attack; as long as the result of the fracture's attack roll is equal to or greater than the triggering attack roll, the attack is negated.

This replaces the bonus feat normally gained at 14th level.

**Perfect Moment (Su):** Upon reaching 20th level, the fracture gains the ability to enter a state of temporal acceleration that allows him to do far more in a narrow frame of time than would normally be possible. As a free action that can only be taken once per turn, the fracture may expend 5 of his attacks of opportunity for the round to gain an extra standard action, an extra move action, and an extra swift action. The fracture may use these additional actions in any order or combination, including to make an additional full attack. Using this ability drastically depletes the fracture's resources, however, and he cannot make or expend attacks of opportunity until the end of his next turn after using this ability.

This replaces weapon mastery.

## Impossible Warrior

The stories of common men able to bat away spells and shrug off curses are often laughed at by mages. For them, real power comes from the mind or from the divine, not something as feeble as the human spirit. What these mages call absurd, the impossible warrior calls an honest day's work. For them, magic is not mysterious omnipotent force, but a nuisance employed by tricksters and children. When they deflect spells and break curses, people ask them how they do it. And they ask why others cannot.

**Impossible Answer (Ex):** At 2nd level, the impossible warrior gains the ability to parry spells, spell-like abilities, and sphere abilities used against him while they are being cast.

Whenever such an ability is used against him exclusively, or a successful attack roll is made using such an effect, he may use an immediate action to attempt to counter the effect.

To counter the effect, he attempts a magic skill check against the sphere ability using his class level plus his weapon's enhancement bonus (if any) in place of his magical skill bonus. Creatures using spell-like abilities with no listed caster level treat the creature's Hit Dice as their caster level, making their MSD equal to 11 + their Hit Dice. Artifacts and deities are unaffected by the impossible warrior's dispelling abilities.

If successful, the ability does not affect the impossible warrior. Whenever the impossible warrior successfully uses this ability, he absorbs some of the spell or ability. Before the end of his next turn, he must use a move or standard action to disperse this energy, or the ability takes effect on him at the end of his turn as if he had failed to counter it.

If the impossible warrior is helpless, nauseated, pinned, or otherwise unable to make an attack, he can not use this ability.

This replaces the bonus feat gained at 2nd level.

**Improbable Strike (Ex):** At 6th level, the impossible warrior may use his impossible answer to dispel a spell, spell-like, or sphere effect currently affecting a creature or object. A successful check ends the effect, or suppresses it for 1d4 rounds if it is a permanent effect. The impossible warrior may do this as a standard action, or as a swift action when he hits with a melee attack or uses a combat maneuver on the target creature or object. Using this ability either way does not require the impossible warrior to disperse the spell or ability afterward.

The impossible warrior may target a specific effect if he has identified it, otherwise an effect is randomly chosen if there are multiple effects present. Merely describing the magic accurately is sufficient for him to target a particular magical effect, but if he describes an effect that is not present, then the strike fails to dispel anything.

This replaces the bonus feat gained at 6th level.

**Unlikely Response (Ex):** At 10th level, the impossible warrior can use his impossible answer to counterspell any spell, spell-like ability, or sphere ability that targets a creature or object within reach, or affects an area that he is within. This is an immediate action, and successfully using this ability negates the effect for all targets that have not yet been affected.

The impossible warrior can now disperse the effect immediately as a free action instead of using an action on his next turn.

This replaces the bonus feat gained at 10th level.

**Unbelievable Force (Ex):** At 14th level, when the impossible warrior uses improbable strike against a creature or object, he may dispel up to 1d4 effects on the target. He may name any number of effects (after having rolled to determine how many effects he will dispel) and leave the rest to be determined randomly or to have not further effects dispelled.

The impossible warrior may also use his improbable strike to dispel any standing spell, spell-like or sphere ability effect as a standard action by hitting it with a melee attack, even if it is not attached to a creature or object. If used on an illusion or a summoned creature, it is dispelled completely unless it is a permanent effect; called creatures (such as those brought with the Call Planar Creature advanced talent of the Conjurat

ion sphere) are not dispelled - magic summoned them, but does not sustain them. Permanent magic effects are suppressed for 1d4 rounds.

This replaces the bonus feat gained at 14th level.

**Unreal Riposte (Ex):** At 18th level, the impossible warrior may use his impossible answer and unlikely response abilities as a free action usable outside of his turn. In addition, when he counters a spell or ability, he may use an immediate action to cause the spell or ability to affect the creature that originally used the ability as if it had targeted itself with the ability. Only the original creature is affected, even if the ability or spell countered would have originally affected multiple targets. If the ability originally affected an area, it instead affects an area that includes only the creature that originally used the ability.

This replaces the bonus feat gained at 18th level.

## Impressor

Halfway between a warrior and an elicitor, an impressor commands the emotions of others as well as himself to empower his combat ability.

**Emotions:** An impressor gains emotions as the eliciter class feature of the same name. At 3rd level and every 4 levels thereafter, an impressor gains an emotion power of his choice, using impressor levels as eliciter levels when determining which powers he qualifies for, as well as the strength of his emotions. These levels stack with any eliciter levels he possesses. An impressor cannot gain a lesser power before 5th level, a greater power before 8th level, or a master power before 11th level.

This replaces armor training 1, 2, 3, and 4.

**Punctuated Fury:** At 19th level, an impressor may seamlessly blend martial prowess and emotional technique. When making a full-round attack, the impressor may also use an emotion power (the attacks and power may be directed against different targets) at his full base attack bonus. This bonus extends even to attacks modified to channel emotional powers (such as the Elicit Strike feat).

This replaces armor mastery.

## Runesinger (Champion)

It's no secret that learning magic can grant a wide range of abilities, but some are only interested in its more aggressive applications, and would prefer to concentrate on their martial training. The runesinger is adept in using magical runes to achieve repeatable magic effects.

**Weapons and Armor Proficiencies:** Runesingers are proficient with all simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, he may select a martial tradition of his choice.

This alters weapons and armor proficiencies.

**Combat Training:** The runesinger is considered an Expert practitioner, gaining spheres and talents as appropriate. A runesinger chooses whether to use Intelligence, Wisdom or Charisma as his practitioner modifier when he first gains the combat training class feature.

This replaces armor training and armor mastery.

**Runes (Su):** The runesinger has the ability to create magical runes that grant him special powers in combat. For each

rune that he knows, he paints, tattoos, or scars a symbol onto his skin. Each rune grants him two abilities, an attack ability and movement ability. Once either ability is used, the rune is drained of magical power, and becomes darkened. It can not be used again until it becomes bright, which happens naturally 1 minute after use. Rune abilities are supernatural abilities, and can be identified with a DC 25 Knowledge (arcana) check if somewhere visible.

A rune's attack ability can be used as a standard action and is delivered through an attack with any weapon or with an unarmed attack. This is a special attack action. Some attack abilities have a damage die: this is how much damage the power does at 1st level, with an additional die of this damage type at every odd level thereafter to a maximum of 10 dice of damage at 19th level. This damage is in addition to the damage caused by the weapon or unarmed attack. The damage from a rune can be increased by a critical hit, but it is only doubled and only if the hit was a natural 20. If the runesinger misses with his attack, the rune is wasted. If a rune requires a saving throw, the DC is equal to 10 + 1/2 his runesinger level + his practitioner modifier.

A rune's movement ability requires a move action to use. The runesinger may use a rune's attack ability in place of the attack made at the end of a charge.

At 1st level, the runesinger gains 2 runes of his choice. Each rune may only be chosen once.

### **Cunning**

*Attack Ability:* The rune uses a d8 as its damage die and does the same type of damage as the weapon used to inflict it. The additional damage from this attack is precision damage that does not affect creatures immune to critical hits and is not multiplied on a critical hit. A target that takes this damage also takes a -4 penalty to all attack rolls for 1 round.

*Movement Ability:* The runesinger moves up to his speed. Whenever he enters a square, any ally adjacent to that square may move 5 feet as an immediate action that does not provoke an attack of opportunity, provided the ally is not prone and is able to move.

### **Earth**

*Attack Ability:* The rune uses a d4 as its damage die and does acid damage. The target takes an additional 1 point of damage per damage die each round for 1d4 rounds after the initial attack, unless they spend a full-round action washing off or removing the acid.

*Movement Ability:* The runesinger moves up to his speed. During this movement, he may burrow through earth (but not stone). He does not leave behind a passage other creatures can use.

### **Flame**

*Attack Ability:* The rune uses a d8 as its damage die and does fire damage.

*Movement Ability:* The runesinger creates a blast of fire that propels them, allowing them to jump great distances. The runesinger may attempt an Acrobatics check to jump, with a +20 enhancement bonus. This ability counts as having a running start, and the runesinger may jump a distance that exceeds his speed.

### **Glory**

*Attack Ability:* The rune uses a d6 as its damage die and damage of the same type as the weapon used to deliver the rune. The runesinger can use this ability to sunder instead of making a normal attack. If he does, he does not provoke an attack of opportunity for sundering, and the hardness of the target of his sunder is reduced by his class level. If the targeted object is completely destroyed, the remaining damage is transferred to the creature holding or wearing the targeted object.

*Movement Ability:* The runesinger chooses an enemy he can see, and then moves up to twice his speed. Every square he moves must bring him closer to the enemy he chose.

### **Light**

*Attack Ability:* This attack does no extra damage, but a blinding flash of light accompanies a successful strike. The creature must succeed at a Will save or be blinded for 1 round. The effect lasts an additional round for every 6 class levels possessed after the 1st, to a maximum of 4 rounds at 19th level. A creature that succeeds at a save is dazzled instead.

*Movement Ability:* The runesinger transforms into light, and teleports to a location he can see within a maximum distance equal to his speed.

### **Lightning**

*Attack Ability:* The rune uses a d6 as its damage die and does electricity damage. If used against a target made of metal or water, wearing metal armor, or soaking wet, the runesinger gains a +4 circumstance bonus to the attack roll.

*Movement Ability:* The runesinger transforms into a living lightning bolt and moves up to his speed in a straight line. This movement does not provoke attacks of opportunity. During this movement, he may pass through other creatures, and any creatures he passes through takes 1 point of electricity damage per class level unless they succeed at a Reflex save to halve the damage.

### **Pain**

*Attack Ability:* The runes uses a d8 as its damage die and does nonlethal damage. Those damaged must succeed at a Fortitude saving throw or be sickened for 1d4 rounds.

*Movement Ability:* The runesinger moves up to his speed. During this movement, he has damage reduction equal to his class level.

### **Shadow**

*Attack Ability:* This attack does no additional damage, but when the rune singer makes his attack, he is momentarily surrounded by darkness. The runesinger attempts a Stealth check vs. the target's Perception check. If successful, the target is flat-footed against the attack. Creatures with darkvision gain a +5 insight bonus on this Perception check.

*Movement Ability:* The runesinger becomes harder to see, and may attempt a Stealth check to hide with a +20 enhancement bonus to his stealth, even while being observed or lacking cover. He may then move up to his full speed without losing stealth, but loses his stealth if he does not end his movement where he is concealed or where he has cover.



**Smoke**

*Attack Ability:* The rune uses a d8 as its damage die, and does untyped damage. It has no effect on creatures that do not breathe, are protected from toxic gases or are immune to poison.

*Movement Ability:* The runesinger and all his gear transform into smoke, and he flies up to his speed with perfect maneuverability before returning to normal. During the move, his material armor (including natural armor) becomes worthless, but he only takes half damage from anything other than force damage, and becomes immune to poison, sneak attacks, and critical hits. He can pass through small holes, cracks, or narrow openings. He is subject to the effects of wind, and cannot enter water or other liquids. He still provokes attacks of opportunity by moving.

**Soul**

*Attack Ability:* The rune uses a d2 as its damage die and does positive or negative energy damage as chosen by the runesinger at the time of the attack. Those who take damage must succeed at a Will save or receive 1d2 Constitution or Charisma damage depending on whether the damage was negative or positive energy, respectively. The ability damage increases to d3, d4, d6, and d8 at 5th, 9th, 13th, and 17th level. The positive energy attack only affects undead creatures, while the negative energy attack only affects living creatures.

*Movement Ability:* The runesinger moves up to his speed. As he moves, the runesinger gathers and then radiates life energy. He and any ally he is adjacent to during any part of the movement gain 1 temporary hit points per class level. These last for 1 minute.

**Strength**

*Attack Ability:* The rune uses a d6 for its damage die, and does damage of the same type as the weapon or attack used to deliver the rune. When this rune is used to attack, the runesinger may perform a combat maneuver against the same target as a free action without provoking an attack of opportunity. The runesinger may choose whether the attack or combat maneuver happens first.

*Movement Ability:* The runesinger moves up to his speed, pushing creatures back when they get in his way. As part of his movement, he may attempt bull rush and overrun combat maneuver checks without provoking attacks of opportunity. If he fails in any attempt, he may continue his movement around the target. He may attempt multiple bull rush and overrun combat maneuver checks as part of his movement, but can not attempt multiple combat maneuver checks against the same opponent once he has failed.

**Thunder**

*Attack Ability:* The rune uses a d6 as its damage die and does sonic damage. Creatures who take damage from this attack are battered and deafened for 1 round.

*Movement Ability:* The runesinger moves up to his speed, projecting powerful, deep vibrations as he moves. At the start of the movement and whenever he enters a new square, he causes all adjacent enemies to be battered and deafened for 1 round.

**Time**

*Attack Ability:* This attack does no additional damage, but the runesinger may roll twice on the attack roll and take the higher result. If the attack is a threat, he may roll twice to confirm, and if both results are threats, the threat is automatically confirmed.

*Movement Ability:* The runesinger moves up to his speed. At any point before the end of his turn, he may spend a free action to teleport back to the position he started from when he used this ability. He may do this in response to an event that occurs on his turn, such as a successful attack of opportunity made on him or a trap being set off. If he does, there is a 50% chance the triggering event fails to affect him.

**Water**

*Attack Ability:* The attacks does d6 cold damage, and the creature is entangled in icy bonds for 1 round. The entangled creature can break free sooner by spending a move action to attempt a Strength check or an Escape Artist check against the runesinger saving throw DC. A target may also destroy the bonds crystal on a square or creature by dealing 2 damage per class level to the bonds. Fire damage is doubled against the bonds.

*Movement Ability:* The runesinger transforms into water and moves up to his speed. During this movement, he may ignore difficult terrain, flow up and across walls and ceilings, walk on water, swim at the speed he moves, and move through enemies. He may stand up as part of this movement.

**Wind**

*Attack Ability:* The rune uses a d4 as its damage die and does bludgeoning damage. Those damaged by the attack must succeed at a Reflex save or be knocked prone.

*Movement Ability:* The runesinger is lifted up off the ground by a spiraling vortex of air. He may fly with a speed equal to twice his normal speed and with poor maneuverability. During this movement, his horizontal movement is limited: he may only change direction once during this movement. Vertical movement is unaffected. At the end of his move, he falls to the ground, taking no damage regardless of his height from the ground.

**Wood**

*Attack Ability:* The rune uses a d6 as its damage die and does piercing damage. Those damaged by the attack take bleed damage equal to your practitioner modifier. This stacks with any other bleed damage you are capable of dealing.

*Movement Ability:* The runesinger moves up to his speed. During this movement, he does not provoke attacks of opportunity from creature currently suffering bleed, and any such creature that is adjacent to him at any point during his movement takes their bleed damage. This may only happen once per movement.

**Rune Feats**

Rune feats enhance how runes may be used. Runesingers may choose to gain rune feats in place of any combat feat granted by their class, or may use the feats granted to them for advancing in level.

**Advanced Rune Invocation (Rune)**

*Prerequisite:* Runes class feature, runesinger 16.

*Benefit:* Once per day, you may expend your martial focus as a swift action to brighten all of your runes.

**Ancient Word (Rune)**

*Prerequisite:* Runes class feature.

*Benefit:* When you use a rune, you may expend your martial focus to unleash a battlecry. This scream is a word that represents your rune in an ancient language and when spoken, increases the power of your rune. If you are attacking with the rune, increase the number of damage dice to your class level (minimum 2). The DC of any saving throw associated with the attack receives a +4 circumstance bonus. If you are moving with the rune, your speed doubles for that move. You may not use this ability if you can not speak or if you are currently deaf.

**Defender's Sigil (Rune)**

*Prerequisite:* Runes class feature, runesinger 4.

*Benefit:* Whenever you would make an attack of opportunity, if you have martial focus, you may instead use an immediate action to attack with a rune.

**Double Stroke (Rune)**

*Prerequisite:* Dual Wielding sphere, runes class feature.

*Benefit:* When you use your dual attack ability, you may expend your martial focus to use another rune attack ability with your first off hand attack. You may not combine this with Ancient Word.

**Engraved Weapon (Rune)**

*Prerequisite:* Runes class feature, runesinger 4.

*Benefit:* Whenever you use a rune that does acid, cold, electricity, fire, or sonic damage, you may place a mark on the weapon that converts all of that weapons damage to that of the rune. This does not affect additional damage from weapon special abilities that have their own specific damage types. The mark affects not only the original attack made with the rune, but lasts for 1 minute and can affect other attacks. Using this ability again with the same weapon ends the previous mark, and you can dismiss the mark as a free action.

**Extra Rune (Rune)**

*Prerequisite:* Runes class feature.

*Benefit:* You gain an additional rune. Once chosen, this choice can not be changed.

*Special:* You may choose this feat multiple times. Each time, choose a different rune.

**Final Word (Rune)**

*Prerequisite:* Runes class feature, runesinger 16.

*Benefit:* Whenever you confirm a critical hit on a target while you have martial focus, you may use an immediate action to attack them with a rune.

**Fletcher's Mark**

*Prerequisite:* Sniper sphere, runes class feature.

*Benefit:* You may use rune attack abilities with your deadly shot ability, as if it were a standard attack action.

**Signature Technique (Rune)**

*Prerequisite:* Runes class feature, runesinger 8.

*Benefit:* When you gain this ability, choose a rune you possess. While you have martial focus, it becomes bright at the end of each of your turns.

**Sign of Devotion (Rune)**

*Prerequisite:* Runes class feature, runesinger 4.

*Benefit:* While you have martial focus, when you use a rune ability, the rune does not darken until the end of the round, allowing you to use the other ability of the rune the same round.

**Uncial Script (Rune)**

*Prerequisite:* Runes class feature, runesinger 4.

*Benefit:* You have learned to write your runes with more precision, giving you the ability to add greater detail that leads to greater control. While you have martial focus, when you attack with a rune, you may roll two extra dice of damage, and the DC of any saving throw associated with a rune gains a +1 bonus. You can not use this if you are expending martial focus to alter the attack in any way, such as with combat talents or class features.

*Special:* You may take this feat once for every 4 runesinger levels you possess. The effects stack.

## Spirit-Wielder

A spirit-wielder is a fighter who communes with the spirit of his weapons, bringing out their souls and awakening their secret minds.

**Coax The Weapon-Spirit (Su):** A spirit-wielder of at least 2nd level may spend 8 hours ritually awakening the spirit of one of his weapons. The weapon becomes an intelligent weapon (if it was not previously). The weapon begins with an Intelligence, Wisdom, and Charisma of 10. At 6th level and every 4 levels thereafter, increase each of its mental ability scores by +2. The weapon shares the spirit-wielder's alignment and always begins friendly toward the spirit-wielder. The sword gains telepathy (but only with its wielder), and understands all languages its wielder does. It is aware of everything around it like a creature that can see and hear, and can be blinded and deafened as if it were a creature. The weapon uses the spirit-wielder's saving throws as its own.

A spirit-wielder may only have one awakened weapon at any given time; while being damaged does not harm the weapon's mind, destruction effectively kills the weapon. If a weapon is stolen, lost, or leaves the spirit-wielder's person, its mind fades out over the course of a week – this process is reversed if the spirit-wielder retrieves the weapon, and the spirit-wielder can always reawaken a weapon if its mind has faded, returning the weapon to its previous form. When an awakened weapon's mind fades, it loses all benefits of being an awakened weapon.

If the awakened weapon was already intelligent, it uses its own caster level and mental ability scores, or the above, whichever is greater, but does not necessarily change its alignment nor disposition toward the spirit-wielder.

This ability replaces bravery.

**Kindle the Weapon-Spirit (Su):** At 3rd level, a spirit-wielder's awakened weapon gains the Enhancement sphere, with a spell pool equal to its Charisma modifier. It is treated as a Low-Caster with a level equal to the spirit-wielder's class level. The weapon gains an additional magic talent of the spirit-wielder's choice at 7th, 11th, and 15th level, and can even branch out to different spheres if desired. An awakened weapon may select a casting tradition – if the tradition possesses a drawback the awakened weapon cannot satisfy on its own (such

as Somatic Casting), it must have its wielder fulfill it instead (usually a free action).

An awakened weapon can target its wielder with magical effects, even when the effect can normally only target the caster.

This ability replaces armor training 1, 2, 3, and 4.

**Hone the Weapon-Spirit (Su):** At 5th level, the spirit-wielder's awakened weapons begin to become hardened and refined past mortal craftsmanship. Awakened weapons have their hardness increased by 2 and their hit points increased by 10 at 5th level, and again every 4 levels thereafter. At 9th level, an awakened weapon may bypass damage reduction as if it were made of cold iron; at 13th level, an awakened weapon may bypass damage reduction as if it were made of silver. At 17th level, an awakened weapon may bypass damage reduction and hardness as if it were made of adamantine.

This ability replaces weapon training 1, 2, 3, and 4.

**Temper the Weapon-Spirit (Su):** At 19th level, a spirit-wielder's awakened weapons are practically indestructible. Double the benefits of hone the weapon-spirit; an awakened weapon may now ignore hardness less than its own.

This ability replaces armor mastery.

**Steel Legend (Ex):** At 20th level, a spirit-wielder's awakened weapons are considered part of his body for the purposes of resurrection. In addition, the spirit-wielder cannot be disarmed of his awakened weapons, and may take 10 on an attack roll made with it once per round.

## War Hero

The war hero is bound for greatness, and when he walks the path fate has laid out for him, it covers him in glory.

**Greatness (Ex):** The war hero can achieve greatness by dropping an enemy to 0 or fewer hit points, confirming a critical hit on it, succeeding at a saving throw against one of their abilities, or by sundering one of their weapons, their shield or their armor so that it is destroyed. The enemy must have at least half as many Hit Dice as the war hero has.

Whenever the war hero achieves greatness, he may activate one of his heroic auras.

At 1st level, the war hero gains one lesser heroic aura. This is a 30-foot aura centered on the war hero that moves with him and that duplicates the effects of the *totem* chosen. The war hero may choose any basic (*totem*) talent that does not require a spell point to use, or he may choose Totem Of War. Once chosen, the *totem* can not be changed until the war hero gains another heroic aura. Only a *totem* that can be created without spending a spell point can be duplicated with a lesser aura. If the war hero chooses a *totem* that

allows spell points to be spent to improve it, he may not do so, even if he possesses spell points. For the purposes of this *totem*, the war hero uses his base attack bonus as his caster level, and his Charisma as his casting ability, if he does not possess a casting tradition.

To activate an aura (which requires a free action that may be taken outside his turn) the war hero must achieve greatness. This aura lasts for 1 minute, but that minute restarts whenever the war hero achieves greatness again. This ability does not make the war hero a spellcaster and he has neither spell points nor spheres. Likewise, his aura is not a true *totem* and does not interact with other abilities (such as *rallies*) even if the war hero has sphere abilities from another source.

This replaces the bonus feat gained at 1st level.

**Many Paths:** At 4th level, the war hero gains a second lesser heroic aura, and chooses a *totem* for that aura following the same restrictions as the aura gained at 1st level. He may also retrain the *totem* chosen at 1st level.

The war hero may activate either aura whenever he achieves greatness, and may have them active simultaneously if he achieves greatness multiple times. Achieving greatness only allows for the activation of one aura, but always resets the duration of all active auras.

This replaces the bonus feat gained at 4th level.

**Expanding Influence:** At 8th level, the war hero gains a third lesser heroic aura, and may retrain any previous *totems*. In addition, while the war hero has at least 3 auras active, the radius of his auras increase to 60 feet.

This replaces the bonus feat gained at 8th level.

**Increasing Power:** At 12th level, the war hero gains his first greater heroic aura. The *totem* chosen for a greater aura may require up to 1 spell point to be activated. He is not required to spend any spell points when he creates this aura. He may also retrain his lesser auras. His lesser auras are still (and



will always be) limited to *totems* that do not require a spell point to be activated.

This replaces the bonus feat gained at 12th level.

**Legendary Response:** At 16th level, the war hero gains his second greater heroic aura. He may also retrain his previous *totems*. When the war hero achieves greatness, he may activate 2 auras instead of 1.

This replaces the bonus feat gained at 16th level.

**Eternal Warfare:** At 20th level, the war hero gains his third greater heroic aura, and may retrain any previous *totems*. When the war hero makes a successful attack against an enemy with at least half as many Hit Dice as himself, he may activate an aura as an immediate action.

This replaces the bonus feat gained at 20th level.

## Gunslinger

### Clockstopper (Champion)

All gunslingers need speed. That's a simple fact. But there are some that find the more mundane methods of getting faster to be insufficient, and instead turn to the arcane arts to improve their odds. Those who focus on magic that bends time are commonly called clockstoppers. The term is used as a derogatory term by those spellcasters who considered these warriors to be amateurs at best and arrogant upstarts at worst. Most clockstoppers do not care however, stating that their meager mastery of magic is more than enough to finish the job when combined with their mastery of firearms.

**Weapon and Armor Proficiency:** The clockstopper is proficient with simple weapons and the type of firearm she chooses with the gunsmith class feature (blunderbuss, musket, or pistol), as well as light armor. In addition, if this is her first level in any class, she may select a martial tradition of her choice.

This alters the gunslinger's normal weapon and armor proficiencies.

**Blended Training:** The clockstopper gains a talent at 1st level, 2nd level, and every even level thereafter. This talent may be spent on either magic talents or combat talents. The clockstopper is considered a Low-Caster. This counts as the casting class feature. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the gunslinger's dodge, gunslinger initiative, dead shot, and lightning reload deeds.

**Spell Pool:** At 1st level, the clockstopper gains a small reservoir of magical energy she can use to create truly wondrous effects, called a spell pool. This pool contains a number of points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest. The clockstopper may spend spell points as though they were grit points when using any of her deeds. For the purpose of feat prerequisites, the clockstopper satisfies the prerequisites as if she were a grit or panache user.

This replaces grit.

**Time Magic:** The clockstopper gains the Time sphere as a bonus talent at 1st level.

**Deeds:** A clockstopper swaps some deeds for the following. *Fast-Time Reload (Su)*

Starting at 3rd level, as long as the clockstopper is under the effects of a *haste* spell or *alter time* effect, she may reload a one-handed firearm as a free action or a two-handed firearm as a swift action. This replaces the pistol-whip deed.

*Leaping Shot*

Starting at 7th level, the clockstopper gains Leaping Shot Deed as a bonus feat, even if she would not normally qualify for it. If the clockstopper already has the Leaping Shot Deed feat, she can immediately swap it for another feat for which she qualifies. This replaces the startling shot deed.

*Rewind*

At 15th level, the clockstopper gains the Second Chance talent from the Time sphere as a bonus talent. In addition, whenever the clockstopper uses an *alter time* effect on herself, she may choose to have the duration automatically doubled; if the effect normally requires concentration, it instead lasts for a number of rounds equal to the clockstopper's caster level. These increases only affect the clockstopper if the effect would normally affect multiple targets (such as when using the Mass Time talent).

This replaces the slinger's luck deed.

**Slow-Time (Su):** Upon reaching 20th level, whenever the clockstopper is under the effects of an active Haste or haste, she gains a +4 circumstance bonus to attack rolls, damage rolls, and saving throws in addition to the ability's normal effects. The clockstopper also gains these benefits on attacks made against enemies under the effects of Slow or slow, and to saving throws against spells and abilities created by such enemies.

This replaces true grit.

## Cursed Stranger

Curses are truly terrible things, and even those who somehow manage to rid themselves of such unnatural afflictions are sometimes the worse off for it. Cursed strangers are gunslingers who are afflicted by a powerful curse, but are able to suppress it within themselves. These methods are not entirely perfect, and the curse still "leaks out" in small ways - bringing woe and ruin to all who are struck by their cursed bullets.

**Jinxed Hands (Su):** As a subject of a powerful curse, a cursed stranger must learn to feed off of misfortune and shift the worst effects of the affliction to her foes.

At 1st level, any firearm the cursed stranger holds gains the broken condition, and cannot be fixed by any means while she continues to hold it (even a Creation sphere Repair ability). As long as she has at least 1 point of grit remaining, a misfire does not automatically count as a miss (though a natural 1 does, as normal), and her firearms never explode on a misfire.

Any time she misfires a weapon, she regains a point of grit, but misfiring while attacking a helpless creature, a creature that has fewer Hit Dice than half the cursed stranger's character level, or against any target other than a creature (into the air, at an inanimate object, etc.) does not restore grit. She does not regain grit for confirming a critical hit with a firearm.

This alters the grit and gunsmith class features.

**Deeds:** A cursed stranger swaps some deeds for the following.

*Cursed Bullets (Su) [curse]*

Whenever the cursed stranger makes an attack with a firearm, she may spend a point of grit to infuse the attack with a portion of the malignant curse that affects her. Whenever the cursed stranger strikes a target with a cursed bullet, the target must succeed at a Fortitude save (DC 10 + 1/2 her cursed stranger level + her modifier used for her grit pool) or suffer a -2 penalty to attack rolls, damage rolls, saves, ability checks, and skill checks for 1 minute. This is a curse effect and cannot be removed early except with the Break Enchantment Life talent (or similar effects), upon the cursed stranger's death, or by her choice as a free action. Penalties from multiple cursed bullets do not stack. This replaces the quick clear deed.

*Cursed Grave*

At 3rd level, whenever a creature suffering from a cursed bullet is killed or the attack made with a cursed bullet kills the target, the cursed stranger can spend a point of grit as an immediate action to *reanimate* it (as the Death sphere ability), using the cursed stranger's class level as her caster level and the modifier used for her grit pool as her casting ability modifier. This replaces the gunslinger initiative deed.

*Cursed Bullets, Improved (Su)*

At 11th level, the penalty inflicted by the cursed stranger's cursed bullets doubles to -4. This replaces the expert loading deed.

**Bonus Feats:** The cursed stranger can choose and gain any Death sphere talent that augments *reanimate* as a bonus feat, in addition to combat feats and grit feats.

## Glass Eye Gunmage

A glass-eye gunmage has learned to use magic to change their powers of perception, keeping their enemies from escaping their gaze - and their gun.

**Skills:** A glass-eye gunmage adds Knowledge (arcana) (Int) and Spellcraft (Int) to her list of class skills and removes Knowledge (local) (Int) and Sleight of Hand (Dex) from her list of class skills.

This alters skills.

**Deeds:** A glass-eye gunmage swaps some deeds for the following. She may choose to swap out any deed she would normally gain from her class at the same level, as specified in the new deed descriptions.

*Lens Array (Su)*

At 1st level the glass-eye gunmage uses her magic to become more perceptive, enhancing her vision with magic lenses. As long as the glass-eye gunmage has at least 1 grit she gains a +2 bonus to Perception checks. In addition, the glass-eye gunmage can spend 1 grit point as an immediate action to reroll a Perception check. She must choose to reroll before the result of the original roll is known, and must take the result of the reroll even if it is worse than the original roll.

This replaces any one deed gained at 1st level.

*Constant Vigilance (Ex)*

At 3rd level, the glass-eye gunmage is never caught off guard. As long as she has at least 1 grit, she ignores penalties to

Perception checks for being distracted or asleep. In addition, she can spend 1 grit point at the beginning of a battle (even during a surprise round) to not be treated as flat-footed before she has had a chance to act.

This replaces any one deed gained at 3rd level.

**Lens Prodigy (Sp):** At 4th level and every four levels thereafter, the glass-eye gunmage gains a single (lens) talent of her choice from the Light sphere. For the purposes of this talent her glass-eye gunmage levels are treated as casting class levels when determining MSB and MSD. She is treated as having a caster level equal to her glass-eye gunmage level and uses the ability that determines her grit points for her casting ability modifier. This stacks normally with caster levels gained from other sources. If a specific use of this talent would require one or more spell points, she may spend an equal number of grit points instead.

This ability replaces the gunslinger's bonus feats.

## Wandslinger

A wandslinger uses magic instead of guns, but follows the same dangerous path.

**Class Skills:** The wandslinger loses Knowledge (engineering) (Int) as a class skill and gains Spellcraft (Int) and Use Magic Device (Cha).

**Tools of Destruction:** The wandslinger may create and use wands keyed to the Destruction sphere as if she possessed that sphere, the Craft Spell Engine feat, and a caster level equal to her class level. She may not use this ability to create wands with a caster level higher than her class level. She may use the ability modifier she uses to determine grit capacity as her casting ability modifier if she does not already possess one, and adds her casting ability modifier to the DCs of any *destructive blasts* she casts from a wand. The wandslinger may add Destruction sphere talents that she does not possess to a wand she is crafting at no penalty.

In addition, the wandslinger begins play with a battered wand keyed to the Destruction sphere - this wand has a caster level of 2 and functions only for the wandslinger.

For the purposes of all gunslinger class features, a wandslinger treats wands as one-handed firearms.

This ability replaces gunsmith.

**Gritty Activation (Ex):** A wandslinger may recharge wands by expending a grit point in place of a spell point. In addition, once per round when casting a *destructive blast* from a wand, a wandslinger may expend 1 grit point in place of one of the wand's spell points. At 11th level she may use this ability twice per round.

This ability replaces quick clear and expert loading.

**Steady Aim (Ex):** At 1st level, as long as a wandslinger has at least 1 grit point, she can take a move-equivalent action or spend a grit point to increase the accuracy of a wand of the Destruction sphere. When she does, she increases the range of the *destructive blast* by 5 feet per class level. This stacks with other abilities that increase her range increment.

This replaces deadeye.

**Wand Training (Ex):** Starting at 5th level, a wandslinger gains a bonus equal to her Dexterity modifier on damage rolls with *destructive blasts* cast from wands, and may use her class

level in place of the wand's caster level when determining the save DC of any *destructive blast* she casts from a wand.

At 9th level whenever the wandslinger casts a spell from a wand she may increase its caster level by +1, even if it is not keyed to the Destruction sphere. This increases by an additional +1 for every 4 class levels after 9th to a maximum of +3 at 17th level.

This ability replaces gun training.

**Dead Blast (Ex):** At 7th level a wandslinger gains the Destruction talent Gather Energy, even if she does not possess the Destruction sphere. She may apply this talent to *destructive blasts* cast from wands as if they contained that talent.

This ability replaces dead shot.

**Two-Wand Fighting (Ex):** At 11th level a wandslinger may activate two wands as a full-round action, one in each hand, as long as their combined caster levels (before wand training) do not exceed her class level.

This ability replaces lightning reload.

## Hedgewitch

### Dragonblooded Mortal

**Paths:** Choosing the dragonblooded mortal archetype replaces one of the character's Paths.

**Saving Throws:** A dragonblooded mortal has all good saving throws. This alters saving throws.

**Dragon Heritage (Ex):** A dragonblooded mortal gains a host of different abilities depending on which dragon's power they carry. Choose one of the following dragons. As a dragonblooded mortal gains levels, she gains different abilities depending on the dragon selected.

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-ft. line
Blue	Electricity	60-ft. line
Green	Acid	30-ft. cone
Red	Fire	30-ft. cone
White	Cold	30-ft. cone
Brass	Fire	60-ft. line
Bronze	Electricity	60-ft. line
Copper	Acid	60-ft. line
Gold	Fire	30-ft. cone
Silver	Cold	30-ft. cone

**Dragonform:** A dragonblooded mortal gains the following abilities as she gains levels.

*Claws (Ex)*

At 1st level, a dragonblooded mortal gains the ability to grow claws. These claws are primary attacks that deal 1d6 damage for a Medium creature. Growing or retracting these claws is a free action.

*Dragon Hide (Ex)*

At 1st level, a dragonblooded mortal gains a +1 natural armor bonus, and gains resistance 5 to the element associated with her dragon. At 5th, 9th, 13th, and 17th levels, this natural armor bonus increases by +1, and her resistance improves by 5.

*Bite (Ex)*

At 5th level, a dragonblooded mortal gains the ability to grow a bite attack. This is a primary attack that deals 1d8 damage for a Medium creature. Growing or dismissing this bite attack is a free action.

*Breath Weapon (Su)*

At 9th level, a dragonblooded mortal gains the ability to make a breath attack as a dragon. This breath attack has a different shape and damage type depending on the dragonblooded mortal's dragon type as chosen above. This breath weapon deals 1d6 points of damage of the dragon's energy type per dragonblooded mortal level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 her dragonblooded mortal level + her Constitution modifier or her casting ability modifier, whichever is higher. The dragonblooded mortal may use this ability once per 1d4 rounds.

*Wings (Ex)*

At 13th level, a dragonblooded mortal gains the ability to grow leathery dragon wings from her back as a standard action, giving her a fly speed of 60 feet with average maneuverability. These wings can be dismissed as a free action.

*Power (Ex)*

At 17th level, the dragonblooded mortal gains a +2 bonus to her Constitution and Strength scores. Her fly speed increases to 90 feet.

*Dragonheart (Ex)*

At 20th the dragonblooded mortal's heritage comes to complete fruition. She gains immunity to paralysis, sleep, and her associated energy type. She also gains blindsense 60 feet.

## Entropic Sage

**Paths:** Choosing the entropic sage archetype replaces one of the character's Paths.

**Weapon and Armor Proficiency:** An entropic sage is proficient with simple weapons and two weapons chosen from the monk weapons group at first level, but not armor.

This alters the hedgewitch's weapon and armor proficiencies.

**Enlightenment in Oblivion:** An entropic sage has contemplated the mysteries of the universe, seeing all creation crumbling to dust and drawing strength from this certainty, channeling the forces of destruction for their own ends. Some seek to hasten the end, hoping to reset a great cosmic cycle; some revel in destruction and seek the nothingness of obliteration; others simply find it a useful tool for their temporary gain.

At first level, an entropic sage gains the Destruction sphere and Energy Strike talent as bonus talents, as well as the Focused Shape drawback. This drawback does not grant an additional talent and may be bought off as normal. If the entropic sage already possesses the Destruction sphere, then the Energy Strike talent is gained as a bonus talent with no drawback. If both

are already possessed, then she may choose any talent from the Destruction sphere as a bonus talent. The entropic sage may always take a talent from this sphere in place of a secret.

At 1st level, the entropic sage gains the Improved Unarmed Strike feat as a bonus feat. Also, when unarmored and unencumbered, the entropic sage adds her casting modifier bonus (if any) to her AC (including flat-footed and touch) and to her CMD. These bonuses increase by +1 for every 4 entropic sage levels. This does not stack with similar abilities, such as possessed by the monk.

The entropic sage may treat her caster level as equal to her class level when using Energy Strike with her unarmed strikes or weapons from the monk weapon group. This stacks normally with caster levels gained from other sources. Using Energy Strike this way does not provoke attacks of opportunity.

At 5th level, the entropic sage's unarmed strike does damage as a monk of half her level.

At 9th level, the entropic sage gains the Improved Spell Combat feat as a bonus feat, even if she does not meet the requirements.

At 13th level, the entropic sage may use the Improved Spell Combat feat without spending a spell point.

At 17th level, when the entropic sage reduces a creature to 0 or fewer hit points, its body is destroyed as per the Disintegrate advanced talent.

**Secrets:** The entropic sage gains exclusive access to the following secrets:

*Monastic Secret:* The entropic sage gains one ki power from the unchained monk's ki power list. She may treat her entropic sage levels as monk levels (stacking with monk levels) for this ki power and may spend spell points in place of ki. This secret can be taken several times. Each time it is selected, she chooses another ki power.

*Style Secret:* The entropic sage gains a style feat for which she qualifies. She may treat her entropic sage levels as monk levels (stacking with monk levels) and also use it in place of her base attack bonus for the purpose of qualifying for style feats. This secret can be taken several times. Each time it is selected, she chooses another style feat.

## Iron Mage

**Class Skills:** The iron mage adds Intimidate (Cha), Knowledge (history) (Int), and Knowledge (nobility) (Int) to her class skill list. The iron mage gains 4 + Int modifier skills per level.

**Saving Throws:** The iron mage has good Fortitude and Will saves, and poor Reflex saves.

This alters saving throws.

**Paths:** Choosing the iron mage archetype replaces one of the character's Paths.

**Military Tradition:** The iron mage gains the War sphere as a bonus talent, and uses her class level as her caster level with that sphere. This stacks normally with caster levels gained from other sources. In addition, at 1st level she gains a bonus feat. This feat must be used to acquire an armor proficiency, shield proficiency, or weapon proficiency she qualifies for, or the Improved Unarmed Strike combat feat. If using *Spheres of Might*, this may be spent to gain an Equipment sphere talent.

**Authority (Ex):** The iron mage can call upon reserves of personal strength and tactical skill to perform her tactical duties more effectively and to inspire her comrades to greater feats of daring. At the start of each day, an iron mage gains a number of authority points equal to her casting ability modifier. Her authority changes throughout the day, but cannot go higher than this amount, barring special abilities. The iron mage spends authority by using commands, and regains it by succeeding in her goals.

Whenever an enemy within 60 feet of the iron mage is reduced to 0 or fewer hit points by the iron mage or one of her allies during combat, she regains 1 point of authority. The enemy must have at least half as many Hit Dice as the iron mage for them to regain authority, and they must not be helpless unless she or her allies made them helpless.

**Commands (Ex):** Once per round, the iron mage may use a command to enhance her War sphere and other abilities. The iron mage has many different commands available to her, each with its own action cost. Once a command has been used, she can not use another until next turn. If she uses a command outside of her turn, it uses up this action for her next turn, and she can not use another command until after her next turn has ended. The iron mage may not use commands while she is dazed or stunned.

The iron mage gains access to all commands presented here as she levels:

### *Answer The Call*

At 1st level, the iron mage may spend a point of authority as an immediate action to *rally* an ally she can see without the need of a *totem* or *mandate*. She must still pay the normal spell point cost of the *rally*.

### *Close The Ranks*

At 1st level, the iron mage may spend a point of authority as a free action to allow an ally in a *mandate* she created to move their speed, provided their movement ends adjacent to the ally she is *mandated* with, or adjacent to an enemy that is adjacent to the ally she is *mandated* with. This provokes attacks of opportunity normally. Both allies must be within medium range of the iron mage.

### *Face The Enemy*

At 1st level, as a free action, the iron mage may spend a point of authority to cause a *totem* she created that is within long range to move to her current location.

### *Prepare for Battle*

At 5th level, the iron mage may spend a point of authority as a free action to add a number of temporary points to her *momentum* pool equal to twice her class level. These points are the first points spent when any ally spends *momentum*, and last until the end of her next turn.

### *Pull The Trigger*

At 5th level, as a free action, the iron mage may choose an enemy she can see within close range and spend 1 point of authority to trigger every *mandate* she created which has at least one member within medium range and which has a trigger the is caused by the action of an enemy or the actions of a character on an enemy. Both members of each *mandate* receive the benefit of the *mandate* as if the other had just met the trigger condition against that enemy.

*Watch Your Back*

At 5th level, the iron mage may spend a point of authority to *rally* herself as a free action. The cost of the *rally* is reduced by 1 spell point (minimum 0).

*Adapt to the Situation*

At 9th level, the iron mage may spend a point of authority as a free action to change a *totem* she controls into a different type of *totem* she can create. This still qualifies as creating a *totem*, so any additional spell point cost of the new *totem* must be paid, but the new *totem* inherits any remaining duration from the previous *totem*, and any metamagic effects it may have had. If a *totem* is replaced with exactly the same type of *totem*, creatures within must still attempt new saving throws required by the *totem*.

*Commit Your Forces*

At 9th level, when the iron mage *rallies* an ally, she may spend a point of authority as a free action to add the effects of a second, different *rally*. She must pay the spell point costs of both *rallies*. The second *rally* only affects the original target of the *rally*, even if multiple creatures will be affected by the *rally*.

*Lead The Charge*

At 9th level, when the iron mage rolls initiative, she may spend 1 point of authority to allow any ally in a *mandate* she created to share their initiative total (d20 roll + initiative bonus) with anyone they are in a *mandate* with. An ally may share an initiative total they received from someone else with even more allies, if they are in multiple *mandates*.

*Lend A Hand*

At 13th level, when using a sphere ability that targets an ally, the iron mage may spend 1 point of authority to allow her to target any ally she may currently *rally*, regardless of the usual range restrictions of the ability she is using. This does not increase the number of allies that can be targeted by the sphere ability.

*Muster Your Forces*

At 13th level, the iron mage may spend a point of authority as a free action to transfer hit points from one member of a *mandate* she created to the other member. This can not reduce either member to below 1 hit point. Transferring a single hit point to a dying ally stabilizes them. Temporary hit points may not be transferred.

*Take The Offensive*

At 13th level, when combat begins, the iron mage may spend a point of authority to create a *totem* at the beginning of the first round in which she will get to act. This must be a *totem* she can create in a full-round action or less, and she loses the action it took to create the *totem* from her first turn.

*Bring The Pain*

At 17th level, the iron mage may spend a point of authority as a standard action to cause a *totem* she controls to explode in a storm of mystical energy. Each enemy within the *totem* must succeed at a Will save vs. a DC equal to 10 + 1/2 her iron mage level + her casting ability modifier or be stunned for 1 round. The *totem* ends.

*Press The Advantage*

At 17th level, the iron mage may spend a point of authority as free action to refill her *momentum* pool. She must spend a spell point as is normally required.

*Respond To The Situation*

At 17th level, the iron mage may spend a point of authority to *rally* an ally other than herself as if using an immediate action, but without expending her immediate action. She may do this even if she has used her immediate action already, or if she has been deprived of her immediate action (such as at the beginning of combat) but not if she is helpless. She must pay the spell point cost of the *rally* in addition to the point of authority.

**Paths Secrets:** The iron mage gains exclusive access to the following secrets:

*Battle Hardened:* The iron mage gains the stalwart ability, as the mageknight class feature.

*Decorated Officer:* The iron mage's maximum authority increases by 2. She may take this secret multiple times. Its effects stack.

*Imbued Weapon:* The iron mage chooses a weapon with which she has proficiency. She can add her casting ability modifier instead of her Dexterity or Strength modifier to attack rolls when wielding this weapon.

*Sabre Rattling:* The iron mage gains one swashbuckler deed of her choice, using her iron mage level as her swashbuckler level and using authority in place of panache for the purpose of this deed. The deed is considered a command, and when used, prevents the use of other commands until the end of the iron mage's next turn. She may take this secret multiple times. Each time, she chooses another deed.

**Grand Path Secrets:** The iron mage gains exclusive access to the following grand secrets:

*Battlefield Casting:* The iron mage may take 10 on concentration checks to use War sphere abilities.

*High Alert:* The iron mage may add her current authority to her initiative rolls.

*Lead From The Front:* Whenever the iron mage makes a full attack or an attack action, she receives a +4 insight bonus to those attack rolls.

*Personal Touch:* Whenever the iron mage confirms a critical hit on a creature, she regains one point of authority. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the iron mage's character level does not restore authority.

## Triple Goddess

**Paths:** Choosing the triple goddess archetype replaces one of the character's Paths.

**Maiden, Mother, Crone (Su):** A triple goddess commands the powers of Life, Death, and Fate, seeing the strands of people's lives and manipulating them to her desires. The triple goddess uses her class level as her caster level with the Life, Death, and Fate spheres. This stacks normally with caster levels gained from other sources.

At 1st level, the triple goddess gains 2 bonus magic talents that must be spent in either the Life, Death, or Fate spheres. At 10th level, whenever the triple goddess rests to regain spell points, she may change one magic talent she possesses in either the Life, Death, or Fate sphere, replacing them with another talent from that same sphere.

**Thread of Life (Su):** Beginning at 5th level, a triple goddess can sense, manipulate and eventually even sever a creature's



thread of life. She gains access to the following abilities as she gains levels, and can use the following abilities a total number of times per day equal to  $1 + 1$  for every 4 triple goddess levels she possesses beyond 5th.

At 5th level, the triple goddess may control the weaving of fate. As a standard action she can touch a creature and grant them either good luck or bad luck. If good luck, once a round for the duration of the effect the target may roll a d20 twice and take the more favorable result. The target must announce they are using this benefit before any roll is made. If granting bad luck, for the duration of the effect, the target must make her first d20 roll twice and take the less favorable result. Bestowing good or bad luck on an unwilling creature requires a touch attack. This effect lasts a number of rounds equal to  $1/2$  her triple goddess level.

At 9th level, the triple goddess can touch a creature as a standard action and examine the cord of its life to gain an advantage. During the next round the triple goddess gains a +20 circumstance bonus to a single d20 roll made against the target whose cord she examined, such as an attack roll or skill check.

This ability can be used in or out of combat but requires a touch attack against an unwilling target.

At 13th level, the triple goddess may spend a standard action to touch a creature and sever its connection to fate. The target must succeed at a Will save against a DC equal to  $10 + 1/2$  her triple goddess level + her casting ability modifier. If the target fails this saving throw, it becomes permanently sickened and staggered. These conditions may only be removed through the Break Enchantment Life talent, a *break enchantment* or *remove curse* spell, a *wish* or *miracle* spell, or other, similar means.

At 17th level, a triple goddess gains the ultimate power over life itself: The power to end it. The triple goddess may spend a standard action to make a touch attack against a single creature and cut the cord of its life. The target receives a Will save against a DC equal to  $10 + 1/2$  her triple goddess level + her casting ability modifier. If the target succeeds in its Will save it is staggered for 1d4 rounds and the triple goddess cannot attempt to cut her cord again for 24 hours. If the target's saving throw fails, it dies. This is a death effect.

## Hunter

### Sphere Hunter

**Casting:** The sphere hunter may combine spheres and talents to create magical effects. The sphere hunter is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere hunter gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere hunter gains  $3/4$ ths of a magic talent every level (the same progression as she gains caster levels).

## Greenrunner (Champion)

The first rule of the greenrunner is to never stop moving. Death is a state of being. It is standing still, being at peace, and lying down to rest. The greenrunner naturally attracts a companion as energetic and impatient as she is.

This archetype requires sphere hunter.

**Combat Training (Ex):** A greenrunner is considered an Adept practitioner, gaining spheres and talents as appropriate. A greenrunner uses her casting ability modifier as her practitioner modifier.

This replaces teamwork feats and hunter tactics.

**Animal Companion (Ex):** At 1st level, the greenrunner gains the Beastmastery sphere as a bonus sphere. She must select the (handle animal) package. If she already possesses the Beastmastery sphere, but not the (handle animal) package, she gains that package, and if that package is already possessed, she gains a talent from that sphere as a bonus talent. The greenrunner uses her class level as her base attack bonus with this sphere to determine its effects, but not for attack rolls.

The greenrunner also gains the animal companion talent of the Beastmastery sphere, and uses her full base attack bonus as her druid class level for her animal companion (not her base attack bonus -3). She may choose a martial beast animal companion if desired.

A greenrunner may teach her companion hunter's tricks from the skirmisher ranger archetype as a standard hunter can.

This alters the animal companion class feature.

**Handler:** At 1st level, the greenrunner gains Animal Empathy from the Beastmastery sphere as a bonus talent.

This replaces wild empathy.

**Shared Magic (Ex):** At 2nd level, as long as her animal companion is within line of sight, the greenrunner may treat them as being in range of any of her sphere abilities that target one creature. In addition, whenever the greenrunner uses such an ability on herself, she may spend a spell point as a free action to have it affect her animal companion as well.

This replaces precise companion.

## Incanter

### Reincarnated Master

**Mysterious Stranger (Ex):** At 2nd level, a reincarnated master adds half his reincarnated master level (minimum 1) to the DC of Sense Motive, Diplomacy, and Knowledge checks to learn about him.

This replaces the bonus feat gained at 2nd level.

**Resist Death's Touch:** At 4th level, the reincarnated master gains a +4 bonus to saving throws against death effects, energy drain, and necromancy effects, and to stabilization checks when dying.

This replaces the bonus feat gained at 4th level.

**Many Lives (Ex):** At 6th level, if the reincarnated master is killed, he automatically reincarnates as the spell 1 day later. The reincarnated master appears in a safe location within 1 mile

of his previous body. For one week, the reincarnated master always knows the direction and distance to his old body.

If he is killed during these 7 days, he remains dead and does not reincarnate. The many lives ability does not function if the reincarnated master is slain by a death effect. Any attempt to bring the reincarnated master back from the dead always results in his being reincarnated.

This replaces the bonus feat gained at 6th level.

**Cheat Death (Ex):** At 8th level, once per day, the reincarnated master may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is revealed, or reroll a failed stabilization check while dying. He must take the result of the second roll, even if it is worse.

This replaces the bonus feat gained at 8th level.

**Tongue of the Sun and Moon (Ex):** At 14th level, the reincarnated master can speak with any living creature.

This replaces the bonus feat gained at 14th level.

**Specializations:** A reincarnated master may still gain up to two specialization points worth of incanter specializations. One specialization point replaces the bonus feats gained at 1st, 10th, and 20th level. A second specialization point replaces the bonus feats gained at 12th, 16th, and 18th levels.

## Inquisitor

### Sphere Inquisitor

**Casting:** The sphere inquisitor may combine spheres and talents to create magical effects. The sphere inquisitor is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere inquisitor gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her sphere inquisitor level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere inquisitor gains 3/4ths of a magic talent every level (the same progression as she gains caster levels).

### Ordained Hunter

No one expects to be chased by the inquisition, but the news that one is pursued by an ordained hunter is usually enough to bring even the most heretical apostate back to the true faith. Blessed by her god and endowed with extraordinary ability to follow her prey, the ordained hunter's pursuit is unstoppable.

This archetype requires sphere inquisitor.

**Alignment:** Any except true neutral.

**Blessed:** At 1st level, the ordained hunter gains Fate as a bonus sphere, or a Fate talent if she already has the Fate sphere,

and treats her class level as her caster level for this sphere. This stacks normally with caster levels gained from other sources.

This replaces detect alignment and discern lies.

**Track (Ex):** The ordained hunter gains track at level 1, and it gives an additional +2 bonus to checks made to follow tracks.

This alters track.

**Kismet (Ex):** An ordained hunter's unflinching devotion to her god's vision of destiny manifests as a pool of kismet: a fluctuating measure of her ability to perform amazing actions in combat. At the start of each day, she gains a number of kismet points equal to her casting ability modifier (minimum 1). Her kismet goes up or down throughout the day, but usually cannot go higher than her casting ability modifier (minimum 1), though feats and magic items can affect this maximum. An ordained hunter spends kismet to accomplish deeds (see below), and regains kismet in the following ways.

- **Natural 1 on a saving throw.** Each time the ordained hunter rolls a natural 1 on a saving throw, she regains 1 kismet point. If an ability or effect would allow the ordained hunter to roll twice or reroll, she regains kismet only if the roll she takes is a natural 1. Rolling a natural 1 on a saving throw against an effect caused by a creature, trap, or effect with a CR less than half her character level or who is not genuinely hostile to her does not restore kismet.
- **Natural 1 on an attack roll.** Each time the ordained hunter rolls a natural 1 on an attack roll against a creature she regains one kismet point. If an ability or effect would allow the ordained hunter to roll twice or reroll, she regains kismet only if the roll she takes is a natural 1. Rolling a natural 1 on an attack against a creature with a CR less than half her character level or who is not genuinely hostile to her does not restore kismet.
- **Gamble.** When the ordained hunter spends at least one spell point on a Fate sphere effect, she can choose to roll a d3. If the d3 is a 1 she loses an additional spell point. If the d3 is a 2, she spends the spell points normally. If the d3 is a 3, the ordained hunter still spends the spell points, but regains one kismet point. She can attempt this for as many spell points as she might spend in a round, but can only regain one kismet point per round in this way. She cannot gamble a spell point if the increased spell point cost of the sphere effect would reduce her to 0 spell points.

Attempting to manipulate or circumvent the definition of "genuinely hostile" attracts the ire of Lady Luck and results in the ordained hunter being unable to use her kismet or any abilities requiring it for one hour per level as well as the occurrence of numerous tiny coincidences that make her life unpleasant during this time. (What these might be are entirely subject to the GM's imagination, but should have little effect on gameplay. Examples might include tripping outside of combat and falling face-first into manure or being mistaken for someone a shopkeeper hates.)

This ability replaces monster lore.

**Deeds:** Ordained hunters spend kismet points to accomplish deeds. Most deeds grant the ordained hunter a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the ordained hunter has at least 1 kismet point, but do not require expending kismet to be maintained. An ordained hunter can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the ordained hunter has or spends the required number of kismet points to perform the deed.

*Fated Encounter (Ex)*

At 1st level, as long as the ordained hunter has at least one kismet point remaining, she gains a bonus to attack and damage rolls during surprise rounds equal to the current size of her kismet pool, up to a maximum bonus of 2 + 1/2 her level.

*Implacable (Ex)*

At 1st level the ordained hunter may spend a kismet point as a free action to allow herself and a number of other creatures within 30 feet equal to her casting ability modifier to hustle or forced march an additional hour without taking nonlethal damage. When she does, she also reduces the number of hours affected casters (including the ordained hunter herself) must rest to regain spells or spell points by one (minimum 4 hours).

*Unyielding (Ex)*

At 1st level when the ordained hunter makes an initiative check she may spend a kismet point and roll her check twice. She may use either roll, but if she chooses the lower one she is not flat-footed before her first turn, though she might be caught flat-footed by an enemy for other reasons, such as the Catch Off-Guard feat.

*Boldness (Ex)*

At 4th level, the ordained hunter can spend 1 kismet point as a free action to increase all of her movement speeds by 20 feet until the start of her next turn. If she moves more than her normal speed during this time she gains a +4 bonus to AC until the start of her next turn.

*Empyrean Tongue (Su)*

At 4th level, when an ally (not including herself) within range of her (word) talents confirms a critical hit on an enemy with at least one alignment component opposite the ordained hunter's (good for evil, chaos for law, etc.) or reduces such an enemy to 0 or fewer hit points, she may spend a kismet point to use a (word) talent on that ally as a free action, even if it is not her turn.

*Trapbreaking Aura (Su)*

At 4th level, as long as the ordained hunter has at least 1 kismet point, whenever she sets off a trap (magical or otherwise) she gains a luck bonus to AC and saves against the trap's effect equal to the current size of her kismet pool. In addition, the ordained hunter gains the benefit of evasion (as the rogue class feature) and stalwart (as the inquisitor class feature) against the trap's effects, if applicable. If the ordained hunter already possesses evasion or stalwart, she instead gains the benefit of the improved version, only suffering the reduced effects even if she fails the saving throw. A trap that is triggered in this fashion makes its presence obvious. It cannot be manually reset and does not automatically reset for a number of rounds equal to the current size of her kismet pool.

*Blackened Tongue (Su)*

At 7th level, as long as the ordained hunter has at least 1 kismet point, she gains spell resistance equal to 5 + her class level + the current size of her kismet pool, and if a hostile creature within range of her *words* fails to overcome it she may spend a kismet point to use a *word* on that enemy as an immediate action. If she is aware of an effect, the ordained hunter can choose to have it not be hindered by this spell resistance, and harmless effects are never hindered by it. Allowing an effect to bypass this spell resistance does not require an action.

*Great Ally (Ex)*

At 7th level the ordained hunter may spend a kismet point as a free action to grant a single ally within 30 feet the benefit of a teamwork feat she has for 1 minute. The ally must meet all prerequisites for this feat.

*Twinned Myth (Su)*

At 7th level, the ordained hunter may spend a kismet point as a swift action to grant the effect of one *motif* currently affecting her to an ally within 30 feet for as long as the *motif's* effect lasts. Both she and her ally gain the benefit and either can discharge it to grant the discharge effect to both of them, after which the effect ends for both of them. She can only share a given *motif* with a single ally.

*Impossible Tracker (Su)*

At 10th level, as long as the ordained hunter has at least one kismet point remaining she can track creatures that leave no tracks, including flying, swimming, and incorporeal creatures, using Survival as though they were traveling on hard ground. She may also track creatures using magic to conceal their spoor as long as her Survival check exceeds the caster's MSD.

*No Escape (Ex)*

At 10th level, the ordained hunter may spend a kismet point as a swift action to gain the pounce special ability until the end of her turn.

*No Mercy (Ex)*

At 10th level, the ordained hunter may spend a kismet point as a free action to make her next natural or manufactured weapon attack deal an extra 2d6 damage and bypass the target's damage reduction.

*Improvisation (Su)*

At 13th level, the ordained hunter may spend a kismet point as an immediate action to gain the discharge benefit of any *motif*, even if it is not active on her or she does not possess it.

*Meditation (Ex)*

At 13th level, the ordained hunter may spend a kismet point as a swift action to gain the use of any Fate talent she qualifies for. This effect lasts for 1 minute.

*Serendipitous Aim (Ex)*

At 13th level, as long as the ordained hunter has at least 1 kismet point, whenever she fails to hit a target because she rolled a natural 1 she may redirect the attack or ability to a different target in range, rolling her attack roll again for the new target. She does not regain kismet for the attack she redirects.

*Astral Tracker (Su)*

At 16th level, the ordained hunter can spend a kismet point to determine where a creature has teleported to. She must study the position from which her quarry teleported for at least ten

minutes and then attempt a Survival check against a DC equal to the MSD of whatever creature produced the teleport effect. The normal bonuses and penalties for tracking do not apply, nor does the ordained hunter's bonus from track. She must attempt this check within 3 days of the teleport effect being used, plus 1 day per ordained hunter level above 16th. Otherwise, it becomes impossible.

If successful, the ordained hunter can discern the teleport effect's destination. She learns the name of the creature or object's location (place name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. If it was on the same plane, she knows the direction and distance to the destination.

#### *Blade of Fate (Ex)*

At 16th level, the ordained hunter can spend a kismet point as an immediate action to treat an attack roll as if she had rolled 11. She can use this ability after rolling the attack, but before the results are revealed.

#### *Undeniable Blow (Ex)*

At 16th level, while the ordained hunter has at least 1 kismet point, she can, as a full-round action, make a single attack that ignores the vagaries of chance. When she does, she makes the attack against the target's touch AC and ignores all damage reduction.

#### *Auto da Fe (Ex)*

At 19th level, when the ordained hunter confirms a critical hit, in addition to the normal damage, she can spend 1 kismet point as an immediate action to debilitate her foe so she can bring her to justice. The target must succeed at a Fortitude saving throw (DC = 10 + 1/2 her ordained hunter level + her casting ability modifier) or take an amount of nonlethal damage equal to its current hit points + 1, as well as become paralyzed for 1 hour.

#### *Cheat Death (Ex)*

At 19th level, whenever the ordained hunter is reduced to 0 hit points or fewer, she can spend all of her remaining kismet to instead be reduced to 1 hit point. She must have at least 1 kismet point to spend. Effects that kill the ordained hunter outright without dealing hit point damage are not affected by this ability.

#### *Inevitable (Su)*

At 19th level, the ordained hunter may spend 2 kismet points as a free action to bypass nearly all forms of obstacle which could keep her from her enemy for 1 round. She gains a +40 feet bonus to her speed, her attacks ignore all damage reduction, and, as long as she moves toward an enemy she is aware of, she can pass through any barrier no more than 5 feet thick and does not provoke attacks of opportunity for movement.

This ability replaces judgment, second judgment, and third judgment.

**Inescapable (Su):** At 17th level, the ordained hunter gains the ability to find her enemies even when she has no trail to follow. Once per day she may spend an hour meditating on her quarry. She must know the creature's name or some other way to unambiguously identify it. At the end of the hour, she attempts a Survival check against a DC of 30 + the creature's CR. Her bonus from track applies to this check. If she succeeds,

she receives information in 2d12 hours that identifies the creature's location. Some gods prefer to deliver this information through dreams or omens, others by whispers heard only by the ordained hunter, and yet others through serendipity, such as an overheard conversation. Regardless of the means, the information provides the ordained hunter with an unerring sense of where the creature is for 24 hours. If the quarry would otherwise be protected or immune to identifying their location (such as with the Unplottable advanced talent, mind blank spell, or other similar effects), the ordained hunter may attempt a magical skill check with a bonus equal to half her ordained hunter level to overcome any such protections the quarry may have.

This ability replaces slayer.

**Amor Fati (Ex):** At 20th level, an ordained hunter picks two deeds that she has access to and that she must spend kismet to perform. She can perform these deeds for 1 kismet point fewer (minimum 0) than usual. If the number of kismet points to perform a deed is reduced to 0, the ordained hunter can perform this deed as long as she has at least 1 kismet point. If a deed could already be performed as long as she had at least 1 kismet point, she can now perform that deed even when she has no kismet points.

This ability replaces true judgment.

### Kismet

Despite working in similar ways to grit, kismet does not count as luck, grit, or panache. If a character has a kismet ability from two sources, the kismet points from the two sources do not stack, but the character regains kismet in any way either class feature allows them to. If the character's kismet abilities would give them kismet points based on different ability scores, they use the highest only.

## Shield Of The Gods

The shield of the gods protects the faithful by any means necessary.

This archetype requires sphere inquisitor.

**Divine Magics:** At 1st level, the shield of the gods receives a bonus magic talent of her choice from either the Enhancement, Fate, or Protection spheres.

This replaces track.

**Covenant with the Gods:** The shield of the gods can use sphere abilities to protect and enhance herself. As a swift action, she may use any *aegis* of the Protection sphere, any *consecration* of the Fate sphere, or any creature-targeting *enhancement* from the Enhancement sphere that has a duration greater than instantaneous. She can not include other creatures in this casting. She may use a talent she does not possess in this casting, provided she has all the prerequisites and she possesses the base sphere.

The sphere ability lasts for 1 minute without concentration and can not be extended beyond this, nor can it be sacrificed to activate other abilities (such as sacrificing an *aegis* to activate a *succor* ability). If an *aegis* is used, the shield of the gods spends 1 spell point less to create it (minimum 0). Any other spell point costs must be paid normally. When cast this way, the shield of

the gods may use her class level as her caster level. This stacks normally with caster levels gained from other sources.

The shield of the gods may use this ability once per day, plus an additional time every 3 levels after the 1st, up to a total of 7 times per day at 19th level.

This replaces judgement. Other class features that interact with judgment (such as true judgment) interact the same way with this ability.

**Second Shield (Ex):** At 8th level, whenever a shield of the gods uses her covenant with the gods, she may gain two sphere abilities and use both of them on herself. This only consumes one use of her covenant with the gods ability.

This replaces second judgment.

**Third Shield (Ex):** At 16th level, whenever a shield of the gods uses her covenant with the gods ability, she may use three sphere abilities, instead of just two. This only consumes one use of her covenant with the gods ability.

This replaces third judgment.

**True Covenant (Ex):** At 17th level, the shield of the gods may choose another sphere (other than Enhancement, Fate, or Protection) and use abilities from this sphere with her covenant with the gods ability. The covenant with the gods ability is still limited to those abilities that can target a creature and can only be used to target the shield of the gods.

This replaces slayer.

## Soldier Of The Gods (Champion)

**Weapon and Armor Proficiencies:** The soldier of the gods is proficient with simple weapons and the favored weapon of her deity, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

**Combat Training (Ex):** A soldier of the gods is considered an Adept practitioner, gaining spheres and talents as appropriate. A soldier of the gods uses her casting ability modifier as his practitioner modifier.

This replaces solo tactics, and the teamwork feats gained at 3rd, 6th, 9th, 12th, 15th, and 18th level.

## Investigator

### Sphere Investigator

**Casting:** A sphere investigator may combine spheres and talents to create magical effects. A sphere investigator is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Limited Alchemy:** A sphere investigator is not able to create extracts, but retains the other uses of the alchemy ability. This alters alchemy.

**Spell Pool:** A sphere investigator gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1).

**Magic Talents:** A sphere investigator gains 3/4ths of a magic talent every level (the same progression as he gains caster levels).

## Nightblazer

Not every threat can be dealt with using weapons alone. When dark evils need to be eliminated, a specialist is needed who can fight and think, using whatever metal or magic is needed to dispatch the problem. The nightblazer is a necessary evil, who uses his keen mind to unravel the unfathomable, and then whatever tools are necessary to solve the problem. And for him, solving a problem means killing it. He studies his target, strips away lies and deception and reveals weaknesses to exploit. His spellcraft is potent and precise, destroying the souls of his enemies magically and physically.

This archetype requires sphere investigator.

**Bad Habit:** No one runs the night and stays clean. Habits develop, including ways of getting through the tougher days. At 1st level, the nightblazer chooses a vice, such as smoking, drinking, or gambling. This is something inexpensive or that requires a small amount of time. The nightblazer must indulge his vice for at least one hour each day (though not necessarily all at once). If he does not, he can not regain inspiration until he does.

**Studied Strike:** The nightblazer gains the studied combat and studied strike abilities at 2nd level. Studied strike does 1d6



damage at 2nd level, and an additional 1d6 every 2 levels thereafter, up to a maximum of 10d6 at 20th level.

This alters studied combat and studied strike.

**Noir Instincts:** At 2nd level, the nightblazer may choose one skill that uses Dexterity, Wisdom or Charisma, and use his casting ability score with that skill instead. He may choose additional skills at 5th, 8th, and 11th level.

This replaces poison lore, poison resistance, and poison immunity.

**Danger Sense:** At 3rd level, the nightblazer receives danger sense as an unchained rogue of equal level.

This alters trap sense. This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (from another class).

**Ensorcelled Strike:** At 3rd level, whenever the nightblazer uses studied strike, he may spend a spell point to increase the damage to 1d6 per class level.

This replaces keen recollection.

**Studied Casting:** At 4th level, when the nightblazer uses a sphere ability that targets his studied combat target, he may use his studied strike when he delivers the sphere ability. If he does, the DC of any saving throw made by the target receives a +1 insight bonus for every 4 class levels the nightblazer possess, but does no additional damage.

This replaces swift alchemy.

## Psyforensic

A psyforensic uses divinations to augment perception when finding clues and ferreting out secrets.

This archetype requires sphere investigator.

**Inquisitive:** A psyforensic gains the Divination sphere as a bonus sphere at 1st level. This replaces trapfinding.

**Consult the Spirits (Sp):** Beginning at 3rd level, once per day the psyforensic may spend an hour to enter a trance to gain the benefits of the autopsy ritual. The psyforensic may use consult the spirits an additional time per day every three levels thereafter (6th, 9th, etc.). This replaces the trap sense class feature.

## Investigator Talents

*Disciplined Mind (requires Telekinesis sphere):* When the investigator makes attacks with telekinetically manipulated objects, he can use his studied combat and studied strike abilities with the attack, as long as he has line of sight to the target.

*Genius for Magic:* Whenever the investigator uses a magic talent, he may spend 1 point of inspiration to ignore any drawbacks associated with his casting tradition. When he does so, he does not benefit from any drawback feats tied to that drawback.

*Hallucinogen (Su):* The investigator gains the alchemist discovery hallucinogen, using his investigator levels as alchemist levels. This stacks with any alchemist levels he possesses.

*Mental Superiority (requires Mind sphere):* The investigator may use his class level as his caster level with the Mind sphere. This stacks normally with caster levels gained from other

sources. In addition, when the investigator uses a single target *charm* from the Mind sphere on his studied target, he may spend 1 inspiration. If he does and the target succeeds on its saving throw, it must then save against the next lower version of the *charm* (if there is one) or have it take effect instead. If the target successfully saves against the *charm* again, it must save against the next lower version (if there is one) or have it take effect.

*Self-Preparation (requires Enhancement sphere):* When the investigator uses an Enhancement sphere ability that targets himself or his equipment exclusively, he may use his investigator class level as his caster level. This stacks normally with caster levels gained from other sources. In addition, he may spend a point of inspiration to use the ability as a swift action.

*Simple Deduction (requires Divination sphere):* The investigator may use his investigator class level as his caster level with the Divination sphere. This stacks normally with caster levels gained from other sources. When he uses the base *divine* ability of the sphere, he may spend an inspiration point to use an alternate divination of his choice (even if he does not possess the sphere it is associated with).

## Mageknight Broadcast Blade

**Warp Warrior:** The broadcast blade must choose the Warp sphere with the magic talent she gains at first level, unless she already possesses the Warp sphere.

**Broadcast (Su):** At 2nd level, a broadcast blade can twist space as a standard action to make a single melee weapon attack against an entire area. To define the area, she may choose an area from the list of shapes below. She makes a single attack and rolls only once for attack, damage, and any other variables involved in her attack and applies those results to each creature in the area.

At 11th level, a broadcast blade can use a full-round action to strike every target in the chosen area twice instead of once. She rolls twice, and applies each result to every creature in the area.

The broadcast ability can be used in conjunction with Pouncing Teleport as if it was an attack, or a full attack action if attacking twice.

### Lance

At 2nd level the broadcast blade learns the lance shape, allowing her to attack all targets in a line. Her line may be of any length up to a maximum length of 10 feet plus an additional 5 feet at 5th level and every 5 levels thereafter (so 15 feet at 5th, 20 feet at 10th, 25 feet at 15th, and 30 feet at 20th).

### Scythe

At 4th level the broadcast blade learns the scythe shape. She may attack all targets in a number of squares within her reach. She may attack into 5 contiguous squares plus an additional square at 10th level and every 5 levels thereafter (so 6 at 10th, 7 and 15th, and 8 at 20th).

*Axe*

At 8th level the broadcast blade learns the axe shape, allowing her to attack all targets in a cone. Her cone may be of any size up to a maximum of 10 feet, increasing by 5 feet at 20th level and every 10 levels thereafter.

This replaces the mystic combats gained at 2nd, 4th, and 8th levels, but still counts as possessing the mystic combat class feature.

**Tactical Teleport:** At 3rd level, the broadcast blade can make rapid, short range *teleports*. When the broadcast blade *teleports* herself (and only herself) to a location within 10 feet she may spend an additional spell point to *teleport* as a swift action instead of a standard action. The range of this *teleport* increases by 5 feet every 4 levels thereafter (15 feet at 7th, 20 feet at 11th, 25 feet at 15th, and 30 feet at 19th).

This replaces stalwart.

**Blitzing Blade:** At 20th level, the broadcast blade no longer spends an additional spell point to use the tactical *teleport* class feature, and may use broadcast to strike every target twice as a standard action instead of a full-round action.

This replaces spellsword.

**Mystic Combat:** The broadcast blade gains exclusive access to the following mystic combats:

*Aggressive Teleport:* The broadcast blade gains Pouncing Teleport as a bonus magic talent. In addition, when using Pouncing Teleport she may choose to do so aggressively, gaining +2 to attacks but -2 to armor class until her next turn as if she had charged.

*Broadcast Shield:* The broadcast blade learns to apply her talents more defensively. Any allies adjacent to her may add her shield bonus to their armor class.

*Elusive Teleport:* When the broadcast blade *teleports*, she gains a +1 dodge bonus to armor class until the start of her next turn. This bonus increases by +1 for every 10 broadcast blade levels she possesses, and does not stack with itself.

*Selective Broadcast:* The broadcast blade may exclude a number of 5-foot squares equal to her casting ability modifier from the area of her broadcast ability.

*Spatial Skirmisher:* The broadcast blade gains Spatial Reach as a bonus magic talent. When she uses it on herself, she may use her broadcast blade level as her caster level for this ability if it is higher.

*Variable Broadcast (requires broadcast blade 11):* When the broadcast blade makes two attacks with broadcast, she may use a different shape and target a different area with each attack.

## Divine Lariat

**Weapon and Armor Proficiency:** A divine lariat is proficient with all simple weapons, martial weapons and the lasso. She is proficient with light armor and medium armor but not with shields.

This alters the standard mageknight's weapon and armor proficiency.

**Magic Lasso (Su):** Any lasso in the divine lariat's hands becomes magically empowered, gaining a longer reach, becoming more durable, and harder to escape from when used to entangle a foe. These benefits only endure so long as the divine lariat is holding the lasso.

Level	Lasso Hit Points	Lasso AC	Escape Artist DC	Strength DC	Lasso Reach
1st	5	12	17	25	15-ft.
5th	10	14	20	27	20-ft.
9th	15	16	23	30	25-ft.
13th	20	18	25	33	30-ft.
17th	25	20	27	36	35-ft.

At 8th level, these benefits endure for 1 round per level, even after the divine lariat releases the lasso, but does not retain these benefits if used by another creature (i.e., a target entangled with the divine lariat's lasso must still fight against the lasso's empowered hit points, AC, and Escape Artist and Strength DC, but another target cannot use the lasso's enhanced abilities if attempting to entangle another target).

At 16th level, the benefits endure for 1 hour per level after the divine lariat releases the lasso.

This replaces the casting class feature. A divine lariat still gains spell points, and counts her divine lariat levels toward her spell point total.

**Lasso Tricks (Ex):** As a divine lariat grows in power, she gains the ability to use her lasso to accomplish greater feats.

At 1st level, the divine lariat gains the Weapon Focus (lasso) feat as a bonus feat.

At 2nd level, the divine lariat may treat her lasso as a one-handed weapon, and as a melee reach weapon with a 10-foot reach for the purposes of threatening squares, not provoking attacks of opportunity (so long as the target is within the divine lariat's melee range), etc. When making a maneuver against a target outside of this range, the lasso still counts as a ranged weapon, provoking attacks of opportunity as normal. In addition, as a move action she may disengage her lasso with a quick series of tugs, disengaging it and returning it to herself.

At 4th level, a divine lariat can use her lasso to perform a dirty trick, disarm, steal or trip maneuver against a target, even at range. If an opponent is already entangled in her lasso, the divine lariat can attempt a drag or reposition maneuver against that opponent. The divine lariat need not move with her opponent unless the maneuver's movement would put the opponent beyond the reach of her lasso.

At 6th level, the divine lariat can attempt a grapple maneuver at range against a target she has entangled with her lasso. While grappling a target in this fashion, she may only move the target, pin them, or tie them up. She is not considered grappled while grappling a target in this fashion.

At 10th level, a divine lariat may attempt dirty trick maneuvers and steal maneuvers in place of an attack with her lasso.

This replaces all magic talents gained by the divine lariat.

**Bound Enemy (Su):** At 7th level, as a full-round action, the divine lariat's lasso can expand to entangle entire groups of enemies. The lasso becomes an area attack weapon with a 10-foot radius. Anyone within the radius must succeed at a Reflex save against a difficulty of 10 + 1/2 her divine lariat level + her Dexterity modifier or become entangled. In addition, anyone entangled by this attack is pulled together into the nearest open space to the center of the attack.

This replaces marked.

**Critical Roping (Ex):** At 19th level, whenever a divine lariat successfully confirms a critical hit with a lasso, she can attempt a free combat maneuver against that target.

This ability replaces spell critical.

## Doomblade

**Destructive Blade (Sp):** As a swift action, the doomblade may create a *destructive blast* but, rather than expelling it as a simple attack, wrap it around her hand for a number of rounds equal to her casting ability modifier (minimum 1). This wrapping can take any visual form the doomblade desires from a blade to a hammer to a simple ball of swirling energy, but the form is merely cosmetic. The doomblade is considered armed with her *destructive blast*, and can make melee touch attacks in place of regular attacks. Rather than having its power determined by the doomblade's caster level, the destructive blade always treats the doomblade's level as its caster level.

The destructive blade is a blast shape, and so cannot be combined with other blast shapes. It also cannot have its damage increased to one die per level, but can otherwise be augmented like any other *destructive blast*.

The doomblade is always considered proficient with their destructive blade. If another destructive blade is summoned, any previously summoned destructive blades immediately disappear.

This replaces resist magic.

**Destructive Focus:** The doomblade must choose the Destruction sphere with the magic talent she gains at first level, unless she already possesses the Destruction sphere.

**Blade-Marked (Su):** At 7th level, a doomblade who successfully deals damage with her destructive blade to a target may, as a swift action, leave a magical mark on that target. The target suffers a -2 penalty to saving throws against the spells, spell-like abilities, and sphere abilities of the doomblade, and the doomblade gains a +2 bonus to saving throws against the spells, spell-like abilities, and sphere abilities of the target. This mark lasts for 1 minute. The doomblade may not have more than 1 mark active at a time; giving a second mark causes the first to be dismissed.

This alters marked.

## Dragoon

**Mount (Ex):** Starting at 1st level, a dragoon gains the service of a loyal and trusty steed to carry her into battle. This mount functions as a druid's animal companion, using the dragoon's level as her effective druid level. The creature must be one that she is capable of riding and is suitable as a mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A dragoon's bond with her mount is strong, with the pair learning to anticipate each other's moods and moves. Should a dragoon's mount die, the dragoon may find another mount to serve her after 1 week of mourning.

This ability replaces the resist magic class feature.

**Mounted Mystic (Ex):** At 3rd level, the dragoon gains the ability to share the effects of any mystic combat ability with

a duration that she is using with her animal companion, provided she is riding her companion as a mount at the time.

This replaces stalwart.

## Dread Crusader

Dread Crusaders fight for causes from beyond the veil of death. Whether they serve a god of death or a cause championed by their ancestors, the dread crusader fights her battles aided by the power of the grave.

**Ghastly Powers (Su):** At 1st level, the dread crusader gains the Death sphere with the Necromantic Limit drawback (*ghost strike*), and gains Cryptic Strike as the bonus talent for that drawback. If she already possesses the Death sphere, she gains the Cryptic Strike talent and does not gain the Necromantic Limit drawback.

The dread crusader uses her class level as her caster level when using the Cryptic Strike talent. This stacks normally with caster levels gained from other sources.

This replaces the magic talent gained at 1st level, as well as resist magic.

**Mystic Combat (Su):** The dread crusader gains exclusive access to the following mystic combats:

*Legion's Fall (requires wailing cleave):* When the dread crusader uses the full-attack action, she may give up her regular attacks and instead make one melee attack at her highest base attack bonus against each opponent within reach. She must make a separate attack roll against each opponent. Each opponent struck suffers the effects of her Cryptic Strike. She must pay each associated spell point cost for each successful attack, and may choose a different *ghost strike* for each target.

*Loathsome Smite:* The dread crusader adds half her level to the damage dealt by her Cryptic Strike talent.

*Wailing Cleave:* When the dread crusader successfully strikes a foe with a Cryptic Strike, she may spend a spell point as a swift action to make a second attack at her full base attack bonus against a different foe within reach (or within her first range increment for a ranged weapon). If this attack is successful, the second foe is also affected by her Cryptic Strike. She must pay any spell point cost associated with the second attack, but may choose a different *ghost strike* for each target.

## Dustbringer

It's a harsh but undeniable truth of reality that it is always easier to destroy than to create. Working from the idea that you need to understand something to efficiently break it, those dangerous few known as dustbringers arise from the arts of transmutation, applying their arts more to destroy than to create. While they have some skill in other forms of magic, their true power lies in breaking things so thoroughly that all that's left behind is an extremely fine black powder, the dust that gave them their moniker.

**Weapon and Armor Proficiency:** A dustbringer is proficient with all simple weapons, monk weapons, and light armor. This alters weapon proficiencies.

**Accursed Destruction:** The dustbringer's talent at causing damage is more than just trained, it is supernatural. At 1st



level the dustbringer gains the wrecker oracle curse, treating her dustbringer level as her oracle level.

Additionally, the dustbringer gains the Creation sphere with Limited Creation (*alter*) drawback as a bonus talent at 1st level, but does not gain a bonus talent from this drawback. If the dustbringer already possesses the Creation sphere, neither the sphere nor the drawback is gained.

The dustbringer uses her class level as her caster level when using the Destroy *alter* ability of the Creation sphere. This stacks normally with caster levels gained from other sources.

This replaces the bonus talent gained at 1st level.

**Unarmed Strikes:** At 1st level, a dustbringer gains Improved Unarmed Strike as a bonus feat. A dustbringer may attack with fists, elbows, knees, and feet. This means that a dustbringer may make unarmed strikes with her hands full. A dustbringer applies her full Strength modifier (not half) on damage rolls for all her unarmed strikes.

Usually, a dustbringer's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A dustbringer's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons.

A dustbringer also deals more damage with her unarmed strikes than others, as shown on the following table.

**Table: Dustbringer.**

Level	Damage (Medium)	Damage (Small)	Damage (Large)
1st–3rd	1d6	1d4	1d8
4th–7th	1d8	1d6	2d6
8th–11th	1d10	1d8	2d8
12th–15th	2d6	1d10	3d6
16–19th	2d8	2d6	3d8
20th	2d10	2d8	4d8

**Destructive Blows:** At 3rd level, the dustbringer gains Improved Sunder as a bonus feat even if she does not meet the prerequisites. Additionally, whenever she attempts an unarmed strike to sunder an object, she adds her Destroy *alter* damage to the attack.

At 7th level, she gains Greater Sunder as a bonus feat even if she does not meet the prerequisites and she gains Potent Alteration as a bonus talent.

This ability replaces stalwart and marked.

**Mystic Combat:** The dustbringer gains exclusive access to the following mystic combats. She may not select any mystic combat more than once unless stated otherwise.

*All is Matter (Ex) (requires dustbringer 10):* The dustbringer has delved deeply enough into the mysteries to see that organic and inorganic matter are the same thing. Her Destroy *alter* ability can now also affect living and animate beings as if they were objects. This bypasses all types of damage reduction. Any animate creature reduced to 0 hit points by the dustbringer's Destroy *alter* ability sees their bodies crumble to dust. This

prevents *raise dead* and *resurrection* (although *true resurrection* works as normal). This cannot be combined with the destructive blows class feature, as it is still impossible to sunder a creature.

*Destructive Diversity (Ex):* The dustbringer's power to destroy is no longer limited to merely touch. She can choose a (blast shape) talent from the Destruction sphere. This talent can now be applied to her Destroy *alter* ability, with the normal spell point cost. She may select this mystic combat multiple times. Each time it is selected, choose another (blast shape) talent.

*Dustbringer's Aura (Su):* The dustbringer's ability is unavoidable. When struck by a manufactured weapon in melee, the attacker must succeed at a Reflex save or suffer damage to their weapon as if it has been targeted by the Destroy *alter* ability (even though it is an attended object) of the Creation sphere. This has no effect on ranged weapons.

The saving throw DC for this ability is equal to 10 + 1/2 her dustbringer level + her casting ability modifier. If the dustbringer is of sufficient level to have the 15th level upgrade of the wrecker curse, the weapon must save against both effects separately.

*Dustbringer's Aura, Greater (Su) (requires dustbringer's aura):* The dustbringer's aura expands outward, protecting her from missiles. Any manufactured or natural weapon projectile targeting the dustbringer or passing through her square is subject to her Destroy *alter* ability, even if it would otherwise be an invalid target. If the missile survives this damage with at least half of its hit points, it is unaffected and strikes its target normally.

If this damage would be enough to give the missile the broken condition, all effects of that condition apply, including penalty to attack, reduced critical threat range and multiplier. If this damage would destroy the missile outright, then it does so and the attack fails, regardless of the results of the attack roll.

*Dustbringer's Flurry (Ex):* The dustbringer gains the ability to make a flurry of attacks. A dustbringer can make a dustbringer's flurry as a full-attack action. When performing a dustbringer's flurry, the dustbringer can make one additional attack at her highest base attack bonus. This additional attack stacks with the bonus attacks from *haste* and other similar effects. When using this ability, the dustbringer can make these attacks with any combination of her unarmed strikes and weapons that have the monk special weapon feature. She takes no penalty for using multiple weapons when performing a dustbringer's flurry, but she does not gain any additional attacks beyond what's already granted by the flurry for doing so. (She can still gain additional attacks from a high base attack bonus, from this ability, and from *haste* and similar effects.) She does not need to use two different weapons to use this ability.

A dustbringer applies her full Strength modifier to her damage rolls for all attacks made with dustbringer's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A dustbringer can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of dustbringer's flurry. A dustbringer with natural weapons cannot use such weapons as part of dustbringer's flurry, nor can she make natural weapon attacks in addition to her dustbringer's flurry attacks.

At 11th level, a dustbringer can make an additional attack at her highest base attack bonus whenever she performs a dustbringer's flurry. This stacks with the first attack from this ability and additional attacks from haste and similar effects.

**Dustbringer's Power (Ex):** The normal limits of creation magic no longer applies to the dustbringer. Her Destroy *alter* ability can now affect animated objects such as golems and constructs. She can also affect attended and magical objects, though these get a saving throw versus magic.

**Touch of Dust (Su):** By focusing her magic, dustbringers can cause whatever she touches to simply fall into pieces. She can spend a spell point to cause her Destroy *alter* ability to deal 1d6 damage per caster level. This cannot be combined with the dustbringer's flurry or the dustbringer's aura mystic combat abilities.

## Grim Disciple

Wyrd. Nemesis. Doom. Fate has a darker side to her, and the grim disciple taps into its power to curse her enemies to oblivion. Drawing inspiration from the great black dogs known as coin-sith, she blends a facility with curses with the ability to take advantage of an opponent's marked fate in battle.

**Black Dog's Maw:** At 1st level, the grim disciple gains the Fate sphere and a bonus curse talent from the Fate sphere, as well as the Neutrality drawback. This drawback does not grant an additional talent and may be bought off as normal. In addition, the grim disciple uses her class level as her caster level for (curse) talents from the Fate sphere. This stacks normally with caster levels gained from other sources.

This replaces the talent gained at first level and the mystic combat gained at 2nd level, but still counts as possessing the mystic combat class feature at 2nd level.

**Malocchio (Ex):** At 3rd level, the grim disciple may spend a spell point to reduce the casting time of a (curse) talent by one step. (Swift actions cannot be further reduced.) At 11th level she may spend a spell point to reduce it by two steps.

This ability replaces stalwart and mystic defense.

**Brand of Ill Fate (Su):** Starting at 7th level, the grim disciple gains a bonus equal to her casting ability modifier (minimum 1) to attack and damage rolls against any creature affected by a curse effect.

This ability replaces marked.

## Herculean Scion

**Domain Power (Su):** The divine ichor coursing through the herculean scion's veins grants them power normally reserved for the servants of her godly ancestor. The herculean scion gains the powers of a domain of her choice, using her herculean scion level in place of her cleric level and her casting ability modifier as her Wisdom modifier.

This replaces the magic talent gained at 1st level.

**Divine Heritage (Ex):** A demigod's body receives magic more readily; a herculean scion uses her class level as her caster level for *enhancements* that solely target herself or her wielded equipment. This stacks normally with caster levels gained from other sources.

This ability replaces resist magic.

**Flesh of the Gods (Ex):** As godly flesh replaces mortal meat, a herculean scion leaves behind the weaknesses of mortal existence. At 7th level, she becomes immune to all poisons and diseases, and ages at half the normal rate.

This ability replaces marked.

**Unbreakable Skin (Su):** A herculean scion can take a blade to the back without taking a scratch. At 11th level, she gains DR 3/-; this improves to DR 4/- at 15th level, and DR 5/- at 19th level. As a side effect, her skin glows with excessive health, shedding light as a candle; she may dismiss this light or cause it to resume as a free action.

This ability replaces mystic defense.

**Divine Transubstantiation (Ex):** At this point, the base substance of the herculean scion has been stripped away, letting the divine spark shine through unhindered.

At 20th level, her type changes to outsider, though she may still be returned to life as if she were her original type, and may choose to be affected by effects that are restricted to her original type. Finally, when she spends a spell point to allow an *enhancement* that solely targets her to continue without concentration, it continues for 24 hours instead of 1 minute per caster level.

This ability replaces spellsword.

## Kinetic Scourge

**Weapon and Armor Proficiency:** A kinetic scourge is proficient with simple and martial weapons and light armor, but not shields.

This alters the mageknight's weapon and armor proficiencies.

**Tethered:** At 1st level, the kinetic scourge gains the Destruction sphere and the Shape Focus drawback, selecting and gaining Energy Tether. If she already possesses the Destruction sphere, then Energy Tether is gained with no drawback.

The kinetic scourge may concentrate on *destructive blasts* with the Energy Tether blast shape as a move action. The kinetic scourge may also use her *energy tether* to retrieve small unattended items within range as a swift action without dealing damage to it or incurring additional spell point costs called for by a blast type.

This replaces the talent gained at first level.

**Mobile Combatant:** At first level, the kinetic scourge gains Tether Adept as a bonus feat.

**Tethered Maneuvers (Ex):** At 2nd level, the kinetic scourge may perform the dirty trick, disarm, steal, and trip combat maneuvers against a target affected by her *energy tether*, and may perform a drag or reposition on the target without having to move herself.

This replaces the mystic combat gained at 2nd level, but counts as having the mystic combat class feature.

**Mystic Combats:** The kinetic scourge gains exclusive access to the following arsenal tricks:

**Hostile Anchor:** When using the Tether Adept feat, the kinetic scourge may use a flying enemy as an anchor point.

**Bounding Tether:** As a full-round action, the kinetic scourge may anchor her *tether* and move as per the Tether Adept feat, making a single attack against a target within movement range.

**Special:** If the kinetic scourge possesses the *Energy Strike* talent, she may use it in place of this single attack.

**Dual-Tether:** The kinetic scourge may maintain two *energy tethers* simultaneously, concentrating on them in one action.

**Quick Concentration:** The kinetic scourge may concentrate on her *energy tether* (or *tethers*) as a swift action.

**Tethered Assault (requires Bounding Tether, kinetic scourge 6):** As a full-round action, the kinetic scourge may anchor her *tether* and take an attack action or full-attack action while moving per the Tether Adept feat. If she does, she can move up to the normal distance allowed by Tether Adept, dividing the movement into increments she uses before her first attack, between each attack, and after her last attack. The kinetic scourge must move at least 5 feet each time she attacks.

## Knight-Summoner

A paladin riding a celestial horse. A drow assassin stalking over a cavern ceiling atop a giant spider. A steel-clad dwarf charging the enemy lines on a huge warthog made of stone. A gnome tinkerer flying between buildings on a mechanical eagle. These are all iconic knight-summoners. Forsaking some of their traditional arcane powers to gain the service of an extraplanar mount, these warriors are a terror to any enemy on foot (and sometimes in the air). Sharing a bond far beyond that of traditional conjuring, these warriors even gain the power to alter their mounts on the go, whether that means giving it wings, letting it pass through stone or even breathe fire.

**Summon Mount:** At 1st level, a knight-summoner gains a Conjunction companion as a bonded mount. If she possesses no Conjunction companion, she gains the Conjunction sphere as a bonus talent, with Mount as the free (form) talent. If she possesses at least one Conjunction companion, but none possess the Mount (form) talent, she gains Extra Companion as bonus talent, with Mount as the free (form) talent. If she possesses at least one Conjunction companion with the Mount (form) talent, she gains a Conjunction bonus talent and chooses one of these companions as her bonded mount. The knight-summoner treats her class level as her caster level for her bonded mount. This stacks normally with caster levels gained from other sources.

This ability replaces the magic talent gained at 1st level and resist magic.

**Adaptation:** At 2nd level, a knight-summoner gains a bonus (form) talent from the Conjunction sphere to be applied to her bonded mount. As a standard action, the knight-summoner may spend a spell point to exchange this talent for another (form) talent, which immediately applies to her bonded mount. This change is instantaneous.

This replaces the mystic combat gained at 2nd level but counts as possessing the mystic combat class feature.

**Mystic Bond:** At 7th level, the knight-summoner gains the ability to share the effects of any mystic combat ability she is using with her bonded mount, provided she is mounted upon it at the time.

This replaces marked.

**Rapid Adaptation:** At 11th level, a knight-summoner may use her adaptation ability as a move action. If she spends an additional spell point, she may instead use it as a free action.

This replaces mystic defense.

**Mystic Combat:** The following mystic combats are available exclusively to the knight-summoner:

**Extra Adaptation:** The knight-summoner's bonded mount gains an additional (form) talent that can be changed with adaptation. This mystic combat can be gained more than once, each time it grants an additional (form) talent. All such (form) talents must be altered individually.

**Quick Summons:** Once per day, the knight-summoner may summon her bonded mount as an immediate action. She may use this ability an additional time per day at 6th level and every 6 levels thereafter (12th, 18th). She may apply the effects of her adaptation ability without cost as part of this ability.

## Marshal Controller (Champion)

The essence of defense is establishing boundaries and enforcing them with brute force. The marshal controller chooses a section of the battlefield and then decides the laws, brutally dispatching any enemy that dares break her rules.

**Weapon and Armor Proficiencies:** Marshal controllers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is her character's first level in any class, she may select a martial tradition of her choice.

This alters proficiencies.

**Blended Training (Ex):** Whenever a marshal controller would gain a magic talent from his class levels (not including the 2 bonus talents gained when first gaining the casting class feature), he may instead choose to gain a combat talent. A marshal controller uses his casting ability modifier as his practitioner modifier.

This alters magic talents. This archetype may be combined with other archetypes that replace magic talents; you cannot gain a combat talent in place of a magic talent the other archetype loses.

**Ward Caster:** The marshal controller gains Protection as a bonus sphere with the Limited Protection (*ward*) drawback. She does not gain an extra talent for having this drawback, and she does not gain this drawback if she possesses the Protection sphere from a different source.

The marshal controller uses her class level as her caster level when creating a *ward*. This stacks normally with caster levels gained from other sources.

This replaces the magic talent gained at 1st level.

**Mighty Controller:** The marshal controller gains the Guardian sphere. She must choose the *patrol* ability as her Guardian package. If she already possesses the Guardian sphere with a different package, she gains the Expanded Package talent. If she already possesses the Guardian sphere with the *patrol* package, she may choose another talent from the Guardian sphere.

She gains an additional talent from the Guardian sphere at 5th, 9th, 13th, and 17th levels.

This replaces resist magic.

**Martial Law:** For the marshal controller, the *wards* she creates are more than magical effects; they are also rules to be obeyed. A *ward* can be violated in a number of ways, depending on what it *wards* against. When an enemy violates the *ward*, they draw an attack of opportunity from the marshal controller. If her *patrol* ability is active, she may respond to this attack of opportunity as she would if it occurred in her threatened area.

- If a *ward* prevents entry, then a creature that should be prevented entry violates it when they successfully enter it under their own power. This includes the *barrier*, *Exclusion*, *Logic*, and *Repel* (ward) talents.
- If a *ward* requires a creature to succeed at a Will save or magic skill check in order to perform an action, and they attempt that action, then it is violated. This includes the *Clarity*, *Impedance*, *Peacebound*, *Quantum Lock*, and *Spell Ward* (ward) talents.
- If a *ward* makes a certain type of attack less effective by either giving it a penalty, giving creatures damage resistance against it, or making creatures immune to it, then the *ward* is violated whenever a successful attack of that type is made, or when a creature is forced to attempt a saving throw against it (or would be forced if they were not immune). This includes the *Energy Resistance*, *Impartiality*, *Magnetic Shield*, and *Missile Shield Ward* (ward) talents.

Any attempt to destroy or dispel a *ward* also violates the *ward*. A creature that is immune to a *ward* can not violate it.

**Mystic Combats:** The marshal controller gains exclusive access to the following mystic combats:

**Long Arm:** Whenever an enemy provokes an attack of opportunity from the marshal controller, she may spend an immediate action to move her speed, provided her movement ends with the enemy that provoked the attack of opportunity in a square where she threatens that enemy. This does not use any of her movement if she is using a *patrol*. She may then make an attack of opportunity without expending a use of her attacks of opportunity.

**Mass Marking:** The marshal controller may have multiple creatures marked simultaneously.

**Mystic Guardianship:** Whenever the marshal controller uses a Guardian sphere ability that requires that she spends her martial focus, she may spend a spell point instead. The marshal controller may use her *patrol* ability when she does not have martial focus.

**Mystic Reflexes:** The marshal controller may make a number of additional attacks of opportunity per round equal to her casting ability modifier. The attacks of opportunity from this mystic combat stack with those granted by *Combat Reflexes* or similar feats.

**Never Defeated:** As a swift action, she may spend a spell point to reduce the amount of damage in her delayed damage pool to 0.

**Quick Ward:** When the marshal controller uses her *patrol* ability, she may spend a spell point to create a *ward* as part of the same action. The *ward* must be one she can normally create with a standard action.

**Response Time:** Whenever the marshal controller uses her *patrol* ability, she gains a +30 feet enhancement bonus to her base speed until the end of her next turn. This additional movement may be used with her *patrol* ability.

## Resizer

**Weapon and Armor Proficiencies:** The resizer does not gain proficiency in medium armor.

**Size Focus (Su):** At 1st level, a resizer may change her size as per the *Size Change* talent of the *Alteration* sphere as a move action, treating her class level as her caster level for the magnitude of the effect. This change lasts for 2 rounds plus 1 round per class level or until dismissed as a free action. This is a polymorph effect, but a resizer may choose to reduce the number of traits she gains from *shapeshift* by one to retain use of this ability without interfering with the *shapeshift*.

This ability replaces the magic talent gained at 1st level.

**Agile Strength:** At 2nd level, a resizer ignores penalties to ability scores when changing size.

This replaces the mystic combat gained at 2nd level but counts as possessing the mystic combat class feature.

**Quick Change:** At 3rd level, a resizer may spend a spell point to use her size focus ability as a swift action.

This replaces stalwart.

**Enduring Change:** At 7th level, the duration of size focus becomes permanent until the resizer changes size with size focus again.

This replaces marked.



**Rapid Shifting:** At 11th level, the resizer may use size focus as a swift action without paying a spell point. Additionally, she may spend a spell point to use size focus as an immediate action.

This replaces mystic defense.

**Tiny and Titanic:** At 15th level, when using her size focus ability, a resizer may spend a spell point to increase or decrease her size by one additional step. This size additional step may allow a resizer to reach Gargantuan or Fine size with ability scores as the Size Mastery advanced talent. If the Size Mastery advanced talent is permitted, she may spend two spell points to increase the maximum size she may obtain to Colossal.

This replaces draw power.

**Mystic Combats:** The resizer gains exclusive access to the following mystic combats:

*Titan's Grip:* By quickly shifting size, stature becomes of little concern, allowing the resizer to quickly grasp her target at any size. She gains the grab ability with her unarmed strikes against targets that are no larger than the largest size she can assume with the size focus ability. She does not take any penalty to her CMB for having a size smaller than Medium when grappling.

*Foe-wielder:* If the resizer is grappling a pinned opponent that is no larger than she is, she may wield the creature as if it were a melee weapon she is proficient with until the end of her next turn, or until the grapple is broken, whichever comes first. If she does not spend the necessary action to maintain the grapple on her next turn, the grapple ends when her turn does. The resizer may make a single attack action with the grappled creature in place of the options normally available when maintaining a grapple.

Creatures wielded in this manner are considered improvised weapon when determining their damage and required hands and difficulty of use, and 1/2 of any damage dealt with the wielded creature is dealt to the wielded creature itself. The resizer may use the wielded creature as a thrown weapon, to a maximum range of 10 feet + 5 feet per 5 base attack bonus the resizer possesses. A thrown creature is prone when they land and suffers an additional 1d6 bludgeoning per 5 feet they are thrown beyond 10 feet, in addition to damage from being used as a weapon and any falling damage, if applicable.

If the pinned opponent is unable to resist being pinned for any reason, you can use that opponent as a weapon without grappling or pinning them, until the creature is reduced to 0 or fewer hit points, at which point the creature cannot be grappled and only counts as an improvised weapon.

*Note: If using Spheres of Might, Foe-wielder grants the resizer the Living Weapon Wrestling talent and allows them to use it, including with the option to throw their opponent, even if they do not possess the Wrestling sphere or Shoulder Throw talents.*

## Sun Warrior

**Class Skills:** A sun warrior adds Intimidate (Cha) to her list of class skills and removes Handle Animal (Cha) from her list of class skills.

**Magic Talents:** A sun warrior must choose the Light sphere with the magic talent she gains at first level, unless she already possesses the Light sphere.

**Solar Brilliance:** A sun warrior gains the Glory talent as a bonus talent, and uses her class level as her caster level on *glows* benefiting from Glory. This stacks normally with caster levels gained from other sources. In addition, she may choose whether or not any (light) talents she applies to a *glow* placed on herself affect her.

This replaces resist magic.

**Mystic Combat:** The sun warrior gains exclusive access to the following mystic combats.

*Expanded Glory:* When the sun warrior creates bright light with the Glory talent, she can shed bright light in a 10-foot radius instead of a 5-foot radius.

*Flickering Glory:* When the sun warrior would apply the effects of a (light) talent from a *glow* placed upon herself or her equipment, she may choose not to affect any number of creatures within the area of the *glow*.

*Light Focus:* Gain an additional talent from the Light sphere. She may take this solar radiance multiple times, gaining another talent from the Light sphere each time she selects it.

*Reflected Light:* The sun warrior may project the effects of her light onto other people. Whenever a *glow* benefiting from her Glory talent applies a (light) effect, she may choose to treat a target within the radius of bright light shed by her *glory* as the target of the *glow* rather than herself for the purposes of the (light) effect that turn.

*Searing Presence (requires Light sphere (Searing Light)):* As a free action the sun warrior may apply the Searing Light talent to the radius of bright light shed by her *glory*, regardless of whether she has applied any other (light) talents to the same *glow*. She may also choose to remove the effects of Searing Light from her *glory* with a free action. Even if she causes the *glow* effect to shed bright light in a larger area, Searing Light applied in this manner only affects the smaller radius of bright light created by Glory.

## Utterdark Champion

**Alignment:** The utterdark champion must be of evil alignment. If she ever ceases to be evil, she loses the benefits of her tenebrous smite, touch of corruption, and channel energy abilities until her alignment returns to evil.

**Swallow the Light:** At 1st level the utterdark champion gains the Dark sphere as a bonus magic talent. An utterdark champion may always gain a magic talent from the Dark sphere in place of a mystic combat.

This replaces the magic talent normally gained at 1st level.

**Tenebrous Smite (Su):** At 1st level, whenever the utterdark champion places a *darkness* effect on an area, she may spend an additional spell point as a free action to empower herself against any good creatures caught within that *darkness*. The utterdark champion gains a bonus equal to her casting ability

modifier on all attack rolls made against good-aligned creatures caught within the area of *darkness*. In addition, the utterdark champion's weapons deal an amount of additional damage equal to 1/2 her utterdark champion level (minimum 1) to all good creatures.

At 7th level, the utterdark champion may spend 2 spell points instead of 1 to empower her allies against her foes, granting them half of her tenebrous smite bonus; all weapon attacks made by the utterdark champion's allies against good targets caught within the area of *darkness* gain a bonus to her attacks equal to 1/2 her casting ability modifier (minimum 1) and a bonus to damage equal to 1/4th her utterdark champion level.

At 13th level, when the utterdark champion empowers her allies against her foes, they gain her complete tenebrous smite bonuses, rather than 1/2 her bonuses.

This replaces resist magic

**Touch of Corruption (Su):** Beginning at 2nd level, an utterdark champion may surround her hand with a fiendish flame, causing terrible wounds to open on those she touches. Each day she can use this ability a number of times equal to 1/2 her utterdark champion level + her casting ability modifier. As a touch attack, an utterdark champion can cause 1d6 points of damage for every two utterdark champion levels she possesses. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, an utterdark champion can use this power to heal undead creatures, restoring 1d6 hit points for every two levels the utterdark champion possesses. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature. For example, the Extra Lay On Hands feat grants an utterdark champion 2 additional uses of the touch of corruption class feature.

At any time, the utterdark champion may spend a bonus combat feat or mystic combat to gain an antipaladin cruelty, using her utterdark champion level as her antipaladin level for this purpose.

This replaces the mystic combat ability gained at 2nd level, but still counts as possessing the mystic combat class feature.

**Channel Energy (Su):** When an utterdark champion reaches 4th level, she gains the supernatural ability to channel negative energy like a cleric. Using this ability consumes two uses of her touch of corruption ability. An utterdark champion uses her level as her effective cleric level when channeling negative energy. This ability is based on the casting ability.

This replaces the mystic combat gained at 4th level.

**Unholy Champion (Su):** At 20th level, an utterdark champion becomes a conduit for the might of the evil and dark. She gains DR 10/good, and increases the bonus damage gained through her tenebrous smite ability from 1/2 her utterdark champion level to her utterdark champion level. In addition, whenever she channels negative energy or uses touch of corruption to damage a creature, she deals the maximum possible amount.

This replaces the spellsword ability.

## Wardmage

**Mystic Warding (Su):** The wardmage may create a mystical connection between herself and up to two allies called a mystic ward. It takes one minute to create or change this connection, during which the wardmage must touch the target. A mystic ward lasts 24 hours.

When an enemy she can see attacks a mystically warded ally with an attack that requires an attack roll, the wardmage may intercept that enemy as an immediate action. When the wardmage intercepts an enemy, she makes an attack with a weapon or natural weapon, if able. This can be a ranged attack, but it will draw attacks of opportunity if it is. If the wardmage hits, the enemy receives a penalty to their attacks equal to her casting ability modifier until the end of the current turn. This is in addition to the normal damage and effects of the attack. The choice to intercept must be made before the attack is rolled. Spells and supernatural abilities can trigger an interception, but only if they require an attack roll. Intercepting a sphere ability does not disrupt the ability, it just causes it to miss.

This replaces the magic talent gained at 1st level.

**Virtues:** The strength of the mystic ward is modified by the wardmage's virtues. The wardmage receives one virtue at 1st level and an additional virtue every 4 wardmage levels beyond that. She may choose from the following virtues:

*Charity:* All allies are considered mystically warded while they remain adjacent to the wardmage.

*Courage:* Whenever she uses an immediate action to make an intercepting attack, the wardmage may move up to 20 feet closer to the enemy before the attack as part of the same action. This movement does not draw attacks of opportunity.

*Decisiveness (requires Destruction sphere):* Whenever she uses an immediate action to make an intercepting attack, the wardmage may spend a spell point to use a *destructive blast* as her intercepting attack. She may use any (blast type) talent that she can normally use as a standard action, except that she may not apply a (blast shape) talent to the *destructive blast*. Using this ability does not provoke attacks of opportunity, but it will still draw attacks of opportunity if used as a ranged attack.

*Dedication:* As a standard action, the wardmage can prepare to perform her duty multiple times. Until the beginning of her next turn, she may make an unlimited number of intercepting attacks as free actions outside of her turn. Each enemy may only be attacked once this way.

*Devotion:* When the wardmage makes an intercepting attack, she may automatically confirm any critical hit, and on a critical hit the enemy must succeed at a Fortitude save with a DC equal to 10 + 1/2 her wardmage level + her casting ability modifier or be dazed until the end of its next turn.

*Discipline:* Once per round, when an enemy attacks a mystically warded ally, the wardmage may make an intercepting attack as a free action, even if it is not her turn.

*Majesty (requires Warp sphere):* When using an immediate action to make an intercepting attack, the wardmage may spend a spell point to use her *teleport* ability of the Warp sphere to *teleport* adjacent to the enemy. The maximum range of this *teleport* is 5 feet per caster level.

**Reliability:** When the wardmage makes an intercepting attack with a ranged attack, she can make ranged attacks at the enemy without taking the standard  $-4$  penalty on her attack roll if they are engaged in melee, and she ignores the AC bonus granted to targets by cover. In addition, she may draw a Small or Medium weapon as part of the action, or reload a weapon that can normally be reloaded as a free action.

**Righteousness:** When the wardmage makes an intercepting attack against an enemy, she deals bonus damage equal to her wardmage level.

**Sacrifice:** When the wardmage intercepts an attack against an adjacent ally, she may move into that ally's square while moving them into a square now adjacent to her as part of the interception. This causes the intercepted attack to be redirected to the wardmage.

**Selflessness:** The wardmage may have up to 3 of her allies warded at the same time.

**Vigilance (requires War sphere):** The wardmage may rally mystically warded allies. When she uses an immediate action to intercept an enemy attacking a warded ally, she may rally that ally as part of the same action. The rally occurs after the intercepting attack resolves, and occurs whether or not the attack hits.

This replaces resist magic.

**Mark of Warding (Su):** At 7th level, a wardmage who successfully deals damage with a weapon or natural attack to a target may, as a swift action, leave a magical mark on that target. When a marked enemy attacks an ally other than the wardmage, she may intercept them as if the target were mystically warded, even if they are not. This mark lasts for 1 round per wardmage level, or until the wardmage marks someone else.

This replaces marked.

**Self Defense (Su):** At 11th level, a wardmage is prepared for the attacks of enemies she has intercepted. Whenever the wardmage successfully intercepts an enemy, she receives damage reduction equal to half her wardmage level until the beginning of her next turn against attacks made by that target.

This replaces mystic defense.

## Warrior Of Holy Light

**Alignment:** The warrior of holy light must be of good alignment. If she ever ceases to be good, she loses the benefits of her luminous smite, lay on hands, and channel energy abilities until her alignment returns to good.

**Light in the Darkness:** A warrior of holy light gains the Light sphere as a bonus sphere at 1st level. If the warrior of holy light already possesses the Light sphere, she instead gains 1 magic talent from the Light sphere. A warrior of holy light may always gain a magic talent from the Light sphere in place of a bonus combat feat or mystic combat.

This replaces the magic talent normally gained at 1st level.

**Luminous Smite (Su):** At 1st level, whenever the warrior of holy light uses the Light sphere to cause a weapon she is wielding to emit bright light, she may spend an additional spell point to empower that weapon against evil. A warrior of holy light may place a glow effect on an unarmed strike or natural attack in this manner. For as long as the bright light effect remains and the warrior of holy light wields the weapon, the warrior of holy light gains a bonus on all attack rolls made with that

weapon against evil creatures. This bonus is equal to her casting ability modifier. In addition, the weapon deals an amount of additional damage equal to  $1/2$  the warrior of holy light's class level (minimum 1) to all evil creatures.

At 7th level, the warrior of holy light may grant the benefits of Luminous Smite to a weapon, even when that weapon is being wielded by other creatures.

At 13th level, the warrior of holy light may spend 2 additional spell points instead of 1 when creating bright light to not only grant the benefit of luminous strike to the wielder of the glowing weapon, but also to all creatures within the area of bright light created by the glow effect. These benefits apply to all attacks made by the affected creatures. When using luminous smite in this manner, the warrior of holy light may place the effect not only on a weapon, but also on any object, or even a creature.

This replaces resist magic.

**Lay on Hands (Su):** Beginning at 2nd level, a warrior of holy light can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to  $1/2$  her warrior of holy light level plus her casting ability modifier. With one use of this ability, a warrior of holy light can heal  $1d6$  hit points of damage for every two warrior of holy light levels she possesses. Using this ability is a standard action, unless the warrior of holy light targets herself, in which case it is a swift action. Despite the name of this ability, a warrior of holy light only needs one free hand to use this ability.

Alternatively, a warrior of holy light can use this healing power to deal damage to undead creatures, dealing  $1d6$  points of damage for every two levels the warrior of holy light possesses. Using lay on hands in this way requires a successful melee touch attack and does not provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Whenever the warrior of holy light gains a bonus combat feat or a mystic combat, she may choose instead to gain a paladin mercy, treating her warrior of holy light level as her paladin level when meeting its prerequisites and determining its effects. This qualifies the warrior of holy light to gain the Extra Mercy feat.

This replaces the mystic combat ability gained at 2nd level, but still counts as possessing the mystic combat class feature.

**Channel Energy:** When a warrior of holy light reaches 4th level, she gains the supernatural ability to channel positive energy like a cleric. Using this ability consumes two uses of her lay on hands ability. A warrior of holy light uses her class level as her effective cleric level when channeling positive energy. This ability is based on the casting ability.

This replaces the mystic combat gained at 4th level.

**Holy Champion (Su):** At 20th level, a warrior of holy light becomes a conduit for pure light, spirit, and righteousness. She gains DR  $10/evil$ , and increases the bonus damage gained through her luminous smite ability from  $1/2$  her warrior of holy light level to her warrior of holy light level. In addition, whenever she channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount.

This replaces the spellword ability.

# Magus

## Sphere Magus

**Casting:** The sphere magus may combine spheres and talents to create magical effects. The sphere magus is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere magus gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere magus gains 3/4ths of a magic talent every level (the same progression as he gains caster levels).

**Spell Combat:** A sphere magus may use his spell combat ability with any of his sphere abilities. Rather than casting a new sphere effect every round, a sphere magus may use spell combat to maintain a sphere effect with a duration of 'concentration'. In all other ways, this functions as the spell combat class feature

This alters the spell combat class feature, but can still be traded out by other archetypes.

**Spellstrike:** A sphere magus may use his spellstrike class feature with any sphere ability that requires a touch attack.

This alters the spellstrike class feature, but can still be traded out by other archetypes.

**Spell Recall:** At 4th level, a sphere magus may spend 3 arcane points as a swift action to regain 1 spell point. At 11th level, this improves to 2 arcane points to regain 1 spell point.

This alters spell recall and improved spell recall, but still counts as both and can be traded out by other archetypes.

**Bonus Feats:** A sphere magus can select combat feats, item creation feats, magic talents, or metamagic feats for his bonus feats.

**Knowledge Pool:** At 7th level, whenever the sphere magus rests to regain spell points, he may choose one base sphere or magic talent he does not possess and add it to the list of spheres and talents he has access to that day. The sphere magus loses this bonus magic talent the next time he rests to regain spell points, and may choose another talent to take its place. The sphere magus may choose the same talent multiple times in a row.

This alters knowledge pool but can still be traded out by other archetypes.

**Medium Armor:** At 7th level, the sphere magus gains proficiency with medium armor. If he possesses the Somatic Casting drawback, he may cast in medium armor without incurring a chance of arcane spell failure.

This alters medium armor, but can still be traded out by other archetypes.

**Heavy Armor:** At 13th level, the sphere magus gains proficiency with heavy armor. If he possesses the Somatic Casting drawback, he may cast in heavy armor without incurring a chance of arcane spell failure.

This alters heavy armor, but can still be traded out by other archetypes.

**Greater Spell Access:** At 19th level, whenever the sphere magus uses his Expanded Magic class feature, he may choose two magic talents or base spheres to gain instead of one.

This alters greater spell access, but can still be traded out by other archetypes.

## Arcane Weaponeer

For some warriors, the pinnacle of martial power comes from allowing the mind and body to operate separately. They train their minds in arcane mysteries, while they hone their bodies with weapons practice. In time, they perfect a style of fighting that incorporates a wide range of magical techniques.

**Casting:** The arcane weaponeer may combine spheres and talents to create magical effects. The arcane weaponeer is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The arcane weaponeer gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** An arcane weaponeer gains a magic talent at 2nd level and every 2 levels thereafter.

**Arcane Pool:** At 4th level, the arcane weaponeer can use his arcane pool to grant an enhancement bonus to his armor or shield equal to the bonus he could grant to a weapon. He must pay the arcane pool cost separately for each, and each enhancement is a separate action.

At 5th level, he can add the following special abilities to his armor: *balanced*, *bitter*, *fortification* (heavy, light, or medium), *ghost touch*, *invulnerability*, *spell resistance* (13, 15, 17, or 19), or *spell storing*. In addition, he can also add the following shield special abilities: *animated*, *arrow catching*, *arrow deflection*, *bashing*, *blinding*, *fortification* (heavy, light, or medium), *reflecting*, *spell resistance* (13, 15, 17, or 19).

This alters arcane pool and replaces spell recall. The arcane weaponeer may still take other archetypes that modify the number of points in his arcane pool.

**Spell Combat (Ex):** An arcane weaponeer learns to cast spells and wield his weapons at the same time. When he makes a full-round attack using only melee weapons, he can also use any sphere ability with a casting time of 1 standard action or less as a free action at any point during the attack. Rather than casting a new sphere effect, an arcane weaponeer may use spell combat to maintain a sphere effect with a duration of 'concentration'. Spell combat must be declared before any attacks are made. If the sphere ability fails for any reason, the ability is wasted, but his attacks proceed as normal.

Fighting in spell combat is more difficult than normal, and the arcane weaponeer takes a -2 to all attacks made as part of spell combat, including any attack roll involved with the sphere ability he uses.

The arcane weaponeer has learned to use his magic powers near his enemies. He does not need to attempt concentration



checks because of damage he takes from melee attacks from enemies he is aware of.

This replaces spell combat.

**Spellstrike (Su):** At 2nd level, whenever an arcane weaponer uses a sphere ability that requires a touch attack, he can deliver the spell through any melee weapon he is wielding as part of an attack. Instead of the free touch attack normally allowed to deliver the sphere ability, an arcane weaponer can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting. If successful, this melee attack deals its normal damage as well as the effects of the sphere ability. If the attack is made in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range, but the sphere ability effect only deals  $\times 2$  damage on a successful critical hit, while the weapon damage uses its own critical modifier. If a sphere effect requires a saving throw, the DC of this saving throw receives a +4 bonus if the spellstrike is a critical hit.

This replaces spellstrike.

**Expanded Knowledge (Su):** At 7th level, as a move action, the arcane weaponer may grant himself the benefit of any one magic talent he meets the prerequisites for other than a base sphere. This effect lasts for 1 minute. He may use this ability a number of times per day equal to  $1/2$  his class level, rounded up. Multiple uses of this ability do not stack; if he uses this ability again before the previous duration has expired, it replaces the previous use.

At 13th level, the arcane weaponer can gain use this ability as a swift action.

At 19th level, the arcane weaponer can use this ability as a free action.

This replaces medium armor, heavy armor, and greater spell access.

**Bonus Feats:** The arcane weaponer may select combat feats, item creation feats, magic talents, or metamagic feats for his bonus feats.

This alters the arcane weaponer's bonus feats.

**Spell Advancing:** At 8th level, when the arcane weaponer uses spell combat, he may elect to not take the iterative attacks he receives after his first attack (those attacks with a penalty to base attack bonus). If he does, he may move his speed before or after spell combat. This decision is made when spell combat is declared. He still receives any bonus attacks he gets from effects such as the Improved Haste Time talent.

This replaces improved spell combat.

**Stalwart (Ex):** At 11th level, the arcane weaponer gains the mageknight's stalwart class feature.

This replaces knowledge pool.

**Rapid Enchantment (Su):** At 11th level, the arcane weaponer may enhance his weapons, armor and shield using his arcane pool using only one swift action. All costs must be paid separately.

This replaces improved spell recall.

**Spell Manipulation:** At 14th level, when the arcane weaponer uses spell combat, he may enhance his spherecasting with any number of metamagic abilities without increasing the casting time.

This replaces greater spell combat.

**True Weaponer:** At 20th level, whenever the arcane weaponer uses spell combat, he may elect to not take his iterative attacks or use his spell advancing ability. This decision is made when spell combat is declared.

If he does this, he may use a second sphere ability that can be used as a standard action during spell combat. Any spellstrike made with the second sphere ability has a  $-5$  penalty, in addition to the  $-2$  penalty spell combat normally incurs.

This replaces true magus.

## Magus Arcana

Magi may choose the following arcana:

**Bladesense:** The magus may spend a point from his arcane pool as a swift action to form a powerful bond with his weapon. Any vibration across its length is amplified, allowing him to sense the world through the weapon. He may hear through his weapon (even if he is deaf) with an acuteness that tells him the position of enemies and objects around him.

While holding the weapon, he gains the uncanny dodge class feature as a rogue of equal level, and at 9th level he gains improved uncanny dodge. At 15th level, he gains tremorsense with a range of 30 feet.

His blade sense lasts 1 minute per class level, but ends immediately if he lets go of his weapon or is disarmed.

**Counterspell Strike (requires spellstrike, Counterspell):** When the magus uses Counterspell with his spellstrike abilities, he may add the enhancement bonus of his weapon to his magical skill bonus.

Whenever he successfully counters a spell or sphere ability that can be delivered as a touch attack, he may charge his weapon with that spell, and deliver it to a different creature using his spellstrike before the end of his next turn.

**Destructive Spellstrike (requires Destruction sphere):** Whenever the magus uses a *destructive blast* with a spellstrike, he may change the damage type of the blast to match whatever damage type his weapon does. This can be bludgeoning, piercing, or slashing, or if he is wielding a weapon with magic special abilities, whatever damage type the weapon is capable of doing.

**Enhanced Spellstrike:** When the magus uses his spellstrike ability with a weapon he has enhanced with his arcane pool, he may apply the full enhancement bonus he imbued the weapon with (including the bonus he used to acquire special abilities) as a caster level enhancement bonus to any sphere ability delivered with the spellstrike.

**Irresistible Strike:** When he uses a sphere ability with a spellstrike, any DC to resist with a saving throw increases by +2.

**Marauding Arcanist:** The magus may use spell combat and spellstrike with thrown weapons, up to a range of 30 feet. He may use spellstrike to deliver sphere abilities that normally require a melee touch attack this way. He may add the distance, driving, nimble shot, and returning special abilities to the list of special abilities he can add to weapons using his arcane pool.

**Metamagic Combat:** Once per day while using spell combat, the magus applies any metamagic feat (even one he does not possess) to a sphere ability. This does not increase casting time or cost spell points.

**Mystic Arcana (requires magus 9):** The magus chooses a mageknight mystic combat ability. He gains that ability and may use it as a mageknight with a level equal to his magus level. This stacks with any mageknight levels he possesses. He may use the mystic combat with his spell combat and spellstrike abilities.

**Mystic Mark (requires magus 9):** The magus gains the mageknight marked ability and may use it as a mageknight with a level equal to his magus level. This stacks with any mageknight levels he possesses.

**Mystic Secret (requires magus 12):** The magus gains an extra magic talent he qualifies for. Whenever he rests and regains spell points, he may change which talent he has chosen.

**Personal Magic (requires Enhancement sphere or Protection sphere):** The magus may use his class level as his caster level for any *aegis* he creates that he bears and if he uses a (succor) talent to sacrifice an *aegis* he created that he bears, he may use his class level as his caster level. This stacks normally with caster levels gained from other sources. He may use his class level as his caster level for any *enhancement* he casts on himself or equipment he has enchanted with his arcane pool. This stacks normally with caster levels gained from other sources.

**Preternatural Grace:** When wielding a light or one-handed weapon with the finesse special feature and not wielding a shield or wearing armor heavier than light armor, the magus can add his Dexterity modifier instead of his Strength modifier to that weapon's damage.

**Quarterstaff Arcana (requires casting, spell combat):** The magus may use a quarterstaff with his spell combat as if it were a one-handed weapon, though he still must grip the weapon with both hands. When he uses spell combat, he may only attack with one end of his staff.

While wielding a quarterstaff, he gains a shield bonus to his armor class equal to the enhancement bonus or caster level enhancement bonus of the quarterstaff (including any enhancement bonus on that staff from the arcane pool class feature), whichever is higher.

**Spell Critical (requires magus 18):** Whenever the magus confirms a critical hit against an enemy with his spellstrike, the sphere ability takes effect but is not expended, and may be used with another attack, as if he had missed with the first attack.

**Surge of Strength:** Whenever the magus uses a spell combat with a sphere ability that targets himself or his equipment, he gains a +2 circumstance bonus to attack and damage rolls until the end of his current turn.

**Transdimensional War Dance (requires Warp sphere):** The magus may use his *teleport* on himself as a swift action. The range is decreased to 5 feet per 2 class levels (minimum 5 feet).

**Undeniable Strike (requires magus 12):** When the magus uses a sphere ability with spell strike, he gains a +4 bonus to his spell penetration check.

**Windwalking (requires magus 6):** The magus may spend a point from his arcane pool as a swift action to grant himself a fly speed of 30 feet with average maneuverability for 1 minute per class level he possesses.

For every 3 class levels the magus possesses beyond 6th, the fly speed increases by 10 feet and the maneuverability increases by 1 step (to a maximum of perfect). If the magus is at least

10th level, this effect lasts for 1 hour per class level instead of 1 minute.

This is a supernatural ability.

## Medium

### Sphere Medium

**Casting:** A psychic medium may combine spheres and talents to create magical effects. A psychic medium is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** A psychic medium gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A psychic medium gains a magic talent at 2nd level and every even level thereafter.

**Exclusive Spirit (Su):** A psychic medium loses access to both the archmage and the hierophant spirits. In their place the psychic medium gains access to the spherecaster spirit.

This alters the spirit class feature.

### Spherecaster Spirit

#### Spirit Bonus

When you channel a spherecaster, your spirit bonus applies to your caster level.

#### Seance Boon

Gain a temporary spell point that lasts for 24 hours, or until you change spirits.

#### Favored Locations

Areas of unusual magic, hallowed/unhallowed areas, and libraries.

#### Influence Penalty

Take a penalty to concentration checks equal to twice your spirit bonus.

#### Taboos

**Choose one:** You must provide magical assistance whenever asked; you must use your own magical solution to a problem if you can, even if a mundane solution that would require fewer resources is available; you must decline magical aid from others at all times and you must attempt a Will saving throw against even harmless spells and abilities.

**Sphere Apprentice (Lesser, Su):** Grant yourself the benefit of any one magic talent you do not possess.

**Sphere Surge (Intermediate, Su):** You may allow the spherecaster spirit to gain 1 point of influence over you to reduce the spell point cost of a sphere talent or ability you use by 1.

**Sphere Adept (Greater, Su):** Grant yourself the benefit of any two magic talents you do not possess.

**Sphere Master (Supreme, Su):** Once per day, you may cast any sphere talent or ability you know without spending any spell points.

## Visionary

This archetype requires sphere medium.

**Perceptive:** A psychic medium gains the Divination sphere with the Limited Divination drawback (his choice) at 1st level. The psychic medium gains no bonus talent with this drawback. If the psychic medium already has the Divination sphere, he neither gains the sphere nor the drawback.

**Shared Sight (Su):** At 2nd level a psychic medium may as a free action touch an ally and grant them the benefit of a (divine) or (sense) talent or ability so long as he remains touching. He may not have more allies affected by this ability higher than his spirit bonus or casting ability modifier (whichever is higher).

This replaces the shared seance class feature.

**Spirit Communion:** At 3rd level, the psychic medium may channel spirit allies into himself, temporarily gaining their knowledge and experience. As a standard action, he may grant himself the benefit of any one Divination talent he does not possess. The talent remains available to use for 10 minutes. If he does not use the talent within that time, the effect ends, otherwise the ability lasts for the talent's duration. He may use this ability 3 times per day. Multiple uses of this ability do not stack. If he uses this ability again before the previous duration has expired, it replaces the previous use.

This replaces the haunt channeler class feature.

## Mesmerist

### Sphere Mesmerist

**Casting:** The sphere mesmerist may combine spheres and talents to create magical effects. The sphere mesmerist is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere mesmerist gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere mesmerist gains 3/4ths of a magic talent every level (the same progression as he gains caster levels).

**Mental Potency:** At 5th level, the sphere mesmerist can affect more powerful creatures or a greater number of creatures than normal with his mental effects. Whenever the sphere mesmerist uses an Illusion or Mind effect that targets a number of creatures or a number of Hit Dice of creatures greater than one, the number of creatures or Hit Dice of creatures affected also increases by 1. This increases by an additional 1 for every 5 levels beyond 5th.

This alters mental potency but still counts as mental potency for the purpose of archetypes that would trade this ability.

### Conniving Bastard

His mind is his first weapon. He looks deeply into others, tricking them, influencing them, and outright controlling them. Then the knives come out.

This archetype requires sphere mesmerist.

**Painful Strike:** If a conniving bastard can catch an opponent when he is unable to defend himself effectively, he can use his mental abilities to enhance his combat abilities. Whenever the conniving bastard hits an enemy within 30 feet with a weapon attack against a creature that is denied its Dexterity bonus, he may apply the effects of his painful stare to the attack. The target does not need to be under the effect of the conniving bastard's hypnotic stare, and this does not count against the usage limit of the conniving bastard's painful stare. The attack can not trigger a second application of the painful stare ability.

This replaces touch treatment and alters painful stare.

**Mental Advantage:** At 5th level, whenever an enemy fails a Will save versus one of the conniving bastard's sphere abilities, it becomes unable to perceive him effectively for a short time. It may still attack, but are unable to defend itself effectively. Until the end of his next turn, that enemy is denied its Dexterity bonus against his attacks.

This replaces mental potency.



# Monk/Unchained Monk

## Beastsoul Monk

**Bestial Feats:** At 1st level, the beastsoul monk gains the Transformation feat as a bonus feat in place of the bonus feat granted at first level. At second level, the beastsoul monk adds Hybrid Transformation and Improved Transformation to his list of bonus feats. The beastsoul monk may take the Transformation feat more than once, selecting a different talent or form each time.

This alters monk bonus feats.

**Natural Flurry:** A beastsoul monk may use natural attacks in place of attacks granted by his flurry of blows class feature and may apply effects requiring an unarmed strike to his natural attacks. The beastsoul monk adds his Strength modifier to damage with any natural attack used as part of a flurry of blows. The beastsoul monk does not gain increased unarmed strike damage from his class levels.

This alters flurry of blows and unarmed strike.

**Ki Shifting:** A beastsoul monk may select the Alteration sphere or talents from that sphere for which he qualifies in place any of the following monk class abilities: slow fall (4th), high jump (5th), wholeness of body (7th), diamond body (11th), abundant step (12th), diamond soul (13th), quivering palm (15th), timeless body (17th), tongue of the sun and moon (17th), empty body (19th), and perfect self (20th).

This replaces the monk class ability the beastsoul monk gives up for this ki power.

An unchained beastsoul monk may take Alteration sphere talents in place of ki powers. The beastsoul monk treats his class levels as Low-Caster levels for the Alteration sphere and spends ki points in place of spell points for Alteration sphere effects. This effective caster level only applies to the Alteration sphere, but stacks normally with caster levels from other sources. Caster levels gained from beastsoul monk levels do not stack with caster levels gained from those same levels via the Advanced Magic Training feat.

The beastsoul monk neither gains the bonus talents for having the casting class feature nor counts his beastsoul monk levels as casting class levels, but, at the GM's discretion, may gain a casting tradition.

## Drifting Lotus (Champion, Unchained Monk Only)

The nomadic order of the drifting lotus master the mystic arts of space and teleportation, incorporating them into an elegant fighting style.

**Class Skills:** A drifting lotus adds Knowledge (arcana) (Int), Knowledge (planes) (Int) to his list of class skills and removes Knowledge (history) (Int) and Ride (Dex) from his list of class skills.

**Proficiencies:** A drifting lotus is proficient with simple weapons, as well as light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

**Casting:** A drifting lotus may combine spheres and talents to create magical effects. A drifting lotus is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces stunning fist.

**Spell Pool:** A drifting lotus at first level gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

A drifting lotus may spend spell points if they were ki points for all ki powers and class features. As long as he has at least 1 spell point, he can make a ki strike.

At 3rd level, ki strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.

At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.

At 16th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

This replaces ki pool.

**Blended Training:** A drifting lotus gains a combat or magic talent every time he gains a class level. A drifting lotus uses his casting ability modifier as his practitioner modifier.

This replaces the bonus feats class feature and fast movement.

**Unarmed Expert:** A drifting lotus is an expert in unarmed combat. At first level he gains the Open Hand sphere as a bonus combat talent.

This replaces unarmed strike.

**Warp Expert:** A drifting lotus gains the Warp sphere and Pouncing Teleport as bonus magic talents, as well as the Personal Warp drawback. This drawback does not grant an additional bonus talent, but may be bought off as normal.

This replaces flurry of blows.

**Lotus Style:** At 5th level the drifting lotus learns a lotus style. Once per turn, after he successfully *teleports* himself, the drifting lotus may gain the effects of a single lotus style. At 9th level, and every 4 levels thereafter, a drifting lotus learns an additional lotus style. At 15th level, he may gain two different lotus style benefits in a turn, either gaining both from a single *teleport*, or individual from two separate *teleports*.

This replaces style strike.

**Bloom:** The next attack the drifting lotus makes carries a dangerous spatial disturbance that splinters the target's body. If his next attack hits, he deals an additional 1d6 damage per two levels to the target. This damage is not subject to damage reduction, hardness, or energy resistance. If the drifting lotus does not attack before his next turn, this benefit is lost.

**Branch:** The drifting lotus both *teleports* and does not *teleport*, temporarily appearing in two locations at once. After *teleporting*, the drifting lotus exists in both his starting position and his destination until the beginning of his next turn. This does not grant his additional actions, but he may take actions from

either location and split actions between them as desired (allowing his to attack at one location and move at the other, for example). If a single ability would affect him in both locations (such as a breath weapon or *destructive blast*) he is only affected once. This allows his to flank with himself. At the beginning of his next turn, the drifting lotus resolves this duality and exists only at the destination end of his *teleport*.

**Evade:** Until the beginning of his next turn, the drifting lotus gains a +2 dodge bonus to AC and Reflex saves. This bonus improves by 1 or every ten levels (+3 at 10th, +4 at 20th). He loses this bonus whenever he would lose his monk AC bonus.

**Flit:** The drifting lotus may make a secondary *teleport* in the same turn. He may cast this secondary *teleport* as a swift action, but it has a maximum range of 5 feet plus an additional 5 feet per 4 levels and cannot benefit from any Warp talents he possesses. If it is not used before the end of his turn, this second *teleport* is lost.

**Float:** Until the beginning of his next turn, the drifting lotus unmoors himself from the bonds of the earth. He does not take fall damage, and falls at a rate of 60 feet per round. In addition, he may turn a fall into a glide, moving an equal distance in a horizontal direction of his choice. Finally, he can choose to simply hover instead of falling, hanging in place until some other force moves his or until his next turn begins.

**Pursue:** The drifting lotus *teleports* not to a place, but a person; space bends to keep his only a step away from them. The drifting lotus designates a single target within his reach to pursue. If it attempts to move out of his reach before his next turn, he may move after it as an immediate action. This allows his to mirror its movement up to a maximum distance equal to his speed. He must pass through every square his target passed through to mirror its movement, and if he reaches a point where he cannot follow (such as by not having the appropriate movement type) he immediately stops and can no longer pursue.

**Rush:** The next attack the drifting lotus makes transfers the latent momentum of his *teleport* into his target. If his next attack hits, he may attempt a bull rush combat maneuver check against the target. This does not provoke an attack of opportunity, and he may choose to substitute his MSB plus his casting modifier for his CMB for this maneuver. If the target is knocked into a solid object, it suffers 1d6 bludgeoning damage, + 1d6 for every 5 feet it would have continued past the barrier. He does not move with the targets of his bull rush. If the drifting lotus does not attack before his next turn, this benefit is lost.

**Whirl:** Until the beginning of his next turn, the drifting lotus is surrounded by a dizzying distortion. Anyone who attacks his or targets his with an effect requiring line of sight must succeed on a Will save (DC 10 + 1/2 his drifting lotus level + his casting ability modifier) or become sickened for 1 minute.

## Shadow Boxer (Unchained Monk only)

**Alignment:** Any

**Class Skills:** The shadow boxer loses Knowledge (religion) (Int) as a class skill and gains Knowledge (planes) (Int) and Bluff (Cha) as class skills.

**Shadow Boxing (Su):** The shadow boxer may use his casting ability modifier in place of his Wisdom modifier for all class features.

At 1st level the shadow boxer may manipulate his shadow as an extension of his body, delivering blows as if from his own fists. His shadow can retrieve stored items, wield and attack with weapons, accomplish delicate tasks like disabling a lock, and deliver touch attacks. A shadow boxer's shadow can not be used to gain additional attacks, nor does he gain extra magic item slots. Activating and dismissing shadow boxing are free actions.

His shadow deals damage as his unarmed strike, and its attacks may be substituted freely into his flurry of blows or used to execute combat maneuvers. A shadow boxer's shadow is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. When making attacks with wielded weapons, his shadow uses the weapon's damage. Even when wielded by his shadow, only weapons with the monk special feature may be used with flurry of blows.

A shadow boxer's shadow has a reach of 10 feet at 1st level. At 5th level and every five levels thereafter, the reach of the shadow's boxer's shadow increases by +5 feet, to a maximum of +25 feet at 20th level. This reach extends in three dimensions and is not limited to targets touching the ground.

This ability replaces stunning fist and fast movement.

**Tenebrous Mysticism:** At 1st level the shadow boxer gains Basic Magic Training as a bonus feat, but must select the Dark sphere. At 2nd level he gains Advanced Magic Training as a bonus feat or Extra Magic Talent if he already possesses it. He may take Extra Magic Talent as a monk bonus feat, but may only select talents from the Dark sphere when he does so.

This replaces the bonus feats gained at first and second level.

**Dark Ki (Su):** At 3rd level, a shadow boxer gains a pool of dark ki points, supernatural energy supplemented with the subtle influence of his shadow self. The number of points in a shadow boxer's dark ki pool is equal to 1/2 his shadow boxer level + his casting ability modifier.

Dark ki points may be used as spell points for activating Dark sphere talents, but spell points may not be used in place of dark ki points. The dark ki pool and dark ki points otherwise function and count as a ki pool and ki points.

A shadow boxer may select talents from the Dark sphere in place of ki powers, including advanced talents he qualifies for.

This alters ki pool and ki power.

## Yamabushi (Unchained Monk only)

**Alignment:** Any neutral

**Casting:** At first level a yamabushi may combine spheres and talents to create magical effects. A yamabushi is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the stunning fist class feature.

**Spell Pool:** A yamabushi at first level gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1).

In addition, he may treat his spell points as if they were ki points for all ki powers and class features, including the standard benefits usually available through a ki pool such as making extra attacks or improving one's AC. This pool replenishes once per day after roughly 8 hours of rest.

This replaces the ki pool gained at 3rd level.

**Magic Talents:** A yamabushi only gains a magic talent at 4th level and every 4 levels thereafter.

**Woodsman:** Yamabushi, in their search of enlightenment, often begin their study in the wilderness, sometimes never even leaving the harsh solitary lifestyle. At first level, a yamabushi gains the Nature sphere as a bonus sphere.

This replaces the bonus feat gained at 1st level.

**Natural Self:** At 20th level, a yamabushi is treated as a fey rather than as a humanoid (or whatever the yamabushi's creature type was) for the purpose of spells and magical effects. He also gains DR 10/cold iron. Finally, the yamabushi gains the ability to enter a state of perfect calm. During this time, the yamabushi can take no actions, but he does regain spell points at the rate of 1 point per hour spent at calm. He cannot use this ability to gain an amount of spell points in excess of his maximum. This replaces perfect self gained at 20th.

## Ki Powers

The following are new ki powers that can be selected by any character with the appropriate class feature.

**Balanced Ki (Su):** While the monk has at least 1 ki point, whenever he hits an enemy with an unarmed strike or monk weapon, he gains temporary hit points equal to 1/2 his monk level. These last until the beginning of his next turn.

**Blocked Ki (Su):** Whenever the monk hits an enemy with an unarmed strike, he may spend a ki point to block their ki. For one minute, it is unable to regain hit points, and it can not be affected by abilities that heal it or remove conditions. The enemy receives a Will save versus a DC of 10 + 1/2 his monk level + his casting ability modifier (or Wisdom modifier, if he does not possess the casting ability) to negate the effect.

**Extra Magic Talent:** The monk gains the extra magic talent feat. He must meet the feat's prerequisites. He may take this ki power multiple times, each time granting an additional talent.

## Ninja

### Ghost Stepper (Ninja/Rogue/Unchained Rogue/Slayer Archetype)

Walls are small hindrance to those that can step between realms.

**Wraith Form (Su):** At 1st level, the ghost stepper gains the wraith form ability as a wraith of her level. Additionally, the ghost stepper uses d4 for sneak attack dice. While in wraith form, the ghost stepper can deliver her sneak attack damage as an incorporeal touch attack made in place of a normal attack, dealing cold or negative energy damage (chosen when this ability is gained). If negative energy is chosen, creatures healed by negative energy are not affected by this attack.

For ninjas and (unchained) rogues, this alters sneak attack and replaces the (unchained) rogue talents or ninja tricks gained at 2nd, 8th, and 14th levels.

For slayers, this alters sneak attack and replaces track and the slayer talents gained at 2nd, 8th, and 14th levels.

**Ghostly Talent:** The ghost stepper may take wraith haunts in place of rogue talents, slayer talents, or ninja tricks. The ghost stepper treats her class level as wraith levels for using and qualifying for wraith haunts. These levels stack with those gained from other sources. The ghost stepper may choose any mental ability score for her casting ability modifier for determining the effects of her wraith haunts, unless she already possesses a casting tradition.

**Ghost Stepper Haunt:** The ghost stepper gains exclusive access to the following ninja trick/rogue talent/unchained rogue talent/slayer talent:

**Spell Pool:** The ghost stepper gains a pool of spell points equal to her casting ability modifier (as selected for the ghostly talent ability). If she already possesses a spell point pool or gains it later, this ability is automatically exchanged for the Extra Spell Points feat.

## Oracle

### Sphere Oracle

**Casting:** The sphere oracle may combine spheres and talents to create magical effects. The sphere oracle is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere oracle gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere oracle gains 1 magic talent every level.

**Oracle's Strength (Su):** A sphere oracle gains +1 spell point at 2nd level and every 2 levels thereafter.

This replaces mystery spells.

**Oracle's Curse:** If your curse provides you with spells known (for example, Haunted), you instead gain a bonus spell point at the levels you would normally gain those spells.

## Paladin

### Sphere Paladin

**Casting:** At 4th level, the sphere paladin may combine spheres and talents to create magical effects. The sphere paladin is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere paladin gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere paladin gains one magic talent at 4th level and every 2 levels thereafter.

## Grand Purifier (Paladin & Antipaladin Archetype, Champion)

See grand purifier under antipaladin archetypes.

### Parzivalian Knight

More than a few paladins and other champions of Good are inspired to take up their vocation by sagas, chansons de geste, and romances about Good triumphing over Evil. Parzivalian knights take this one step further. Their conviction that these stories are how the world should work forces the world to actually work like a story. This manifests as an almost instinctive ability to project *consecrations* that turn the tide of battle in their favor.

**Casting:** The Parzivalian knight may combine spheres and talents to create magical effects. The Parzivalian knight is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces spells and detect evil.

**Spell Pool:** The Parzivalian knight gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A Parzivalian knight gains 1 magic talent every 2 levels.

**Knight of Coins:** At 1st level, the Parzivalian knight gains Fate as a bonus sphere, or a Fate talent if she already has the Fate sphere, and treats her class level as her caster level for *consecrations* and *motifs*. This stacks normally with caster levels gained from other sources.

**Naïveté (Su):** At 2nd level the Parzivalian knight is able to manipulate luck and destiny almost unconsciously. A number of times per day equal to her casting ability modifier, she may ignore any one general drawback she possesses when using a *consecration*. She may spend more than one use of this ability to ignore the same number of drawbacks when using a *consecration*. Alternatively, she may spend a use of this ability in place of a spell point to create or maintain a *consecration*.

Starting at 4th level, she also gains a +1 bonus to the MSD of *consecration* effects. This increases by +1 at 8th level and every 4 levels thereafter.

This ability replaces lay on hands.

**Knight of Wands:** At 3rd level the Parzivalian knight gains a special *consecration*. This has the same effect as all the auras a normal paladin of her level would have (aura of courage, aura of resolve, aura of justice, aura of faith, and aura of righteousness), but as a *consecration* it is not always active, uses their *consecration* radius, etc. She must concentrate to maintain

effect, but may spend a spell point to allow the *consecration* to continue for 10 minutes per Parzivalian knight level without concentration. The Parzivalian knight may use this *consecration* in conjunction with talents such as Sanctify Object, in which case she gains the special bonus (such as immunity to fear) only while in the area of the *consecration*.

This ability replaces aura of courage, aura of resolve, aura of justice, aura of faith, and aura of righteousness.

**Knight of Cups (Su):** At 3rd level the Parzivalian knight chooses one *consecration* she knows. This must be a *consecration* with a duration other than instantaneous and that does not cost a spell point to create. In addition to using this *consecration* normally, she may choose to activate or deactivate it once per round as a free action. She may have this *consecration* active for a total of two rounds per level each day. These rounds do not need to be spent consecutively.

At 9th and 15th levels, she may choose an additional *consecration* she knows to use with this ability. She may activate or deactivate any or all of them as a free action once a round, but if she maintains more than one in any given round each *consecration* counts against the time limit separately. When she learns a new *consecration* talent she may replace one of her chosen *consecrations* with the new one.

This ability replaces mercies.

**Chansons:** At 4th level the Parzivalian knight gains a (*motif*) talent as a bonus talent. Whenever she rests to regain spell points, she may change this talent to any other *motif*. When she uses this *motif* on herself, the spell point cost is reduced by 1 (minimum 0). This ability replaces channel energy.

**Knight of Swords (Ex):** Beginning at 6th level, the Parzivalian knight may discharge a *motif* affecting her as an immediate action and have the discharged *motif* affect an ally within the area of one of her *consecrations* as if the ally had discharged the *motif* themselves. For example, when an ally is struck by a manufactured weapon, the Parzivalian knight may discharge The Tower to destroy the weapon.

**Idylls (Su):** At 20th level, the Parzivalian knight chooses one *consecration* she knows. This must be a *consecration* with a duration and that does not cost a spell point to create. The chosen *consecration* is continuously active with no need to concentrate on it. Each day when she regains spell points she may choose a different *consecration* she knows to become continuously active, in which case the previous *consecration* ends. If she chooses one of the *consecrations* she chose for knight of cups, she may select a different *consecration* to use with that ability.

This ability replaces holy champion.

### Time Knight (Champion)

While many paladins serve as guardians and enforcers for goodly gods, time knights serve a more enigmatic power. While discipline and righteousness are important factors to a being's suitability to act as a time knight, they are given much more leeway in how they choose to combat evil forces that disrupt the natural flow of time.

**Weapon and Armor Proficiency:** Time knights are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is her first level in any class, she may select a martial tradition of her choice.

This alters the paladin's normal weapon and armor proficiencies.

**Blended Training:** From 1st level on, the time knight gains a talent each time she gains a class level. This talent may be spent on either magic talents or combat talents. The time knight is considered a Low-Caster. This counts as the casting class feature. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the paladin's aura of good and the spellcasting paladins normally gain at 4th level.

**Spell Pool:** At 1st level, the time knight gains a small reservoir of magical energy she can use to create truly wondrous effects, called a spell pool. This pool contains a number of points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Time's Chosen:** The time knight gains the Time sphere as a bonus magic talent.

**Detect Chronomancy (Sp):** The time knight gains the ability to detect evil creatures who have tampered with the forces of time. This functions as the paladin's detect evil class feature, but the time knight can only detect evil creatures who have powers that affect the natural flow of time; this includes evil creatures who possess the Time sphere or any of its talents, evil creatures that know time magic spells such as *haste*, *slow*, or *time stop*, and evil creatures with abilities that allow them to manipulate time, such as evil time dragons.

This alters but otherwise counts as the detect evil class feature.

**Aura of Stable Time (Su):** At 3rd level, the time knight is immune to all magical aging effects. The time knight and all allies within 10 feet of her gain a +4 morale bonus on saving throws against time effects; this includes effects created with the Time sphere or any of its talents, time magic spells such as *slow*, or the shifting breath of a time dragon.

This replaces aura of courage.

**Aura of Disruption (Su):** At 14th level, a time knight's attacks deliver a jolt of disruptive choral energy that makes it difficult for creatures to cast spells or use spell-like abilities. Any creature struck by the time knight who attempts to cast a spell or use a spell-like ability before the start of the time knight's next turn must succeed at a concentration check (DC 15 + 1/2 the time knight's class level) or have the spell fail, losing any spell points, spell slots, and the action taken to cast the spell. Any attack action made by an ally within 10 feet of the time knight also benefits from this effect.

This replaces aura of faith.

**Chronal Imprisonment (Su):** At 20th level, a time knight gains the ability to permanently remove temporal threats from the timeline. Whenever she uses smite evil and successfully strikes an evil creature who possess the Time sphere or any of its talents, an evil creature that knows time magic spells such as *haste*, *slow*, or *time stop*, or an evil creature with abilities that allow them to manipulate time, that creature must succeed at a Will saving throw or be instantly erased from the timeline.

Creatures slain by this ability cannot be returned to life by *raise dead*, *resurrection*, or similar effects (such as the Resuscitate talent from the Life sphere). Once a creature has succeeded on a saving throw against this ability, they cannot be affected by

it again for 24 hours. Whenever the time knight successfully erases a threat to the timeline using this ability, she regains 1 use of her smite evil ability.

This replaces holy champion.

**Code of Conduct:** The time knight must be of any good alignment and instantly loses all class features except proficiencies, martial traditions, and combat talents if her alignment ever ceases to be good. Additionally the time knight must do her best to slay or imprison any evil creature she encounters who possess the Time sphere or any of its talents, evil creatures that know time magic spells such as *haste*, *slow*, or *time stop*, or evil creatures with abilities that allow them to manipulate time.

The time knight can choose to accompany such a creature for a limited time in service to a greater good, but willingly allowing such a creature to go free causes the time knight to suffer the same effects as losing her good alignment until the time knight receives an *atonement* or brings the creature to justice.

## Psychic

### Ascendant Mind

In a perfect world, those with the greatest intelligence would rule. But in this world, those with the greatest power rule. The ascendant mind transmutes thought into power, and thus makes the world more perfect by her mere presence. She will open the minds of others, and fill them with her insights, while removing the cumbersome free will she finds within.

**Casting:** The ascendant mind may combine spheres and talents to create magical effects. The ascendant mind is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The ascendant mind gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** An ascendant mind gains gains 1 magic talent every level.

**Mental Powers:** At each even numbered class level, the ascendant mind gains an additional magic talent of her choice from the Divination, Mind, or Telekinesis sphere.

This replaces detect thoughts and discipline spells.

**Psychic Discipline:** The ascendant mind gains a psychic discipline, but does not gain bonus spells from her discipline. Discipline powers that trigger with the use of psychic spells are triggered by any sphere ability.

This alters psychic discipline.

**Phrenic Techniques (Su):** The ascendant mind learns a large number of small, useful powers powered by her phrenic pool. Using any phrenic technique requires spending one point from her phrenic pool, and any saving throw against a phrenic technique is a Will save with a DC equal to 10 + 1/2 her ascendant mind level + her casting ability modifier. All phrenic techniques are mind-affecting abilities, but have the ability to



affect creatures normally immune to mind-affecting abilities. Those creatures gain a +4 to their saving throws against phrenic techniques instead. Mindless creatures are always immune to phrenic techniques.

At 1st level, the ascendant mind gains the following abilities:

- *Autobypnosis*: As an immediate action, the ascendant mind may use a limited form of mind control on herself. She may reroll a concentration check she just made. She must keep the second result, even if it is lower than the first.
- *Psionic Blast*: The ascendant mind may use a standard action to fire a blast of psychic energy. She may make a ranged touch attack against an enemy within 30 feet. If successful, the target takes 1d8 nonlethal damage per class level.
- *Thought Shield*: The ascendant mind may use an immediate action to create a small telekinetic shield that blocks a single attack. She receives a +2 shield bonus against that attack. The decision to use this power is made after a successful attack roll is made, but before damage dice or saving throws are rolled. The shield bonus lasts until the beginning of her next turn.

At 3rd level, the ascendant mind gains these abilities:

- *Ego Whip*: As a standard action, the ascendant mind may lash out with a tendril of ectoplasmic matter at an enemy. She makes a ranged touch attack against a creature within 30 feet. If successful, the creature receives a -2 penalty to its Will saving throws for 1 minute. This penalty does not stack with itself.
- *Hypercognition*: The ascendant mind can connect to higher sources of knowledge. When she rolls a Knowledge check, she may use this ability as a free action to reroll a check, with an insight bonus equal to her phrenic ability modifier. She must accept the second result, even if it is lower than the first.
- *Mind Trick*: As a swift action, the ascendant mind may touch the mind of a creature within 30 feet. The target must succeed at a save or be fascinated for 1 minute by whatever she chooses. This can be a person, object, or anything with a physical presence the target can see. The distraction of a nearby combat or other dangers prevents the ability from working. This is an enchantment (compulsion) ability.

At 7th level, the ascendant mind gains these abilities:

- *False Sensory Input*: As a swift action, the ascendant mind implants a thought into a target's mind, making its reality a little more convenient for the ascendant mind. For 1 minute, she receives a circumstance bonus equal to 1/2 her class level on all Bluff, Diplomacy, Disguise, or Stealth checks against that target. This is an enchantment (charm) ability.
- *Mental Barrier*: The ascendant mind may use an immediate action create a psychokinetic barrier that interferes with magical energies and exists long enough to defend against a single spell or sphere effect. She gains

spell resistance equal to 10 + her class level against that one effect.

- *Thoughtsense*: As a standard action, the ascendant mind can gain the thoughtsense ability with a range of 60 feet. This lasts for a number of rounds equal to her class level.

At 11th level, the ascendant mind gains these abilities:

- *Biofeedback*: As a standard action, the ascendant mind may reprogram the mind of a willing creature to ignore pain and injury. The creature receives a number of temporary hit points equal to twice the ascendant mind's class level, heals an equal amount of nonlethal damage, and any condition that currently affecting them has its remaining duration shortened by 2 rounds.
- *Id Insinuation*: As a standard action, the ascendant mind may envelop a target within 60 feet in a telepathic static that subtly influences it. The target must succeed at a save or it immediately make an attack on a target of the ascendant mind's choice other than itself. This is an enchantment (compulsion) ability.
- *Mind Blank*: As a swift action, the ascendant mind may empty her mind of all thought. While in this state, she is still able to function, but can not apply great mental effort, such as by using sphere abilities or attempting skill checks that involve mental abilities. While she is like this, she is effectively mindless, and is invisible to senses that detect intelligent creatures. Scrying also fails to detect her. This state lasts for up to 1 hour per class level, or until she exerts herself mentally. Her psychic nexus still operates normally.

At 15th level, the ascendant mind gains these abilities:

- *Intellect Fortress*: As a standard action, the ascendant mind may spend a point from her phrenic pool to create a telekinetic bubble surrounding herself and everyone within 10 feet. The bubble is made up of overlapping fields moving in chaotic patterns, blocking line of effect for those who do not understand its mysteries. Whenever an enemy attacks anyone within the bubble, the enemy must succeed at a Perception check with a DC equal to 10 + 1/2 her ascendant mind level + her phrenic modifier or else the attack is negated as the fortress blocks it. Area of effect abilities can not penetrate the fortress, and the fortress blocks incorporeal movement, but not gaze attacks or light-based attacks. The fortress lasts for a number of rounds equal to her class level.
- *Mind Thrust*: As a standard action, the ascendant mind may propel pure mental energy at a target within 30 feet. The target must succeed at a saving throw or take 1d6 damage to a mental ability score of the ascendant mind's choice.
- *Precognition*: As a full-round action, the ascendant mind can gain a glimpse into the future to determine what dangers lurk. The next time she rolls initiative within the next hour, she may add her phrenic modifier to her initiative.

At 19th level, the ascendant mind gains these abilities:

- **Psychic Crush:** As a standard action, the ascendant mind can reach out with her mind to another mind within 30 feet, and crush it. The target must succeed at a save or be dazed for 1 round. If successful, it is staggered for 1 round instead. If a creature that fails a saving throw against this ability has a current hit point total less than the ascendant mind's current hit point total, it is overwhelmed by her life force, and immediately drop to -1 hit point. It is unconscious, but stable.
- **Schism:** As a swift action, the ascendant mind may divide her mind into two separate, functional minds for a number of rounds equal to her class level. The two minds work together and share actions, essentially giving the ascendant mind two attempts to perform certain actions. While in this state, she rolls twice on any Will save or any ability or skill check involving a mental ability. She may also roll twice for any concentration check.
- **Tower of Iron Will:** As an immediate action in response to needing to attempt a saving throw, the ascendant mind can create a field of psychic energy around her body. She receives a circumstance bonus to her saving throw equal to her phrenic modifier.

This replaces phrenic amplifications.

**Psychic Nexus:** At 9th level, the ascendant mind can form a telepathic bond with other willing creatures. This takes a full-round action and has a range of touch, but once formed, the bond lasts until the creature is knocked unconscious, moves to a different plane of existence, or the ascendant mind dismisses the bond as a free action. The ascendant mind may have a maximum number of other creatures bonded to her equal to her phrenic ability modifier. If the ascendant mind is knocked unconscious, her bonds remain, but not if she is killed. Creatures bonded to the ascendant mind can communicate with her and with each other telepathically. She may also use mind-affecting abilities on bonded creatures, even if she would normally not be in range.

This replaces telepathic bond.

**Psychic Ascension:** At 20th level, the ascendant mind gains the ability to transform into pure thought. While in this form, she exists in the minds of the creatures in her psychic nexus, while her physical form is suspended in time in a pocket dimension. While in this form, she can see and hear through the eyes and ears of those in her psychic nexus, but cannot act beyond attempting ability or skills checks that do not require her to act physically, or by using her phrenic powers. When she uses her phrenic powers while ascended, she chooses someone to be 'her' acting as target or point of origin of the power. She may use her phrenic powers on herself while ascended.

Entering or exiting this form is a full-round action that provokes attacks of opportunity, and she may appear next to any member of her nexus when she exits. If no creatures make up her psychic nexus, she can not enter this form, and losing the last creature in her psychic nexus causes her body to materialize in an empty square adjacent to it. If at least one creature is part of her psychic nexus, when the ascendant mind is rendered unconscious or even killed, her bonds remain and she

automatically ascends without needing to take an action, provided the form of death allows for some form of resurrection.

If the ascendant mind is killed by an ability that prevents resurrection, she can not ascend.

While ascended, she is conscious and alive and can not be affected by any condition that is not a mind-affecting condition. If she materializes, she gains whatever conditions her body has, and dies if her body is dead. She regains one hit point per minute, even if she is dead. If she died due to hit point damage, she comes back to life upon reaching 1 hit point. If she rests for 8 hours while ascended, she is completely healed as if using the Greater Resurrection Life talent. Being brought back from the dead leaves the ascendant mind with one permanent negative level.

This replaces remake self.

## Ranger

### Sphere Ranger

**Casting:** At 4th level, the sphere ranger may combine spheres and talents to create magical effects. The sphere ranger is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces the spells class feature.

**Spell Pool:** The sphere ranger gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere ranger gains one magic talent at 4th level and every 2 levels thereafter.

### Apex Predator (Champion)

The apex predator may be close to nature, but he also dominates it, through his use of tools and weapons. He understands nature, but the wilds are a skill set, and do not define him.

**Proficiencies:** An apex predator is proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, he may select a martial tradition of his choice.

This alters weapon and armor proficiencies.

**Casting:** An apex predator may combine spheres and talents to create magical effects. An apex predator is considered a Low-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature, wild empathy, and endurance.

**Spell Pool:** The apex predator gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** An apex predator gains a magic talent at 2nd level and every 2 levels thereafter.

**Combat Training (Ex):** The apex predator is considered a Proficient practitioner, gaining spheres and talents as appropriate. Apex predators use Wisdom as their practitioner modifier.

This replaces all combat style feats.

**Wilderness Scout:** At 1st level, the apex predator gains the Scout sphere as a bonus sphere, or a talent from that sphere if he possesses it already. When using his scout ability, he may substitute a Survival check for the appropriate Knowledge check at a -5 penalty. At 8th level, he no longer takes a -5 penalty.

This replaces tracking and swift tracking.

## Folk Healer

All healing begins with empathy for the sick and injured. From there, it is merely a question of finding the right tools. Everything a healer needs is all around them, they just need to develop the skills to seek them out. A folk healer has learned to use common ingredients to heal common injuries. They cannot raise the dead, but more often than not, they do not need to. What they can do is treat the most common ailments in almost any circumstances - whether that be in the city temples or the far off wilderness.

**Weapons and Armor Proficiency:** The folk healer is not proficient with shields.

This alters armor proficiencies.

**Casting:** The folk healer may combine spheres and talents to create magical effects. The folk healer is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The folk healer gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A folk healer gains the Life sphere at 1st level. He gains an additional magic talent at 3rd level and every 2 levels thereafter.

This replaces wild empathy and endurance.

**Skilled Healer (Ex):** The folk healer gains the Studied Healing feat as a bonus feat. At 3rd level, the folk healer gains a +2 insight bonus to his Heal checks. This bonus increases by +1 for every odd level after the 3rd, and he does not suffer a penalty to his Heal skill for not having a healer's kit. He can also provide long term care to himself.

In addition, he gains the skill unlocks for the Heal skill as appropriate for his number of ranks in that skill.

This replaces favored terrain.

**Folk Remedy:** By drawing on his training in medicine, the folk healer can prepare special herbal remedies to aid in the healing process. The folk healer can brew potions that use the Life sphere, even if he does not have the Distill Compound feat. If he possesses this feat, he gains a +5 bonus to all checks made to brew Life sphere potions. Furthermore, when he creates a Life sphere potion, he may increase the DC of his Craft check by +5 per talent to include a Life talent he does not possess. He may also use his Heal skill to attempt the Craft check.

At 8th level, the folk healer becomes especially skilled at making his remedies, and can prepare them at amazing speed. When he creates a Life potion, he may reduce the crafting time to a single standard action, and may brew the potion even in distracting and dangerous conditions (such as combat). Such potions tend to deteriorate quickly, however, and lose their potency after 1 hour.

This replaces tracker and swift tracker.

**Read the Land:** At 7th level, as a full-round action, the folk healer may spend a spell point to tap into the ambient life force of a region, expanding his consciousness and giving him special insight into its nature. This area must be a continuous area smaller than 1 square mile, and it ends at any point the terrain changes significantly (such as moving from forest to prairie, or moving underground). While in the land he has read, the folk healer gains an insight bonus equal to +2 to Knowledge (geography), Perception, Stealth, and Survival checks as well as initiative.

This increases to +4 at 15th level. In addition, he can move normally through naturally occurring difficult terrain and leaves no trace as he moves. Read the land lasts until the folk healer regains spell points.

The folk healer is considered to have the favored terrain feature. Any ability that applies to favored terrain applies to any terrain he has read.

This replaces woodland stride.



## Geosurveyor

**Casting:** At 1st level, the geosurveyor may combine spheres and talents to create magical effects. The geosurveyor is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces both the favored enemy and spells class features.

**Spell Pool:** The geosurveyor gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A geosurveyor gains a magic talent at 2nd level and every 2 levels thereafter.

**Geomancer:** A geosurveyor gains the Nature sphere as a bonus sphere at first level. This replaces the wild empathy class feature.

**Favored Package (Su):** At 3rd level, a geosurveyor chooses one of the packages from the Nature sphere and gains a +2 bonus to his caster level with that package. At 9th level, this bonus improves by an additional +2, and he may choose another package to gain a +2 bonus with. At 15th level, all previously chosen packages increase his caster level by another +2, and the geosurveyor may choose a third package to gain a +2 bonus. These bonuses stack with other class features with the same name.

This replaces the hunter's bond class feature.

**Master of All Lands (Su):** 20th level, the geosurveyor becomes familiar with and comfortable in all possible terrains. His terrain bonus in all favored terrains increases by +2, and he treats all other terrains as if they were favored terrains (+2 bonus). If a naturally occurring condition of temperature or weather requires a check or saving throw, he automatically succeeds. All allies within 60 feet of him gain a +2 bonus on these checks and saves.

This replaces the master hunter class feature.

## Jikininki

Jikininki were originally cursed individuals, destined to feast upon the flesh of corpses to sate their terrible hunger. However, like all things, the dedicated can turn these curses into weapons of their own.

This archetype requires sphere ranger.

**Hateful Hunger (Su):** At 1st level, by spending 1 full-round action feasting on a corpse, a jikininki can focus his ferocity against similar creatures, gaining the benefits of the favored enemy class feature against creatures with the same type (and subtype, for humanoids and outsiders). This bonus lasts until the jikininki consumes another corpse of a different creature type, switching his bonuses to the new creature type. A consumed corpse is considered destroyed for the purposes of reanimation; the corpse must have been dead for no longer than 1 day per class level.

At 5th level and every 5 levels thereafter, these bonuses increase by 1 (+3 at level 5, +4 at level 10, and so on).

This replaces favored enemy, but counts as favored enemy for the purpose of meeting prerequisites, with the hateful hunger bonus counting as the jikininki's highest and only favored enemy bonus for prerequisites and effects.

**Combat Style Feat:** A jikininki can select Necrosis feats as combat style feats.

**Night Stalker (Ex):** At 3rd level, a jikininki gains a +2 bonus to initiative and Stealth checks in areas of dim light or darkness.

At 8th level, he gains darkvision 60 feet; if he already has darkvision 60 feet or greater, it increases by 30 feet instead. In addition, he can spend a spell point a standard action to cause all living creatures within 60 feet to be frightened for 1 round per class level if they fail a Will save (DC 10 + 1/2 his jikininki level + his casting ability modifier); creatures receive a new saving throw each round beyond the first. This is a mind-affecting fear effect, and it must be night or he must be in an area of dim light or darkness to use this ability.

At 12th level, a jikininki can use the Stealth skill to hide, even while being observed, as long as he is in an area of dim light or darkness.

At 17th level, his bonuses to initiative and Stealth checks made in areas of dim light or darkness increase by 2. In addition, he is always acts in the surprise round, even if he is caught unaware, as long as he is in an area of dim light or darkness.

This replaces favored terrain, camouflage, and hide in plain sight.

## Temporal Trapper (Champion)

**Weapon and Armor Proficiency:** Temporal trappers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is his first level in any class, he may select a martial tradition of his choice.

This alters the ranger's normal weapon and armor proficiencies.

**Blended Training:** From 1st level on, the temporal trapper gains a talent every two levels. This talent may be spent on either magic talents or combat talents. The temporal trapper is considered a Low-Caster. This counts as the casting class feature. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces wild empathy and the spellcasting rangers normally gain at 4th level.

**Spell Pool:** A temporal trapper gains a small reservoir of magical energy he can use to create truly wondrous effects, called a spell pool. This pool contains a number of points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Temporal Trapping:** The temporal trapper gains the Time sphere and Trap sphere (presented in *Spheres of Might*) as bonus talents at 1st level.

**Charged Trap (Su):** From 2nd level on, whenever the temporal trapper places a snare using the Trap sphere, he may spend 1 additional spell point to add an *alter time* effect to the trap. Any creature who triggers the snare activates the *alter time* effect; if it is normally a targeted ability, the creature is immediately affected by that ability, though they are allowed a saving throw if appropriate (though they use the Trap sphere

DC instead of the Time sphere DC as normal). If the *alter time* effect normally creates an area effect, the square itself is used as the center of that effect (even if it would normally be centered on the caster) and all creatures within the area are immediately affected by the ability, attempting saves as normal if appropriate. Any *alter time* effect with a duration longer than instantaneous lasts for 1 round per caster level, regardless of its normal duration, though the temporal trapper may dismiss it on his turn as a free action. If the temporal trapper knows the Temporal Trap talent from the Time sphere, he does not need to spend a spell point when using this ability, though he must pay all other costs of the *alter time* effect as normal.

This replaces the combat style feat normally gained at 2nd level.

**Charged Dart (Su):** Whenever the temporal trapper successfully damages an opponent with a dart made using the Trap sphere, he may, as an immediate action, use a single *alter time* effect against the creature, paying any spell point costs as normal.

This replaces woodland stride.

**Temporal Trapping:** Beginning at 6th level, whenever the temporal trapper chooses a combat style feat, he may instead choose any talent from the Time or Trap spheres.

**Imprisoning Trap (Su):** At 20th level, the temporal trapper may spend 5 spell points when placing a snare created with the Trap sphere to imbue it with magical energy capable of imprisoning the creature outside of time itself. Any creature who fails their Reflex saving throw against the snare must immediately succeed at a Will saving throw (DC 10 + 1/2 the temporal trapper's class level + his Wisdom modifier) or be banished outside the flow of time, placed in a state of eternal temporal stasis. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. The creature cannot return to reality under its own power, and can only be restored by another creature returning it to existence with a *miracle*, *wish*, Reclamation or a similar effect.

This replaces master hunter.

## Rogue/Unchained Rogue

### Ghost Stepper

See ghost stepper under ninja archetypes.

### Lucky Bastard

Most rogues tempt Fate regularly, and more than occasionally he takes the bait. The lucky bastard's risk-taking, on the other hand, seems to amuse Lady Luck, who rewards him with spectacular successes. When she fails him, however, his overreach causes disaster.

**Kismet (Ex):** Rather than trusting only his wits and guts, a lucky bastard relies on Lady Luck's blessing in combat. Starting at 2nd level, he gains a pool of kismet points: a fluctuating measure of his ability to perform amazing actions in combat. At the start of each day, he gains a number of kismet points equal to his Charisma modifier (minimum 1). His kismet goes

up or down throughout the day, but usually cannot go higher than his Charisma modifier (minimum 1), though feats and magic items can affect this maximum. A lucky bastard spends kismet to accomplish deeds (see below), and regains kismet in the following ways.

- **Natural 1 on a saving throw.** Each time the lucky bastard rolls a natural 1 on a saving throw, he regains 1 kismet point. If an ability or effect would allow the lucky bastard to roll twice or reroll, he regains kismet only if the roll he takes is a natural 1. Rolling a natural 1 on a saving throw against an effect caused by a creature, trap, or effect with a CR less than half his character level or who is not genuinely hostile to his does not restore kismet.
- **Natural 1 on an attack roll.** Each time the lucky bastard rolls a natural 1 on an attack roll against a creature he regains one kismet point. If an ability or effect would allow the lucky bastard to roll twice or reroll, he regains kismet only if the roll he takes is a natural 1. Rolling a natural 1 on an attack against a creature with a CR less than half his character level or who is not genuinely hostile to his does not restore kismet.
- **Gamble:** When the lucky bastard makes an attack against a creature with a weapon he has selected with finesse training, he can choose to roll a d3 along with his attack roll. If the d3 is a 1 and the attack hits, it does the minimum possible damage, including precision damage, if applicable. (For example, an attack dealing 1d6+3 with sneak attack 2d6 would deal 6 damage.) If the d3 is a 2, the attack is resolved normally. If the d3 is a 3 and the attack hits, the lucky bastard also regains one kismet point. He can attempt this for as many attacks as he might make in a round, including attacks of opportunity, but can only regain one kismet point per round in this way. A gambling attack against a creature with a CR less than half his character level or who is not genuinely hostile to his does not restore kismet.

Attempting to manipulate or circumvent the definition of "genuinely hostile" attracts the ire of Lady Luck and results in the lucky bastard being unable to use his kismet or any abilities requiring it for one hour per class level as well as the occurrence of numerous tiny coincidences that make his life unpleasant during this time. (What these might be are entirely subject to the GM's imagination, but should have little effect on gameplay and virtually none on combat. Examples might include tripping outside of combat and falling face-first into manure or being mistaken for someone a shopkeeper hates.)

This ability replaces evasion.

**Deeds:** Lucky bastards spend kismet points to accomplish deeds. Most deeds grant the lucky bastard a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the lucky bastard has at least 1 kismet point, but do not require expending kismet to be maintained. A lucky bastard can only perform deeds of his class level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the lucky bastard has or spends the required number of kismet points to perform the deed.

At 2nd level the lucky bastard gains the swashbuckler's kip-up deed. At 12th level he gains the swashbuckler's evasive deed. At 18th level he gains the swashbuckler's cheat death deed. These deeds use kismet instead of panache.

In addition, he gains the following deeds at the indicated levels.

#### *Turnabout (Ex)*

At 2nd level, when an enemy makes an attack of opportunity against the lucky bastard for moving through one of its threatened squares the lucky bastard may spend a kismet point to attempt an Acrobatics check as a free action, even if it is not his turn, against a DC of the enemy's combat maneuver defense. If he succeeds, the enemy's attack of opportunity is wasted with no effect, the enemy can make no further attacks of opportunity against him until the end of his next turn, and he may make his own attack of opportunity against the enemy. If he fails, the attack of opportunity is resolved normally and if it hits the lucky bastard falls prone.

#### *Deceptive Tumbling (Ex)*

At 4th level, as long as the lucky bastard has at least one kismet point remaining, when he uses Acrobatics to move through threatened squares or as part of the turnabout deed, instead of attempting his check against a DC of his opponent's CMD, he may choose to attempt his check against a DC of 10 + his opponent's base attack bonus + his opponent's Wisdom modifier. If his opponent is trained in Perception, the DC is instead equal to 10 + his opponent's Perception bonus, if higher. The opponent gains a +5 bonus to their check if the lucky bastard attempts to move through their space. He may only use this ability as part of the turnabout deed if he has at least one kismet point remaining after spending turnabout's cost.

#### *Dicey Thrust (Ex)*

At 4th level, the lucky bastard may, as a standard action, spend a kismet point to make a single attack with a weapon he has selected with finesse training. The target loses its Dexterity bonus against this attack and the attack deals 1d4 extra damage per two unchained rogue levels, but if it misses the lucky bastard drops the weapon he used to make the attack. If the lucky bastard could not drop the weapon (such as if he made it with a natural weapon), he is instead staggered for one round.

#### *Acrobatic Assault (Ex)*

At 12th level, the lucky bastard may spend a kismet point and take a full-round action to move up to twice his speed, making one attack against each enemy he moves past with a weapon he has selected with finesse training. Any ability or effect that would specifically allow him to prevent attacks of opportunity (such as the turnabout deed) is suppressed during this movement, but he may use Acrobatics and the deceptive tumbling deed as normal. If he is struck by an attack of opportunity during his movement, he immediately stops and until the start of his next turn is flat-footed against attacks made by the enemy who successfully attacked him and any he attacked during this movement (regardless of whether his attacks hit).

#### *Felicitous Footwork (Ex)*

At 18th level, the lucky bastard may spend a kismet point as a standard action to apply the turnabout deed to all attacks made against him before the beginning of his next turn. He also gains a bonus on Acrobatics checks equal to twice the current

size of his kismet pool; if the size of his kismet pool decreases, so does this bonus.

This ability replaces the rogue talents gained at 2nd, 4th, 12th, and 18th level.

### Kismet

Kismet counts as luck for the purpose of qualifying for and activating feats, but not for other purposes, such as being spent in place of grit or panache. If a character has a kismet ability from two sources, the kismet points from the two sources do not stack, but the character regains kismet in any way either class feature allows them to. If the character's kismet abilities would give them kismet points based on different ability scores, they use the highest only.

## Snake Oil Salesman

**Casting:** A snake oil salesman may combine spheres and talents to create magical effects. He is considered a Low-Caster. (Note: All casters gain 2 bonus talents, and a casting tradition, upon first gaining the casting class feature.)

This ability replaces sneak attack.

**Spell Pool:** A snake oil salesman gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A snake oil salesman gains the Enhancement sphere and the Special Delivery drawback at 1st level, gaining Instill Enhancement as normal. If he already possesses the Enhancement sphere, he gains Instill Enhancement without the Special Delivery drawback. He gains a magic talent of his choice at 3rd level and every 2 levels thereafter.

**Soul of a Salesman (Ex):** The ability to close on a deal before the other party has time to figure out that they are being cheated is the bread and butter of a snake oil salesman. He adds half his level to all Appraise checks, as well as any Bluff checks made to convince someone to buy his products or to trust his (minimum +1).

This ability replaces trapfinding.

**Snake Oil (Su):** When the snake oil salesman creates an instilled *enhancement*, he may choose to create snake oil. Snake oil functions as an instilled *enhancement*, but is not limited to only creating *enhancements* with a duration. Instead, the snake oil salesman can create snake oil with a duration of concentration and, if using Mass Enhancement, create multiple vials of snake oil at once. However, when creating snake oil through either or both of these methods, the duration of the instilled liquid is reduced to the duration of the *enhancement*; the snake oil salesman must concentrate to maintain the snake oil, or if spending a spell point to allow the snake oil to endure without concentration, time spent in liquid form counts against its total duration. Snake oil not only can be applied to a weapon as if it were a poison, but can also benefit from talents, abilities, and feats that affect poisons, such as swift poison or deadly cocktail.

**Rogue Talents:** A snake oil salesman cannot select rogue talents that enhance his (nonexistent) sneak attack, unless

gained by a different source. Instead, he gains exclusive access to the following rogue talents:

**Lingering Magic (Ex):** Whenever a snake oil salesman uses an *enhancement* and chooses to create snake oil, the *enhancement* lasts an additional two rounds if he does not spend spell points to relinquish concentration - this stacks with Lingering Enhancement.

**Malpractice (Su):** Whenever a snake oil salesman poisons a creature with an injury poison, he deals additional weapon damage equal to his casting ability modifier. In addition, he may spend one spell point to enhance a dose of poison; if he does so, a creature that fails their first save against the poison suffers bleed damage equal to his casting ability modifier in addition to its normal effects.

**Masterful Alchemy (Su):** A snake-oil salesman gains Master Alchemist as a bonus feat, even if he does not meet the prerequisites.

**Spoonful of Sugar (Su):** Whenever a snake oil salesman creates an instilled *enhancement* or snake oil, he may mix it with a contact or ingestion poison he possesses as part of the same action without the risk of poisoning himself. If he does so, any attempts to magically detect the poison must also succeed at a magic skill check or fail automatically.

This ability alters rogue talents.

**Cabinet of Miracles (Ex):** At 4th level, the snake oil salesman gains Distill Compound as a bonus feat. Whenever he creates a potion that consists primarily of Enhancement effects, he may increase the complexity of the item by one to combine it with an alchemical item. If he does so, the resulting potion gains all the benefits and drawbacks of the alchemical item itself; if the alchemical item is a splash weapon, any creature that it damages is affected by the potion.

This ability replaces uncanny dodge.

**A Simple Demonstration (Ex):** At 8th level, a snake oil salesman may drink potions and instilled *enhancements* that he created as part of a move action. Additionally, he is completely immune to the negative effects of any poison, potion, or alchemical item that he personally created.

This ability replaces improved uncanny dodge.

**Masterful Salesman (Sp):** A snake oil salesman can sell fire to a fire elemental. At 20th level, he gains a unique *enhancement*; by spending a spell point, he may *enhance* a single object on his person to seem incredibly valuable to onlookers. When he does so, select one of the following options:

- The object is fantastically delicious. Any creature that is given or takes the object will immediately consume it.
- The object is worth 10 times as much gold or 100 gp, whichever is higher.
- The object seems to be incredibly desirable. A creature will be willing to exchange any one item that he is holding or wearing for the object.

Regardless, any creature he attempts to give, sell, or trade the object to must succeed at a Will save against DC 10 + 1/2 his snake oil salesman level + his casting ability modifier or accept the deal without question. Once the duration of the *enhancement*

elapses, creatures he has traded with are free to realize how awful the deal actually was.

This ability replaces master strike.

## Spectral Infiltrator

While no-one will deny that ghosts are terrifying beings, they also possess abilities that many thieves envy greatly. They can turn invisible, walk through walls, be silent as the grave, and are invulnerable to all but the most potent of weapons and hazards. Many rogues find these powers so desirable that they turn their every effort to acquiring them. Those who succeed, whether through pacts with otherworldly powers or through their own arcane efforts, are commonly called spectral infiltrators, and they are nightmares to anyone who do not take the most extravagant of precautions against them.

**Ghostwalk (Su):** As a move action, a spectral infiltrator can partially shift his body, allowing him to move with wraith-like silence. While using this ability, his body and equipment becomes incorporeal for most purposes (although he still suffers half damage from non-magical corporeal sources), though he cannot fly or pass through solid objects or creatures. However, he can move at his normal speed along any surface, including horizontal and vertical surfaces and liquids, and is never slowed by difficult terrain, and gains a bonus equal to his class level to sound-based Stealth checks. Effects originating from corporeal sources that do not deal damage have a 20% chance to fail against the wraith instead of the normal 50%. Force effect are not subject to this failure chance.

He can speak, use talents and perform mental actions, but has no physical substance and cannot manipulate objects or attack physically. He can maintain this form for a number of rounds per day equal to 3 + his class level. Ending this ability is a free action.

At 6th level, he can use this ability as a swift action. In addition, the spectral infiltrator's weapons and armor gain the *ghost touch* special ability while using this ability, and he can manipulate objects and attack while using it.

At 14th level, the spectral infiltrator gains a fly speed of 30 feet (perfect) while using this ability and can pass through solid objects and creatures.

This ability replaces trap sense/danger sense and the rogue talents gained at 2nd, 6th, and 14th level.

**Rogue Talents:** The spectral infiltrator gains exclusive access to the following rogue talents:

**Extra Ghostwalk (Su):** You can use your ghostwalk ability for 4 additional rounds per day. In addition, you can spend a spell point as a free action to recover 2 rounds of your ghostwalk ability (up to your normal daily maximum). You may select this talent multiple times; each time you do, you gain 4 additional rounds of your ghostwalk ability per day.

**Madness (Su):** You gain a +2 bonus to your Will saves against mind-affecting effects. If you succeed on a saving throw against a thought detection, mind control, or telepathic effect, your foe makes direct contact with your tortured mind and takes 1d4 points of Wisdom damage (no save).

**Possess Trap (Su):** When you successfully disarm a magic trap, you may change its trigger - such as from touch to visual, from one triggering location to another, etc. You must be at

least 8th level and possess the trapfinding class feature (or a similar feature that allows you to disarm magic traps) to select this talent.

**Touch of Corruption (Su):** While using your ghostwalk ability, you can deliver touch talents and effects as if making an incorporeal touch attack. In addition, by spending 1 round of your ghostwalk ability, you can pass a part of your incorporeal body through a foe's body as a standard action to inflict 1d6 damage per class level. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted (DC 10 + 1/2 class level + Intelligence modifier).

**Advanced Rogue Talents:** A spectral infiltrator can choose from the following advanced rogue talents in addition to those available to all rogues:

**Bewildering Strike (Su):** A spectral infiltrator with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks while the spectral infiltrator is incorporeal also takes a -2 penalty to Intelligence, Wisdom, or Charisma (spectral infiltrator's choice) for 1 minute. This penalty stacks with itself but as usual cannot decrease a creature's ability score to less than 1.

**Haunted Walls (Su):** While incorporeal and completely inside an object, you can still make sneak attacks against foes, despite them having total concealment from you.

You must be at least 14th level to select this talent.

**Mists of Confusion (Su):** If you share a square with an ally while using your ghostwalk ability, that ally gains concealment. If you share a square with an opponent, that opponent treats all targets as if they had concealment.

**Spectral Strike (Su):** At 20th level, a spectral infiltrator is able to breach the defenses of his foe's minds in addition to their physical bastions. Once per round, when the spectral infiltrator deals sneak attack damage while incorporeal, he can force the target to succeed at a Will save or be possessed (as if by the Possession advanced talent).

The DC of this save is equal to 10 + 1/2 the spectral infiltrator's class level + his Charisma modifier. Once a creature has been the target of a spectral strike, regardless of whether or not the save is made, that creature is immune to that spectral infiltrator's spectral strike for 24 hours.

Creatures that are immune to sneak attack damage are also immune to this ability.

This replaces master strike.

## Talent Thief (Unchained Rogue only)

**Class Skills:** The talent thief loses Knowledge (dungeoneering) (Int) and Perform (Cha) as class skills and gains Knowledge (arcana) (Int) and Spellcraft (Int) as class skills.

**Casting:** At first level a talent thief may combine spheres and talents to create magical effects. A talent thief is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature).

This replaces rogue's edge.

**Spell Pool:** At first level a talent thief gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1).

**Shadow Theft:** At 4th level, whenever the talent thief confirms a critical hit on a melee attack that qualifies for sneak attack damage, he may forgo all sneak attack damage in order to steal the target's shadow. He gains 1 temporary spell point for each die of his sneak attack. These temporary spell points do not stack with temporary spell points from other instances of this ability or any other source and expire after 1 round per caster level of the talent thief. The target becomes immune to all abilities that target its shadow until it returns, including additional uses of this ability. If the target has items in a *shadow stash*, they are inaccessible until the shadow returns. The target's shadow returns when the temporary spell points are spent or expire. The talent thief may not gain more temporary spell points than the target has Hit Dice.

Shadow theft cannot be used against a creature that has been conjured or summoned, or against a creature lacking an Intelligence score. A shadow thief gains no temporary spell points from this ability unless the target possesses at least half as many Hit Dice as he does.

A creature that has had its shadow stolen cannot be the target of this ability again for 24 hours. A talent thief may steal the shadow of a willing or helpless target as a full-round action that deals no damage and does not provoke attacks of opportunity. This replaces debilitating injury.

**Arcane Larceny:** At 10th level, when a talent thief steals a target's shadow, he can opt to examine target's repertoire of magic talents and temporarily steal one sphere possessed by the target and one sphere talent for every four sneak attack damage dice he possesses instead of gaining temporary spell points. The stolen sphere and talents last for 1 round per caster level, during which time the talent thief may spend his own spell points to use these talents as if he possessed them. The talent thief must meet any prerequisites to use stolen talents. The target loses access to the stolen talents, but not the basic ability of the stolen sphere, until the effect expires. If the target has the ability to shuffle magic talents, such as the Spiritualism hedgewitch tradition, arcane larceny does not prevent them from swapping stolen talents for new ones.

The talent thief may instead steal a spell or spell-like ability with a spell level equal to or less than 1/2 his highest caster level. He gains this spell or spell-like ability as a spell-like ability that he may use one time within a number of rounds equal to the talent thief's highest caster level. The target is denied access to this spell or spell-like ability until the talent thief expends his use of it or the effect expires. If the target is treated as if the spell were no longer on their spell list for the duration of the effect, and may not cast it even if they have prepared multiple instances of the spell or multiple uses of the spell-like ability.

Alternatively, the talent thief may steal one feat possessed by the target for every four dice of his sneak attack, gaining use of the feats and denying their use to the victim for a number of rounds equal to the talent thief's caster level. If a stolen feat has a variable benefit, the talent thief gains the same benefit the target he stole the feat from selected. The talent thief must



meet all prerequisites to use a stolen feat, though he may steal a feat that he does not qualify for. Stealing a feat in this way does not prevent the target from using other feats and abilities with the stolen feat as a prerequisite.

This replaces the second and third weapons selected for finesse training.

## Time Thief

Any thief can steal a bauble, and any bard can steal a heart, but it takes a master to steal a moment from fickle Time herself.

**Steal Speed (Su):** Starting at 2nd level, the time thief gains the ability to steal a tiny fraction of his opponent's speed and reaction time when making a sneak attack. Once per round when performing a sneak attack on an opponent, the time thief can sacrifice a number of his sneak attack damage dice to steal an action from his opponent, allowing the time thief to take that action and denying his opponent the ability to use that action until the start of the time thief's next turn. An affected target is allowed a Will saving throw (DC 10 + 1/2 his time thief level + his casting ability modifier) to negate the effect. The actions the time thief can steal, and the amount of sneak attack dice he must sacrifice to steal them, are as follows:

- **1 sneak attack die - Attack of opportunity.** The time thief steals 1 attack of opportunity from his opponent and increases the number of attacks of opportunity he can make by 1 until the start of his next turn.
- **3 sneak attack dice - Swift or immediate action.** The time thief steals his opponent's swift action and may use an extra swift action on his turn, or an additional immediate action before the start of his next turn.
- **5 sneak attack dice - Move action.** The time thief steals his opponent's move action and may use an extra move action on his turn.
- **7 sneak attack dice - Standard action.** The time thief steals his opponent's standard action and may use an extra standard action on his turn.
- **10 sneak attack dice - Full-round action.** The time thief steals his opponent's standard and move actions, and may use an extra standard action and move action on his turn.

This replaces the rogue talent normally gained at 2nd level.

**Steal Time (Su):** From 10th level on, whenever the time thief reduces an opponent to 0 or fewer hit points with a sneak attack, he may spend an immediate action to instantly slay the opponent unless they succeed at a Fortitude saving throw (DC 10 + 1/2 his time thief level + his casting ability modifier). If the target fails their saving throw, the time thief absorbs a portion of the time the creature would have still had left, adding it to his own. The time thief increases his natural life span by a number of years equal to the creature's CR; a creature whose CR is less than 1 provides no benefit. If the time thief is middle aged or older, he may subtract these years from his current age up to his minimum age for adulthood, removing any age-related penalties to physical ability scores while retaining any bonuses to mental ability scores; the time thief cannot gain bonuses for reaching a new age category more than once. In addition, each

time the time thief successfully slays a creature whose CR is at least 1 with this ability, he gains a number of temporary hit points equal to twice his class level; these temporary hit points expire after one minute.

This replaces the rogue talent normally gained at 10th level.

**Stolen Eternity (Ex):** Time thieves who reach 20th level have stolen so much time that it can no longer touch them. The time thief no longer suffers penalties to his physical ability scores due to age and cannot die due to old age, though he still accrues mental bonuses for aging as normal. He cannot be affected by any magical effect which alters his age unless he chooses to be, and any beneficial time effect cast on the time thief, such as a *haste* spell or *alter time* effect, automatically has its duration doubled; this extended duration applies only to the time thief and does not affect the duration of the spell for any other targets. In addition, the vast amounts of stolen time that imbue the time thief's body can help his heal injuries much faster than normal, granting his fast healing 5.

This replaces master strike.

## Treasure Seeker (Unchained Rogue only)

Treasure seekers use magic and any tool on hand to uncover forgotten secrets and escape alive.

**Casting:** At 1st level, the treasure seeker may combine spheres and talents to create magical effects. A treasure seeker is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.) This replaces the trapfinding and danger sense class features.

**Spell Pool:** A treasure seeker gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A treasure seeker gains a magic talent at fifth level and every five levels thereafter.

This replaces the rogue's edge class feature.

**Unseen Seer (Ex):** At 4th level, any divination effect (other than (sense) talents and abilities) reveals nothing about a treasure seeker or any of the treasure seeker's gear, unless the origin of the effect succeeds on a magical skill check against the treasure seeker's MSD + 5.

This replaces debilitating injury.

## Rogue Talents

In addition to rogues, ninjas, and unchained rogues, investigators and slayers may select some of the listed talents. An investigator may select arcane infiltration, chance feat, dim mak, disciplined mind, focused infiltration, genius for magic, hallucinogen, hidden space, mental superiority, now you see it, self-preparation, shadow shaper, shadow tools, simple deduction, slip through, and smokescreen in place of an investigator talent. A slayer may select adrenal reaction, arcane infiltration, chance feat, dim mak, flaying slice, focused infiltration, know how to bleed, shadow shaper, shadow tools, slip through, slowing strike, or stolen blood in place of a slayer talent.

*A Pact Made In Shadows (Su)* (requires rogue 10): Choose one *mandate* (from the War sphere). You may create this *mandate* with an adjacent ally as a standard action. For purposes of the *mandate*, your caster level is equal to your rogue level and Charisma is your casting ability, if you do not possess a casting tradition. The *mandate* lasts one round per rogue level, or until you create another *mandate* with this ability.

*Adrenal Reaction (Ex)*: When you regain hit points, you may make an attack as an immediate action. You may not use this ability again until at least 1 minute has passed.

*Arcane Infiltration (requires Alteration or Illusion sphere)*: The action required to maintain your glamers and *shapeshifts* via concentration is reduced by one step.

*Arrow Charmer (Su)*: You can replace your Strength modifier with your Charisma modifier for determining the damage of your ranged weapon attacks, such as with a composite bow or a thrown weapon.

*Attention To Detail (Su)*: You gain the Practiced Seer feat as a bonus feat. You must be able to use sphere talents and abilities to select this talent.

*Chance Feat*: You may gain any chance feat that you qualify for in place of a rogue talent. You may select this rogue talent multiple times, each time selecting another chance feat.

*Create Tools (Sp)*: You gain the ability to conjure by magic any mundane tool you need for the task at hand. A number of times per day equal to 3 + the rogue's casting ability modifier (or Intelligence modifier, if you do not possess a casting tradition), you may create the precise non-magical tool you need weighing up to 2 lbs. per rogue level, and if applicable, can be of masterwork quality. This tool can be as simple as a steel rod to as complex as a disguise kit with a single use. This tool persists for 10 minutes per rogue level as long as it remains in the rogue's possession or was placed firmly in a location by the rogue. The tool vanishes in 1d3 rounds if touched by anyone other than the rogue. Though this ability can be used to summon papers (allowing you to, for example, attempt a Linguistics check to create falsified documents as a standard action) its short duration outside of the rogue's hands make this a risky endeavor. Create tools can never be used to forge coins, gems, or trade goods for a bribe or transaction, as they vanish too quickly for a deal to be completed.

*Cunning (Ex)*: You are good at getting yourself out of scrapes by being wiler and craftier than your enemies. Choose a saving throw. You receive a bonus to this saving throw equal to your Charisma modifier (minimum 1). You lose this bonus whenever you are denied your Dexterity bonus to AC or you wear armor heavier than light armor. You may choose this talent multiple times. Each time, choose a different saving throw.

*Dim Mak*: You may use any melee weapon to deal nonlethal damage without penalty if your target is denied their Dexterity bonus to AC. When using this ability the weapon is treated as if it also had the *shadow wake* weapon special ability.

*Duplicitous (Ex)*: Whenever a spell, spell-like ability, sphere ability, or supernatural ability is used that benefits multiple allies of a caster, you are considered an ally and benefits as well. You must be within range of the caster's ability for this to work. This ability does not prevent you from also being considered

an enemy by the same ability, and does not cause any additional costs to be paid by the caster.

*Enlightened Self Interest (Su)*: You choose a (rally) talent from the War sphere that does not cost more than 1 spell point to use. You may *rally* yourself with this talent as an immediate action without the need of a *totem*. This is a supernatural ability, and does not require spell points. For purposes of the *rally*, your caster level is equal to your rogue level and Charisma is your casting ability, if you do not possess a casting tradition. You may use this *rally* twice per day.

You may choose this talent multiple times: each time you do, choose another *rally*.

*Expanded Sphercasting*: You gain the Extra Magic Talent feat as a bonus feat. You may take this talent multiple times. You must be able to use sphere talents and abilities to select this talent.

*Flaying Slice (Ex)*: When you do precision damage to a creature, you may open a wound that allows you and your allies to more easily penetrate their flesh. When you successfully sneak attack a creature, you may spend up to half your sneak attack dice to reduce the creature's natural armor class by 1 for each die spent, to a minimum of 0. You may do this multiple times with multiple strikes. The loss of natural armor lasts until the creature heals at least 5 hit points per point of natural armor lost.

*Focused Infiltration (requires arcane infiltration)*: When maintaining a glamer via concentration, you may treat your rogue level as High-Caster levels for the purposes of determining the duration.

*Hedgewitch Secret*: You may gain a hedgewitch secret, having an effective hedgewitch level equal to your rogue level. You cannot gain a secret associated with a Path you do not have access to. You may select this rogue talent multiple times, each time selecting another hedgewitch secret. You must be able to use sphere talents and abilities to select this talent.

*Hidden Space (Sp)*: You can use the Extradimensional Storage talent of the Warp sphere as a spell-like ability. You use your rogue level in place of caster level, and for casting class levels when determining MSB and MSD for this talent. You do not gain a spell pool, but may spend spell points on this ability if you gain them from another source. This stacks normally with caster levels gained from other sources, except for any provided by these rogue levels (like through Advanced Magic Training).

You may take this talent twice, which upgrades your spell-like ability to have the effect of two purchases of Extradimensional Storage.

*Know How To Bleed (Ex)*: By exaggerating injuries, you can gain the upper hand in combat. Whenever you are hit for more than 20 hit points of damage in a single round, you can, until the end of your next turn, feint as a swift action.

*Now You See It (Sp)* (requires hidden space or Warp sphere (Extradimensional Storage)): You can access your extradimensional storage in a quicker, more subtle manner. You may stow or withdraw a single item as a move action (or as a swift action if you have taken Extradimensional Storage/Hidden Space twice). In addition, you may make a Sleight of Hand check to conceal your action, opposed by a Perception check from observers. On success, observers do not notice the action and remain unaware

of the item's absence or presence for at least 1 round. Further, an observer's opposed Perception check must succeed by 5 or more for them notice the involvement of extradimensional space; otherwise they notice the action but remain uncertain of how it was accomplished.

At rogue level 10, you may use this talent as a swift action rather than a move action (or as a free action once per round if you have taken Hidden Space twice).

**Plausible Deniability (Su) (Advanced Talent):** As a standard action, you may give yourself any one basic (aegis) talent from the Protection sphere or the Deflection *aegis* that requires no more than 1 spell point to create. This *aegis* uses your rogue class level as its caster level and your Charisma as its casting ability, if you do not possess a casting tradition. The *aegis* does not require spell points to be created. You must use a move action each round to maintain the *aegis*. This is not considered a form of concentration and concentration checks are never required. Making any attack ends the *aegis* immediately.

**Prescient Dodger (Ex):** You have developed a sort of sixth sense where it can divine where blows will hit. The source of this foresight may be calculative, inborn luck or insightful. When unarmored and unencumbered and not using a shield, You add your highest mental ability modifier (Intelligence, Wisdom, or Charisma), or casting ability modifier, if you possess a casting tradition, to your AC and CMD. These bonuses apply even against touch attacks or when the rogue is caught flat-footed and increases by +1 for every 4 rogue levels. You lose this bonus when you are immobilized or helpless, when you wear any armor or use a shield, or when you carry a medium or heavy load. This does not stack with the monk's AC bonus or similar class features.

**Reaching Fingers (Su):** You can reach further than you ought to, bending space just enough to grab an enticing purse from a hidden corner or snatch cell keys from an unsuspecting guard. You add 5 feet to your reach, but only for the purposes of Sleight of Hand checks, Steal maneuvers, or manipulating objects (such as picking up unattended objects, throwing switches, or dropping objects). You do not threaten this area, and cannot make attacks with your additional reach. Increase this reach by 5 feet for every 5 rogue levels you possess.

**Roguish Know-How (Ex):** You have honed your memory. When attempting a Knowledge check, you may add your Intelligence bonus a second time. Thus, you with 5 ranks in Knowledge (local) and a +2 Intelligence bonus has a total skill bonus of +9 (+5 + 2 + 2) when using this ability. You can also use this ability when attempting an Intelligence check to remember something.

**Shadow Shaper:** You gain a surreal feat. You may select this rogue talent multiple times, each time selecting another surreal feat.

**Shadow Tools:** You gain the Shadowstuff Armament feat. In place of making a weapon, shield or armor you may also make small functional tools from shadowstuff to negate the penalty to Craft or Disable Device checks for using improvised tools. When using tools granted by this feat gain a +1 circumstance bonus to the related skill check for every 5 rogue levels you possess.

**Shifting Loyalty (Advanced Talent):** Your morals have always been malleable when required. Magical abilities whose effects vary with alignment always treat you as the alignment of your choice. This choice can change from effect to effect, and does not need to be consistent. This can make you immune to a magical ability.

**Slip Through (Su):** You learn to fit through gaps that should not hold you. You treat yourself as half your size (or one size smaller) for the purpose of squeezing, fitting through narrow spaces with Escape Artist, and similar rules. At the GM's discretion, you can also accomplish feats such as fitting your arm under a door or sticking a finger through a keyhole.

At rogue level 10, you treat yourself a quarter of your size (or two sizes smaller) instead of half.

**Slowing Strike (Su):** Whenever you deal sneak attack damage to a creature you may, as an immediate action, cause the target to become slowed for 1 round as though they had failed a saving throw against the Slow Time sphere *alter time* effect with a caster level equal to your class level in the class that granted you this talent. This stacks normally with caster levels gained from other sources, except for any provided by these rogue levels (like through Advanced Magic Training). You may spend a spell point when using this ability to allow it to last for a number of rounds equal to your effective caster level.

**Smokescreen (Sp) (requires hidden space or Warp sphere (Extradimensional Storage)):** You can deploy items to cover your escape. As part of a move action you can call any number of objects from your extradimensional storage and drop them. You may use this ability to drop loose items like bottles, gravel or sand to turn squares you pass through into difficult terrain (generally requiring 2 lbs. of suitable items per 5-foot square), block a doorway with something large, or spill liquids such as oil, holy water, or alchemical substances onto the ground. You can also use this ability as a distraction by dropping something that draws attention: by scattering loose papers, shattering glass on hard ground, or throwing out a sack of dead spiders, you may attempt a Bluff check to create a diversion to hide as part of your move action. This latter use generally requires 1 lb. of suitable items.

**Stolen Blood (Su):** Whenever you do precision damage to a creature, until the end of your next turn any hit points that creature regains are gained by you instead. The creature may attempt a Will save with a DC equal to 10 + 1/2 your rogue level + your Dexterity bonus to negate this effect.

## Samurai

### Blind Swordsman

**Spiritual Resolve:** A blind swordsman may spend daily uses of resolve as if they were spell points to power any sphere talents and abilities it has gained through levels in blind swordsman or a sphere casting class.

This alters the resolve class feature.

**Blindfolded Fighting (Ex):** At first level the blind swordsman gains Blind-Fight as a bonus feat. In addition, he can spend one use of his resolve as an immediate action to gain

the benefits of the Blindfolded Oracle Divination (sense) talent with an effective caster level equal to his class level. At 5th level, he gains the Blinded Blade style feat, even if he does not meet the prerequisites.

This replaces the mount and mounted archer class features.

**Totem of War (Ex):** At 5th level, the blind swordsman can spend one use of his resolve as a move action to present an emblem granting the benefits of the War sphere's Totem Of War base ability with an effective caster level equal to his class level. This lasts for 1 round per level.

This replaces the banner class feature.

**Improved Blindfolded Fighting (Ex):** At 9th level, the blind swordsman gains Improved Blind-Fight as a bonus feat, even if he does not meet the feat's prerequisites. In addition, he can spend one use of his resolve as a standard action to gain the benefits of the Ghost Sight Divination (sense) talent with an effective caster level equal to his class level. This stacks normally with caster levels gained from other sources, except for any provided by these blind swordsman levels (like through Advanced Magic Training).

This replaces the greater resolve class feature.

**Totem of Allegiance (Ex):** At 14th level, the blind swordsman can spend one use of his resolve as a move action to present an emblem (such as a banner or insignia) granting the benefits of the War sphere's Totem Of Allegiance talent with an effective caster level equal to his class level to those who can see it. This stacks normally with caster levels gained from other sources, except for any provided by these blind swordsman levels (like through Advanced Magic Training).

This replaces the greater banner class feature.

**Greater Blindfolded Fighting (Ex):** At 17th level, the blind swordsman gains Greater Blind-Fight as a bonus feat, even if he does not meet the feat's prerequisites. In addition, he can spend one use of his resolve as a standard action to gain the benefits of the Foreshadow Divination (sense) talent with an effective caster level equal to his class level. This stacks normally with caster levels gained from other sources, except for any provided by these blind swordsman levels (like through Advanced Magic Training).

This replaces the true resolve class feature.

## Shaman

### Sphere Shaman

**Casting:** The sphere shaman may combine spheres and talents to create magical effects. The sphere shaman is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells and spirit magic class features.

**Spell Pool:** The sphere shaman gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1).

This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere shaman gains 1 magic talent every level.

**Sphere Spirits:** A sphere shaman does not gain spells from her spirit nor her wandering spirits. Instead, she gains one bonus magic talent each from the spheres associated with her spirit and wandering spirits, as outlined below. Whenever a sphere shaman rests to regain spell points, she may change the talents granted by her spirit and wandering spirits, so long as the choice matches the sphere associated with that spirit.

**Spirit Spheres:** Ancestors (Telekinesis), Battle (War), Bones (Death), Flame (Nature - (fire) package or general talents only), Frost (Nature - (water) package or general talents only), Heavens (Light), Life (Life), Lore (Divination), Mammoth (Alteration), Nature (Nature - (spirit) talents or general talents only), Slums (Mind), Stone (Nature - (earth) package or general talents only), Tribe (Enhancement), Waves (Nature - (water) package or general talents only), Wind (Weather), Wood (Nature - (plant) package or general talents only).

## Shifter

### Beastlord

**Beastlord:** At 1st level, the beastlord gains the Mind sphere as a bonus talent and treats her class level as her caster level for this sphere. This stacks normally with caster levels gained from other sources. The beastlord is treated as an animal for the purposes of being affected by the charms and other mind-affecting effects of other magic users, and may affect animals, vermin, and magical beasts with her own mind-affecting effects.

This replaces quick transformation.

**Hunter's Call (Su):** At 4th level, the beastlord may spend 2 spell points to target any number of animals, magical beasts, and vermin at medium range. The targets must succeed at a Will save or else it will treat her words and actions favorably (targets who cannot understand her language can only obey simple instructions). The beastlord can give the targets orders, but she must win an opposed Charisma check to convince the creature to do something it would not ordinarily do. Non-mindless targets never follow suicidal or obviously harmful orders, though intelligent targets may be convinced that something dangerous is worth doing.

Only 2 Hit Dice of creatures per caster level may be affected with this ability, and the creatures only remain under the beastlord's control for 1 hour per caster level. A magical beast's Hit Dice count as 1.5 Hit Dice for determining this. The beastlord may establish a preferred order for influencing creatures in this manner, but by default creatures with the least Hit Dice are affected first. Creatures with greater than animal intelligence will remember that they were influenced in this way, and they may seek revenge after the effect ends.

This ability replaces lingering transformation.

## Beastmind

**Mental Transformation (Ex):** At 3rd level, the beastmind's transformations affect her mind as well as her body, increasing her abilities. While *shapeshifted*, the beastmind gains a +1 bonus to Acrobatics, Climb, Survival, and Swim checks. This increases by 1 for every 8 beastmind levels thereafter, to a maximum of +3 at 19th level.

This ability replaces endurance.

**Enhanced Psychology (Ex):** At 7th level, the beastmind gains a +2 inherent bonus to her casting ability score. This increases to +4 at 13th level, and +6 at 19th level.

This replaces enhanced physicality.

**Shifting Mind (Su):** At 8th level, the beastmind's mental transformations allow her to escape from magical effects that would otherwise control or mislead her. If the beastmind is affected by a mind-affecting spell or effect and fails her saving throw, she may attempt it again 1 round later at the same DC. The beastmind only get one such extra chance to succeed on a saving throw.

This replaces immunity to poison.

**Bestial Mind (Su):** At 12th level, the beastmind's ability to shift her mind can fool even magical effects. As a free action, the beastmind may change what creature type or subtype she counts as for the purpose of magical effects that depend on possessing a particular creature type. This lasts until changed.

This replaces immunity to disease.

## Dimension Shifter

A dimension shifter learns to transform her body into a ghostly substance. She shifts through dimensions as easily as shifting between forms.

**Class Skills:** A dimension shifter adds Knowledge (planes) (Int) to her list of class skills and removes Handle Animal (Cha) from her list of class skills.

**Blink:** The dimension shifter gains Blink as a bonus magic talent, even if she does not possess the Warp sphere. She uses her dimension shifter level as her caster level for this ability. This stacks normally with caster levels gained from other sources.

This replaces wild empathy.

**Dimension Shifting:** When a dimension shifter *shapeshifts* herself and only herself, she may cause herself to blink as part of the same action. She may also maintain both effects on herself as a single concentration action, and may spend a single spell point to maintain both effects on herself without concentration for 1 minute per caster level.

This replaces quick transformation. When combined with the martial shifter archetype, the Dimension Shifter gains the dimension shifting feature at 2nd level instead of 1st.

**Ghostly Sight (Su):** At third level a dimension shifter can perceive the ethereal plane from the material when she blinks, allowing her to see and hear ethereal creatures and objects normally. This ability to perceive the ethereal plane is limited to a 30-foot range. A dimension shifter can easily tell the difference between what is ethereal and material.

This replaces endurance.

**Dive (Su):** At 4th level a dimension shifter may spend a spell point to take a special move action referred to as a dive. She moves up to 30 feet and may choose to move through solid objects, allowing her to pass through solid walls or sink through floors. She may not pass through force effects or other surfaces that would block incorporeal or ethereal creatures. If she would end her action inside a solid object she takes 1d6 damage and is shunted to the nearest open space.

This replaces lingering transformation.

**Ghostly Touch (Su):** At 5th level a dimension shifter can easily interact with other dimensions when she blinks. While blinking she can interact with ethereal and incorporeal creatures as if they were solid, allowing her natural attacks to count as magical and deal full damage to incorporeal creatures. In addition, she applies her natural armor against the touch attacks of incorporeal creatures.

This replaces steal language.

**Submerge (Su):** At 9th level a dimension shifter may linger within an object after using dive. As long as she is adjacent to open space at the end of her dive, she may end her action inside of a solid object. She can see into adjacent space unobscured while submerged, and can remain submerged for up to one minute per dimension shifter level. She may exit the object at any point as part of normal movement (spending 5 feet of her movement to move into any adjacent unoccupied space), or may use dive again to continue moving through solid objects.

This replaces extended transformation.

**Ghostly Claws (Su):** At 11th level a dimension shifter can cause her attacks to effortlessly pass through defenses when she blinks. Once per turn while blinking, she may choose to resolve a single natural attack as a touch attack. Also, she may spend a spell point as a free action to resolve all her natural attacks as touch attacks until the beginning of her next turn.

This replaces boundless communication.

**Ghostly Presence (Su):** At 15th level a dimension shifter's presence on the material is much more selective when she blinks. She may spend a spell point as an immediate action to halve all damage done to her until the beginning of her turn, though this does not apply to force effects, *ghost touch* weapons, or other effects that would ignore her blink miss chance. In addition, she can choose to become nearly weightless as a free or immediate action, making her immune to fall damage and fail to set off traps or other effects that would be triggered by weight.

This replaces endless communication.

**Deep Dive (Su):** At 17th level a dimension shifter can dive as a full-round action instead of a move action, allowing her to move up to 60 feet instead of 30 feet. In addition, she may remain within an object after diving for up to one hour per dimension shifter level.

This replaces greater transformation.

**Effortless Dive (Su):** At 20th level a dimension shifter no longer needs to spend a spell point to dive, and may remain within solid objects for any length of time.

This replaces second skin.

## Elemental Scion

**Class Skills:** The elemental scion loses Handle Animal (Cha) and Knowledge (geography) (Int) as class skills and gains Diplomacy (Cha) and Knowledge (planes) (Int) as class skills.

**Elemental Shapeshifter:** At first level, the elemental scion gains the Alteration sphere and the Beast Soul drawback, gaining the Elemental Transformation talent as her bonus talent. If the elemental scion already possesses the Alteration sphere, then she gains the Elemental Transformation talent without the drawback. The elemental scion uses her class level as her caster level for the Alteration sphere.

This alters shapeshifter.

**Elemental Adept:** When only affecting herself, the elemental scion reduces the cost of the Elemental Transformation talent by one spell point, but does not gain the movement type or bonus associated with the mimicked elemental. At 6th level, this no longer removes the movement type or bonus.

This replaces wild empathy.

**Destructive Gift:** When the elemental scion is under the effects of Elemental Transformation, she gains one (blast type) talent from a blast type group associated with her current elemental type (chosen every time she *shapeshifts* as outlined in the chart below) and treats her class level as her caster level for *destructive blasts* using that blast type.

Elemental Form	Available Blast Type Groups
Air	Air, electric, thunder
Earth	Acid, crystal, stone
Fire	Fire, light
Water	Cold, crystal (in the form of ice)

This replaces the quick transformation, steal language, boundless communication, and endless communication class abilities.

**Destructive Traits:** The elemental scion may take Destruction talents in place of bestial traits.

This alters bestial traits.

## Famine Spirit

The famine spirit is a terrible being, walking a path between life and death filled with nothing but hunger. These beasts consume all, eating not only flesh, but souls as well.

**Fearsome Transformation (Ex):** At 1st level, a famine spirit gains the Alteration and Death spheres as bonus magic talents. She does not gain an enhanced caster level with either sphere.

This replaces shapeshifter.

**Parched Tongue:** The famine spirit's speech calls out to those who share her hunger. At 1st level, this ability functions as wild empathy, except it can be used only on undead with an Intelligence of 2 or less (including mindless undead). Undead typically have a starting attitude of hostile.

At 5th level, undead with an Intelligence of 2 or less do not attack the famine spirit unless she moves within 15 feet of them or attacks them, and she can use parched tongue on undead regardless of their Intelligence.

At 11th level, the famine spirit can use parched tongue as a standard action against undead with an Intelligence of 2 or less.

At 15th level, undead with an Intelligence score of 2 or less do not notice the famine spirit unless she attacks them or targets them with parched tongue.

This alters wild empathy and replaces steal language, endless communication and boundless communication.

**Fearsome Bite (Ex):** At 3rd level, the famine spirit gains the bite bestial trait. If she already possesses this bestial trait, she may gain another of her choice instead. The famine spirit's bite attack also gains the grab special ability.

This replaces replaces endurance.

**Enhanced Chomp (Su):** At 4th level, the famine spirit gains enhanced attacks, but only for her bite attack.

In addition, anyone slain by a famine spirit's bite attack becomes more difficult to bring back from the dead, as the famine spirit swallows a portion of their soul. The body comes under the effects of a curse with a caster level equal to the famine spirit's class level; spellcasters attempting to bring a creature back from the dead must succeed at a magical skillcheck with a DC equal to 15 + the famine spirit's class level or the sphere-effect or spell fails and any material component is wasted. Casting *remove curse*, using the Break Enchantment Life talent, or using another effect that removes curses the round before attempting to bring the creature back from the dead negates this chance. The DC to remove the curse is 10 + the famine spirit's level.

This alters enhanced attacks.

**Infectious Maw (Su):** At 4th level, a famine spirit gains the swallow whole ability with her bite attack. Creatures she has swallowed take 1d6 acid damage per round + 1 per class level. Creatures who have suffered this damage come under the effects of a curse with a caster level equal to the famine spirit's class level that urges them to consume flesh; similar to starvation damage, this damage cannot be recovered until 24 hours have passed or the target spends a full-round action consuming the corpse of a creature with Intelligence 3 or higher - until then, not even magic that restores hit points heals this damage.

She may use her class level as her base attack bonus for the purpose of grapple and swallow whole CMB and CMD checks; this stacks normally with base attack bonus gained from other sources. She can swallow creatures up to her size category.

At 7th level, the famine spirit can both grab and swallow creatures up to one size larger than her size category. The hit points needed for swallowed creatures to cut their way free increases by 10% (to 20% of total hit points, in most cases). In addition, if a creature dies in her stomach, she can *reanimate* that creature and regurgitate it into an unoccupied adjacent square by spending a spell point as a move action. This functions as the Death sphere ability, using her normal caster level.

At 13th level, the famine spirit gains a +2 AC bonus to her interior. In addition, if a creature dies in her stomach with Hit Dice at least half hers, she can spend a spell point as a move action to digest the creature, restoring hit points equal to twice the creature's Hit Dice.

At 19th level, the famine spirit can swallow creatures up to two sizes larger than her size category. She also gains the fast swallow ability with her bite attack, and the hit points needed

for swallowed creatures to cut their way free increases by 10% again (to 30% of total hit points).

This replaces lingering transformation and enhanced physicality.

**Ravenous Bite (Ex):** At 8th level, the famine spirit gains Vital Strike as a bonus feat. She can only use this feat in conjunction with her bite attack. Her bite attack deals increased base damage, as shown on the table below:

**Table: Bite Damage**

Class Level	Ravenous Bite Base Damage (Medium creature)
8th–11th	1d8
12th–15th	1d10
16th–19th	2d6
20th	2d8

At 11th level, the famine spirit gains the benefit of Improved Vital Strike, even if she does not meet the prerequisites. She can only use this feat in conjunction with her bite attack. Zombies and variant zombies she *reanimates* (such as plague zombies and fast zombies) gain a bite attack that deals damage (or their normal bite damage, whichever is greater) as the chart above instead of a slam attack.

At 16th level, the famine spirit gains Greater Vital Strike as a bonus feat, even if she does not meet the prerequisites. She can only use this feat in conjunction with her bite attack.

This replaces extended transformation and greater transformation.

**Insatiable Consumption (Su):** At 20th level, whenever a famine spirit uses Greater Vital Strike with a bite attack, it functions as a *vorp* weapon. In addition, any creature that she decapitates with this ability or dies while swallowed whole has their soul consumed.

A creature with its soul consumed cannot be resurrected until the famine spirit is slain, unless the caster first uses a *wish* spell, *miracle* spell, or similar magic to free the creature's soul.

This replaces second skin.

## Fey Incarnate

Whether it is because they are tired of the drudgery of mortal life, or because they have been captivated by the sheer wonder of the fey, those souls known as fey incarnate have made it their life's goal to truly become one of the fey, body and soul. At first most start out as minor shapeshifters, but as time moves on, they learn to infuse their forms with more and more of the stuff of the Faerie realms, until one day they can truly join the ranks of the Fair Folk.

**Class Skills:** The fey incarnate loses Climb (Str) as a class skill and gains Bluff (Cha) as a class skill.

**Of the Fair Folk:** The fey incarnate gains the Alteration sphere and the Fallen Fey sphere as bonus spheres. The Alteration sphere automatically gains the Beast Soul and Lycanthropic drawbacks, granting a single bonus talent which must be Fey Body (body). If any of these are already possessed, either a bonus talent of either sphere may be

taken or one of the drawbacks may be removed. The fey incarnate uses her class level as her caster level for the Fallen Fey sphere when applying effects to herself, as well as when using the Blank Transformation on herself and including at least one trait from the Fey Body (body) talent. This stacks normally with caster levels gained from other sources.

This replaces shapeshifter.

**Fair Form:** When the fey incarnate grants herself and only herself the Blank Transformation and includes at least one trait from the Fey Body (body) talent, she may apply a *fey-link* to herself as part of the same action.

**Sidhe Link:** The fey incarnate may take (fey-blessing) talents in place of bestial traits.

**Enhanced Presence (Ex):** At 7th level, the fey incarnate's body begins to more closely resemble the fair creatures of Faerie. She gains a +2 inherent bonus to her casting ability score. This increases to +4 at 13th level, and +6 at 19th level.

This replaces enhanced physicality.

**Fey Apotheosis (Ex):** At 20th level, the fey incarnate's type changes to fey. Do not recalculate hit points, base attack bonus, skill points or other statistics. The fey incarnate gains low-light vision if she does not already possess it. If she already possesses low-light vision, instead increase its effectiveness, allowing her to see three times as far instead of twice as far. Whenever she grants herself the blank form and includes at least one trait from the Fey Body talent, it is considered an extraordinary ability instead of a magical effect. This means it does not provoke an attack of opportunity, cannot be dispelled or countered, and can be used within an antimagic field.



Changes to herself never cost a spell point and always have an unlimited duration. Fey-blessings the fey incarnate casts on herself expire 1 hour per caster level after being cast.

This replaces second skin.

## Nocturnal Predator

**Shadowshifter:** At 1st level the nocturnal predator gains the Alteration sphere and Dark sphere as bonus magic talents. The nocturnal predator uses her class level as her caster level for the Dark sphere and Alteration sphere. This stacks normally with caster levels gained from other sources. She also gains the Lycanthropic drawback, with no bonus talent. If the nocturnal predator already has either the Dark sphere or the Alteration sphere, she only gains the missing sphere and does not gain the Lycanthropic drawback. If she already has both, she instead gains one bonus talent from either sphere.

This alters shapeshifter.

**Hidden Transformation:** When within an area of dim light, darkness, or supernatural darkness, the nocturnal predator may use the Alteration sphere to apply a *shapeshift* to herself and only herself as a move action. Maintaining this effect through concentration only requires a move action each round as long as the nocturnal predator begins her turn in an area of dim light, darkness, or supernatural darkness.

This ability alters and counts as quick transformation.

**Sneak Attack:** At 3rd level, if a nocturnal predator catches an opponent unable to defend itself effectively from her natural attacks, she can strike a vital spot for extra damage. The nocturnal predator's natural attacks deal extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the nocturnal predator flanks her target. This additional damage is 1d6 at 3rd level, and increases by 1d6 every 3 levels thereafter.

Should the nocturnal predator score a critical hit with a sneak attack, this additional damage is not multiplied. A nocturnal predator may only make sneak attacks using her natural attacks. A nocturnal predator may deal nonlethal damage with a sneak attack if the natural attack she is using deals nonlethal damage, including by taking a -4 to the attack roll. Ranged natural attacks can count as sneak attacks only if the target is within 30 feet.

The nocturnal predator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A nocturnal predator cannot use sneak attack while striking a creature with concealment.

This replaces endurance and enhanced physicality.

**I Am the Night:** At 1st level the nocturnal predator gains a bonus to Stealth equal to 1/2 her class level and nightvision as a bonus bestial trait.

At 10th level a nocturnal predator can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light or darkness, a nocturnal predator can hide herself from view in the open without the need for cover or concealment. She cannot, however, hide in her own shadow.

This replaces wild empathy, steal language, boundless communication, and endless communication.

**Rogue Talents:** A nocturnal predator can select rogue talents in place of bestial traits, using her nocturnal predator levels as rogue levels when determining their effects.

## Pack Master

**Animal Companion (Ex):** A pack master gains an animal companion, as the druid class feature, using her pack master level as her effective druid level. The pack master may have more than one animal companion, but she must divide up her effective druid level between her companions to determine the abilities of each companion.

For example, a pack master with an effective druid level of 4 can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion.

Each time a pack master's effective druid level increases, she must decide how to allocate the increase among her animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the pack master's service (she must release a companion or wait until a companion dies to allocate its levels to another companion). The share spells animal companion ability does not give the pack master the ability to grant a single magical effect to all of her animal companions.

This replaces quick transformation and lingering transformation.

**Improved Empathic Link (Su):** At 6th level, the pack master gains an empathic link with all of her animal companions. This functions like an empathic link with a familiar, except the pack master can also see through a companion's eyes as a swift action, maintaining this connection as long as she likes (as long as the companion is within 1 mile) and ending it as a free action. The pack master can only see through the eyes of one companion at a time, and is blinded while maintaining this connection.

This replaces the bestial trait gained at 6th level.

**Pack Lord (Ex):** At 20th level, each of the pack master's animal companions gains a +4 bonus to her effective druid level, to a maximum equal to the pack master's effective druid level.

This replaces second skin.

## Protean

**Aura:** At 1st level, a protean radiates an aura of chaos as a cleric of her class level.

**Breadth of Form:** At 1st level, a protean may tap her inner connection to the primordial chaos to unlock forms she has never learned. As a standard action, a protean may grant herself the benefit of any one Alteration sphere magic talent she does not possess. The protean must meet the prerequisites for any talent gained with this ability. This effect lasts for 1 minute. A protean may use this ability a number of times per day equal to 3 + 1/2 her protean level (minimum 4).

Multiple uses of this ability do not stack. If a protean uses this ability again before the previous duration has expired, it replaces the previous use.

At 5th level, a protean may use this ability to gain the benefits of two Alteration sphere talents at the same time. She may



select one magic talent as a move action or two magic talents as a standard action. A protean may use one of these magic talents to meet a prerequisite of the second magic talent; doing so means that she cannot replace a talent currently fulfilling another's prerequisite without also replacing those talents that require it. Each individual magic talent selected counts toward her daily uses of this ability.

At 9th level, a protean may gain the benefits of two Alteration sphere talents as a move action or one magic talent as a swift action.

At 13th level, a protean may use this ability to gain the benefits of three Alteration sphere talents at the same time. She may select one magic talent as a free action, two magic talents as a swift action, or three magic talents as a move action. A protean may use one of the magic talents to meet a prerequisite of the second and third magic talents and use the second magic talent to meet a prerequisite of the third magic talent. Each individual magic talent selected counts toward a daily uses of this ability.

At 17th level, a protean may gain the benefit of two Alteration sphere talents as a free action or three talents as a swift action. Each individual magic talent selected counts toward her daily uses of this ability.

This replaces quick transformation, extended transformation, and greater transformation.

**Quick Transformation:** At 3rd level the protean gains quick transformation as the shifter class feature.

This replaces endurance.

## Radiant Protean

**Class Skills:** A radiant protean adds Bluff (Cha) to her list of class skills and removes Handle Animal (Cha) from her list of class skills.

**Luminous Shapeshifter:** At first level, the radiant protean gains the Light sphere as a bonus magic talent. The radiant protean uses her class level as her caster level for this sphere. This stacks normally with caster levels gained from other sources. In addition, she gains the Touch Of Light drawback. This drawback does not grant an additional talent and may be bought off as normal. If the radiant protean already possesses the Light sphere, then she does not gain the Touch of Light drawback nor a bonus magic talent.

This replaces the wild empathy class feature.

**Bioluminescent Transformation:** At 3rd level the radiant protean gains Bioluminescent Transformation as a bonus feat. If she already possesses that feat, then she may gain any feat she meets the prerequisites for instead.

This replaces the endurance class feature.

**Prismatic Hide:** At 8th level, the radiant protean may shift her coloration easily whenever she is subject to a *shape-shift*. So long as she moves no more than half her normal speed, she gains a bonus on Stealth checks equal to half her caster level. This does not stack with invisibility or the camouflage trait.

This replaces the immunity to poison class feature.

# Skald

## Sphere Skald

**Casting:** The sphere skald may combine spheres and talents to create magical effects. The sphere skald is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere skald gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere skald gains 3/4ths of a magic talent every level (the same progression as he gains caster levels). Whenever the sphere skald would receive a magical talent from his class, he may instead choose a bardic masterpiece or skald saga he meets the prerequisites for. His caster level with masterpieces is equal to his class level.

**Sphere Kenning (Su):** At 5th level, a sphere skald is learned in the magic of other casters, and can expand his magic in untested ways. By increasing the casting time by 1 step, the sphere skald can add any one magic talent to his list of talents known for the purposes of a single use of a sphere ability. At 9th level, he may choose two talents instead of one. At 13th level, he may choose up to three talents instead.

The sphere skald can choose a new base sphere with this ability. The sphere skald can use this ability once per day at 5th level, twice per day at 11th level, and 3 times per day at 17th level.

This replaces spell kenning.

## Growling Marauder (Champion)

Music does not necessarily mean harmony - for some, a growling, guttural noise that unites his allies into a frenzy of violence is the highest form of artistic expression.

This requires spheres skald.

**Proficiencies:** Growling marauders are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

**Combat Training (Ex):** A growling marauder is considered an Adept practitioner, gaining spheres and talents as appropriate. A growling marauder uses his casting ability modifier as his practitioner modifier.

This replaces scribe scroll, uncanny dodge, improved uncanny dodge, and damage resistance.

**Ancient Kenning:** The growling marauder has access to old stories and secret histories that can enhance his martial power and spell casting.

At 2nd level, whenever the growling marauder rests and regains spell points, he may choose a magic sphere or combat sphere he possesses. He uses his class level as his base attack bonus or caster level to determine the effects of this sphere,

respectively (not for actual attack rolls). This stacks normally with other base attack bonus or caster level sources.

This replaces well-versed.

**Heavy Chord:** At 3rd level, the growling marauder chooses a combat talent or combat feat he possesses. Whenever the growling marauder uses his inspired rage, allies affected by his song gain access to this talent, even if they are not practitioners. If they are not, they may use their highest mental attribute as their practitioner attribute. If a base talent is granted this way, allies are also affected by any drawbacks associated with the talent, and also gain any bonus talents granted by the drawback.

Every 3 levels after, he may choose an additional talent or combat feat to share with his allies through his rage song. If the growling marauder shares a combat talent or combat feat with prerequisites, he must share the prerequisites as well. Those who do not meet the prerequisites (such as the growling marauder sharing a feat only available to his race with allies of other races) do not benefit.

This replaces rage powers.

## Storm Herald

A storm herald speaks with the power of thunder and harnesses it into their songs.

This archetype requires sphere skald.

**Weapon and Armor Proficiency:** A storm herald with the somatic casting drawback incurs a chance of spell failure if he uses a shield or wears heavy armor, not when wearing medium or heavy armor.

This alters weapon and armor proficiency. However, this archetype is still compatible with other skald archetypes that also alter weapon and armor proficiency.

**Tempest Singer:** A storm herald gains the Weather sphere and his choice of Rain Lord, Storm Lord, or Wind Lord, as well as a special version of the Focused Weather drawback. He may affect both Wind and Precipitation, but may not decrease their severity level. This drawback does not grant an additional talent and may be bought off as normal. If he already has the Focused Weather drawback, the drawback is bought off and no talent is gained. If he already possesses the Weather sphere, but has a drawback that would prevent him from using the *control weather* sphere base ability, he loses that drawback and gains one of the listed talents. If he already possesses the Weather sphere with no such drawback, then he gains one of the listed talents with no drawback. If he possesses the Weather sphere and all three listed talents (including Storm Lord taken twice), any talent from the Weather sphere may be chosen.

In addition, the storm herald uses his class level as his caster level for the Weather sphere. This stacks normally with caster levels gained from other sources.

This replaces scribe scroll and well versed.

**Voice of the Storm (Su):** A storm herald may choose to have his singing and speaking be audible over the noise of precipitation and wind, negating penalties to Perception to hear him and allowing creatures to attempt Perception checks to hear him even during hurricanes or tornadoes.

**Raging Song (Su):** A storm herald gains access to the following raging songs, allowing him to channel the storm through his music.

### *Song of the Storm's Teeth (Su)*

At 1st level, affected allies gain a +10 feet bonus to all movement speeds, a +1 morale bonus on Reflex saving throws, and their attacks deal an additional 1d6 electricity damage, but they also take a -1 penalty to AC. While under the effects of song of the storm's teeth, allies other than the storm herald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. At 4th level and every 4 levels thereafter, the song's bonuses on Reflex saves increase by 1 and the bonuses on movement speeds increase by 5 feet; the penalty to AC does not change. At 8th level affected allies' attacks deal an additional 1d6 sonic damage and the electricity damage increases by 1d6. At 16th level both the sonic damage and the electricity damage increase by 1d6. (Unlike the barbarian's rage ability, those affected are not fatigued after the song ends.) This replaces inspired rage, but counts as inspired rage raging song for all purposes involving the storm herald's rage powers, feats, and abilities.

### *Saga of the Dark Sky's Laughter (Su)*

At 4th level, the storm herald may produce a song that instantly summons stormclouds. While singing, the storm herald may use his *control weather* ability to affect both Wind and Precipitation, and the severity level he may affect increases by 1. As soon as he stops singing, the *control weather* effect ends. The storm herald may not use this ability in conjunction with any talent that would modify the area of his *control weather* ability. This replaces song of strength.

### *Lay of Shattering Heavens (Su)*

At 14th level, the storm herald may produce a song that instantly cracks open the sky to let loose a tempest. When he uses *control weather* to create storm effects while singing (including while using *Saga of the Dark Sky's Laughter*), at the beginning of his next turn, the Wind and Precipitation immediately rise to the highest severity the storm herald may affect. Lightning bolts that strike in the area of his altered weather while he is singing deal additional sonic damage equal to half his storm herald level. This replaces song of the fallen.

**Bolt Dodger (Su):** At 4th level, the storm herald gains a +4 insight bonus to AC and Reflex saving throws against electricity and sonic attacks. At 8th level this bonus increases to +6. This replaces uncanny dodge and improved uncanny dodge.

**Thunder Child:** Starting at 9th level, the storm herald gains resistance 10 to electricity and sonic. At 14th level this increases to resistance 20, and at 19th level he gains immunity to electricity and sonic damage. Allies affected by his song of the storm's teeth gain half this resistance. (Treat immunity as resistance 30 for this effect.)

This replaces damage reduction and the rage power granted at 9th level.

# Slayer

## Ghost Stepper

See ghost stepper under ninja archetypes.

## Time Stalker

**Weapon and Armor Proficiency:** Time stalkers do not gain proficiency with shields of any type.

**Rapid Study (Su):** From 1st level on, a time stalker may choose to take 1 point of Constitution damage when using his studied target ability to process information at a supernaturally rapid pace, reducing the time needed to use studied target by one step (move to swift, swift to free, immediate to a free action that can be taken even when it is not his turn).

**Time Stalker (Su):** From 13th level on, the time stalker becomes completely immune to the negative effects of temporal magic. He cannot be slowed by the Time sphere's Slow effect, the slow spell, or similar effects, nor can he be magically aged. Any other effect created by the Time sphere only affects the time stalker if he so chooses. Whenever a creature within 100 feet of the time stalker uses an ability such as Time Freeze from the Time sphere or the time stop spell, he may act freely during rounds of frozen time; he can damage the caster of the spell and the caster of the spell may damage him, but all other restrictions applicable to the caster of the effect apply to the time stalker as well.

This replaces the instance of slayer's advance gained at 13th level; the time stalker may use slayer's advance 1/day at 17th level instead.

**Erase From Time (Su):** Upon reaching 20th level, the time stalker gains the ability to erase his targets from the timeline, undoing their recent deeds and preventing them from being returned to life. As a standard action, the time stalker may make a single attack at his full attack bonus against a studied target; on a successful attack, the target must succeed at a Fortitude saving throw (DC 10 + the time stalker's Intelligence modifier + 1/2 his class level) or be erased completely from the timeline.

The target cannot be raised from the dead or resurrected by any means short of a *wish* or *miracle*, and any creature they have slain within the last 24 hours is returned to life as though they had never been slain in the first place. At the GM's discretion, other actions the slain target has taken within that same time frame may also be undone.

This replaces master slayer.

# Sorcerer

## Sphere Sorcerer

**Casting:** The sphere sorcerer may combine spheres and talents to create magical effects. The sphere sorcerer is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Mystic Heritage (Ex):** If a bloodline ability has a limited number of uses or rounds of use per day, the sphere sorcerer may spend a spell point and meditate as a full-round action to regain one use of that ability. This replaces the Eschew Materials bonus feat.

**Spell Points:** The sphere sorcerer gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Sorcerous Blood:** The sphere sorcerer gains 1 additional spell point per sorcerer level.

This replaces all bloodline spells.

**Magic Talents:** A sphere sorcerer gains one magic talent every level.

**Focus Sphere:** Many bloodline arcana do not function correctly when using the Spheres of Power system. As such, a sphere sorcerer may always choose to replace her bloodline arcana with a focus sphere. The sphere sorcerer gains one sphere of her choice as a bonus magic talent and treats her caster level as being one higher when using that sphere. This does not stack with an incanter's sphere specialization.

# Soul Weaver

## Dual Channeler

**Channel Energy (Su):** A dual channeler gains channel energy as the cleric class feature, but can channel both positive and negative energy. The dual channeler must choose each time she channels energy if she will channel positive or negative energy, as well as whether to target living or undead creatures as normal. This counts as possessing the Versatile Channeler feat.

This alters channel energy

**Master of Life and Death:** A dual channeler gains both the Life and Death spheres at 1st level.

This alters master of life and death.

**Potent Channeler:** The dual channeler gains 2 additional uses of channel energy per day. This number increases by 1 for every 2 dual channeler levels possessed. In addition, the dual channeler counts as worshipping any deity and possessing any alignment when meeting the prerequisites for channeling feats.

This replaces bound nexus.

**Blessing/Blight (Su):** At 2nd level, the dual channeler may grant both blessings and blights, and gains access to both sets of abilities as she gains levels. The dual channeler counts as having the Blessing/Blight Versatility feat.

This alters blessing/blight.

**Peerless Channeler (Su):** The dual channeler's mastery of energy grants her the following abilities.

*Grand Channel*

At 4th level, when the dual channeler uses the channel energy class feature, she may spend an additional use of channel energy to increase the die size to d8s instead of d6s. At 8th level, this increases the die size to d10s instead of d8s.

### Channel Mastery

At 8th level, when channeling energy, the dual channeler may spend an additional use of channel energy to add the benefits of any one feat which has channel energy as a prerequisite to that channeling, even if she does not possess that feat. She must meet all other prerequisites of the feat to gain its benefits in this manner.

### Simultaneous Channeling

At 12th level, when channeling energy, the dual channeler may spend an additional use of channel energy to affect each creature in the area of effect individually. This means the dual channeler may affect both living and undead creatures, and may choose whether each target is affected by positive or negative energy. She may not affect a single creature more than once with a single channeling.

### Channel Blessing/Blight

At 16th level, when channeling energy, the dual channeler may spend an additional use of channel energy to apply a blessing, blight, or another applicable blessing/blight ability to one creature that was affected by her channeling. This creature is allowed a saving throw (if applicable) as usual. If the dual channeler possesses the Blessing/Blight Mastery feat, she may use this ability to apply a blessing or a blight without spending an additional use of channel energy.

### Mark Souls

At 20th level, when the dual channeler channels energy, she may spend two additional uses of channel energy to apply a blessing (if affecting the target with positive energy) or blight (if affecting the target with negative energy) to each creature that was affected by her channeling. The creatures are allowed a saving throw (if applicable) as normal.

## Ghost Sovereign

**Class Skills:** The ghost sovereign loses Heal (Wis) as a class skill and gains Knowledge (nobility) (Int) as a class skill.

**Royal Command (Su):** Like any soul weaver, a ghost sovereign can influence the souls of any ensouled creature, causing powerful effects to allies and enemies. At 2nd level, a ghost sovereign may give royal commands to any ensouled creature.

### Proclamation

At 2nd level, the ghost sovereign may choose an ensouled creature within close range and proclaim them a friend or foe of the court. This is a standard action and requires that the ghost sovereign to expend a use of her channel energy ability. Only allies can be friends of the court. Friends of the court receive a +2 circumstance bonus to attacks rolls and AC against all of the ghost sovereign's enemies, while all of the ghost sovereign's allies receive the same bonus against foes of the court. The proclamation lasts a number of rounds equal to 1/2 her ghost sovereign level plus her casting ability modifier. Allies only benefit from these bonuses while within close range of the ghost sovereign.

### Conscription

At 6th level, a ghost sovereign may spend a swift action to conscript an ally within close range and have them make an attack on an enemy as if that enemy had provoked an attack of opportunity from them. Either the ally or the target enemy must be under the effects of a proclamation from the ghost sovereign.

### Mobilization

At 10th level, whenever a ghost sovereign conscripts an ally, the ghost sovereign may also expend a move action to allow the ally to move their speed using any movement mode available to them before an attack. The ally's movement can draw attacks of opportunity normally.

### Devastation

At 14th level, when the ghost sovereign proclaims, the bonuses from the proclamation increase from +2 to +5.

### Militarization

At 18th level, a ghost sovereign may conscript as a standard action in order to have her ally make a full-round attack. The ally may move their speed using any movement mode available to them before the attack if the ghost sovereign expends her own move action as well. This movement draws attacks of opportunity normally. The ghost sovereign can not use this ability and conscription on the same turn.

This replaces blessings and blights.

**Summon Twilight Courtier:** At 4th level, the ghost sovereign can expend a soul to *summon* a member of her court to the nearest unoccupied square. The courtier appears as a finely dressed and slightly translucent member of the sovereign's race, and counts as a *summoned* creature. It remains for a number of rounds equal to the sovereign's casting ability modifier (minimum 1).

The ghost sovereign has 3 possible types of courtier she can *summon* at any given time. Each of these courtier types is designed as if they were creatures summoned using the Conjunction sphere, with the ghost sovereign possessing a caster level equal to her class level. Each is a Medium-sized biped creature with the Undead Creature (type) talent, gained twice. They receive 3 hit points per Hit Die, are incorporeal, and can fly 30 feet (perfect). Although undead, they still possess and use their Constitution score, and if the ghost sovereign channels positive energy, they are healed by positive energy and vulnerable to negative energy. If the ghost sovereign can channel both positive and negative energy, then they are healed by both positive and negative energy. Twilight courtiers receive Knowledge (nobility) (Int) as a bonus class skill, and any natural or manufactured weapons they receive from (form) talents gain the *ghost touch* weapon special ability. Although incorporeal, they still have a Strength score and use it to determine damage, and can manipulate unattended objects.

The player may design their three types of courtier, and may change the design whenever they level. Courtiers cannot possess companion archetypes.

For every 4 class levels the ghost sovereign possesses, she may add an additional form talent to her courtier. She may choose any of the following (form) talents: Armored Companion, Battle Creature, Capable Companion, Fortified Companion, Implement Bearer, Magical Companion, Mystical Companion, Powerful Companion, Quick Companion, Roguish Creature, Sage Companion, Shield Bearer, Skillful Companion, Spell-Warded Companion, Trapbreaking Companion or Willful Companion. When choosing feats for her courtier, she may not choose feats with a limited number of daily uses, such as Stunning Fist.

This alters bound nexus and replaces summon spirit I, II, III, IV and V.

**Merciful Soul:** At 8th level, the ghost sovereign may expend a soul to *rally* herself or any ally she can see with no *totem* or *mandate* needed. She may use any (rally) talent, even ones she does not possess. She must pay the any spell costs normally associated with the *rally*.

This alters bound nexus and replaces blessed soul.

**Eternal Rule (Su):** At 20th level, the ghost sovereign inherits her kingdom in the spirit world. She may cross the barrier between life and death as an act of will. Whenever the ghost sovereign dies, she spontaneously comes back from the dead 24 hours later (if not resurrected by some other means sooner). The process leaves her with 1 permanent negative level, but she is otherwise completely healed and rested. She may appear in any location she chooses that she has visited. She does not have her original equipment with her.

She may also choose to disappear from the living world as a standard action, teleporting herself to her kingdom. By crossing into the afterlife willingly, she gets to retain her equipment, and gains no negative level for coming back. She still must wait 24 hours before she can return.

This replaces gravewalker.

**The Twilight Kingdom:** Each ghost sovereign has a twilight kingdom which she will eventually become the ruler of (either by dying or by reaching 20th level). The kingdom is an area covering several square miles and has a physical appearance similar to wherever the ghost sovereign grew up. The population is approximately 2000 spirits, mostly of the same species as the ghost sovereign.

Where the kingdom exists varies. It might be a demiplane within the astral plane, or somewhere on an outer plane, or it might even exist within the mind of the sovereign herself (making her physical presence in the kingdom paradoxical, but somehow still possible). Treat the twilight kingdom as if the ghost sovereign had created it using the Create Demiplane talent. Within the kingdom, the sovereign's power is god-like: she can transform her own shape into whatever form she wishes and alter the planar traits of kingdom itself at will.

Physical matter can not exist within the kingdom, save for the personal possessions of the ghost sovereign when she chooses to visit. Likewise, living beings other than the ghost sovereign can not enter the kingdom. Animated creatures can not enter the kingdom, nor can undead.

## Lichling

**Living Death (Ex):** A lichling uses her casting ability modifier in place of her Constitution modifier when determining the number of hit points gained from her lichling levels. She may also use her casting ability modifier in place of her Constitution modifier when calculating her Fortitude saving throw.

This replaces channel energy.

**Touch of Corruption (Su):** Beginning at 2nd level, a lichling may touch a target and fill it with negative energy.

Each day she can use this ability a number of times equal to 1/2 her lichling level + her casting ability modifier. Using this ability is a standard action that does not

provoke an attack of opportunity, but may be used on herself as a swift action. The lichling must make a touch attack against an unwilling target. If successful, this ability deals 1d6 points of damage per 2 lichling levels to the target. If used on an undead target, this instead heals the undead 1d6 hit points per 2 lichling levels. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature.

A lichling may spend a feat to gain an antipaladin cruelty, using her lichling level as her effective antipaladin level for this purpose.

The lichling may also channel negative energy as a cleric by spending 2 uses of her touch of corruption. The lichling uses her lichling level as her effective cleric level when channeling negative energy. This ability is based on casting ability.

This replaces blessing/blight.

**Negative Energy Affinity (Ex):** At 6th level, the lichling is healed by negative energy and harmed by positive energy, as if she were undead.

**Undead Resistances:** At 10th level, the lichling gains a +2 bonus to all saving throws vs. death effects, mind-altering effects, energy drain, disease, paralysis, poison, and sleep. These bonuses increase to +4 at 14th level, and +6 at 18th level.

**True Undeath (Ex):** At 20th level, a lichling ceases to age (becoming effectively immortal), and gains immunity to age effects, bleed effects, nonlethal damage, ability drain, and energy drain. Unintelligent undead ignore the lichling, treating her as one of their own unless attacked.



## Pharmakon

**Medicine Man:** At 1st level, a pharmakon gains the Life sphere and Affliction talent as bonus talents, as well as the Limited Restoration (*restore*) drawback. This drawback does not grant an additional talent. If the pharmakon already possesses the Life sphere, then the Affliction talent is gained as a bonus talent with no drawback.

When using the Affliction talent, the pharmakon may spend uses of channel energy in place of spell points.

This replaces master of life and death.

**Iatrogen:** At 2nd level, and every 4 additional levels thereafter (6th, 10th, 14th, etc.), the pharmakon gains an iatrogen of her choice. An iatrogen is an effect similar to a usage of the Affliction talent, but is much more potent and powerful.

Each iatrogen can only be powered by spending uses of channel energy in place of spell points, including when combined with talents that allow the affecting of multiple creatures.

Whenever a iatrogen calls for a saving throw, the DC is equal to 10 + 1/2 her pharmakon level + her casting ability modifier. If the pharmakon uses any iatrogen on a creature who is already under the effect of 3 or more different iatrogenic effects, the target must succeed at a Fortitude save or drop to -1 hit points and begin dying.

**Exsanguination:** The pharmakon can use the Affliction talent to inflict 1d6 bleed damage, plus an additional 1d6 bleed damage per (cure) talent she possesses.

**Malignance:** The pharmakon inflicts a 1d6 ability penalty to a single ability score of her choice. If the pharmakon possesses at least two (cure) talents, she instead inflicts this ability penalty to all ability scores. This ability penalty lasts a number of rounds equal to her pharmakon level (Fortitude negates). Ability penalties from malignance do not stack with themselves.

**Neurasthenia:** The pharmakon inflicts the frightened (or panicked, if already frightened) condition for a number of rounds equal to her pharmakon level (Will negates). This is a mind affecting fear effect.

**Opisthotonus:** The pharmakon inflicts the staggered condition for a number of rounds equal to her pharmakon level (Fortitude negates). If the target is already under the effect of the staggered condition, it is instead paralyzed for a single round.

**Polysynapsis:** The pharmakon grants a target twice the temporary hit points she can normally grant via the *invigorate* Life sphere ability. These temporary hit points can bring a target's current hit points above their total hit points. However, when the duration expires (the pharmakon may end the duration prematurely as a free action), the creature loses hit points equal to the number of temporary hit points granted in addition to the temporary hit points.

**Sepsis:** The pharmakon inflicts a disease onto the target, as per the Inflict Disease talent from the Death sphere.

**Syncope:** The pharmakon inflicts temporary negative levels onto the target, as per the Drain talent from the Death sphere.

This replaces the blessing/blight class feature.

## Totemist

**Channel Balance (Su):** A totemist, like any other soul weaver, may channel spiritual energy that affect nearby creatures.

Channeling balance causes a burst that affects all creatures differently in a 30-foot radius centered on the totemist. Creatures in the area who are wounded (at or below 1/2 maximum hit points) gain fast healing (for 1 minute). Creatures who are healthy or grazed (above 1/2 maximum hit points) take bleed damage (until they receive healing or a successful Heal check). The amount of bleed damage and fast healing is 1, increasing by 1 for every two totemist levels beyond 1st (2 at 3rd, 3 at 5th, and so on).

Channeling balance is a standard action that does not provoke an attack of opportunity. A totemist can choose whether or not to include herself in this effect. Channel balance counts as channel energy class feature for the purpose of qualifying for and using channeling feats, and the totemist has an effective channel energy of 1d6 per bleed/fast healing. Channel balance also counts as both positive and negative channel energy for this purpose of meeting feat prerequisites. She may use this ability a number of times per day equal to 3 + her casting ability modifier (minimum 1).

This replaces channel energy.

**Master of Fate:** The totemist gains the Fate sphere as a bonus sphere at 1st level.

This replaces master of life and death.

**Spirit Totem (Su):** Beginning at 2nd level, the totemist learns new ways to call upon the spirits of nature to aid their allies in various tasks. The list of abilities they gain is as follows:

### *Totem-Mark*

A totemist may touch a target as a standard action and expend one use of channel balance to grant that target a totem-mark. This takes the form of either cicatrix or tattoo, and grants the creature a +2 sacred bonus to her choice of either Strength, Dexterity, or Constitution. The totem-mark lasts 24 hours or until dispelled. A totemist may concentrate as a move action to pinpoint all totem-marked creatures within close range.

### *Diffuse*

At 6th level, a totemist may expend a use of channel balance to dispel a totem-mark on a creature within close range to grant them a temporary morale bonus to saving throws and AC equal to 1/2 her totemist level for a number of rounds equal to 3 + her casting ability modifier (minimum 1).

### *Enshroud*

At 10th level, a totemist may expend a use of channel balance to dispel a totem-mark on a creature within close range to grant them partial concealment (a 20% chance attacks made against them will automatically miss) and DR/- equal to 1/2 her totemist level for 1 minute per caster level.

### *Truesight*

At 14th level, the totemist may expend a use of channel balance to dispel a totem-mark on a creature within close range, granting it the ability to see all things as they truly are to a range of close for 1 round per totemist level. The target sees through magical darkness, notices secret doors hidden by

magic, sees exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, succeeds at all saving throws against illusions and sees through them naturally, and sees the true form of polymorphed, changed, or transmuted things. This does not grant the ability to see through mundane disguises, non-magical means of hiding things, fog, or other such effects. This cannot be combined with other magic that enhances the senses, such as a crystal ball.

#### *Transmogrify*

At 18th level, the totemist may expend a use of channel balance to dispel a totem-mark on a creature within close range, granting them a fly speed of 60 feet, a 50% chance to ignore critical hits and precision damage, regeneration 5/-, as well as the stalwart and evasion class features, as a mageknight and rogue. These benefits last for 1 round per totemist level.

This replaces blessing/blight.

## Spiritualist Psychomancer

When a person lives with a spirit, they become acutely aware of their own essence, just beneath the surface of the skin. The psychomancer is interested not only with her bond to her spirit, but her own spiritual evolution, and seeks to unlock her soul from the prison of her flesh.

**Weapon and Armor Proficiencies:** The psychomancer is proficient with simple weapons and light armor only.

This alters weapon and armor proficiencies.

**Casting:** The psychomancer may combine spheres and talents to create magical effects. The psychomancer is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The psychomancer gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her casting ability modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A psychomancer gains 3/4ths of a magic talent every level (the same progression as she gains caster levels).

**Spirit Magic:** At 1st level, the psychomancer begins her quest to free her own spirit. She does so by choosing to specialize in one of three forms of magic. The psychomancer chooses either the Death, Life, or Mind sphere as her spirit sphere. She gains her spirit sphere as a bonus magic talent (or a talent from it if she possesses the base sphere already), and uses her class level as her caster level with that sphere. This stacks normally with caster levels gained from other sources.

Once chosen, this decision can not be changed.

This replaces calm spirits.

**Spirit Sight (Su):** At 5th level, she gains blindsight to a range of 10 feet. This ability only allows her to detect living creatures and undead creatures. This sight also tells her whether

a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 5 feet at 7th level, and by an additional 5 feet for every four levels beyond 7th to a maximum of 30 feet at 19th level.

As a move action, she may double the range of her spirit sense for 1 round.

This replaces detect undead.

**Spirit Walk (Su):** At 9th level, the psychomancer gains the Project Spirit advanced talent of the Death sphere. When she uses this talent, she may use her class level as her caster level if it is higher.

The psychomancer's phantom must remain within range of either her body or her projected spirit. If the phantom returns to the psychomancer's consciousness, the psychomancer's projected spirit gains the benefits.

This replaces see invisible.

**Spirit Form (Su):** At 16th level, the psychomancer becomes more adept at projecting her spirit. While she is spirit walking, the psychomancer can take on an incorporeal or ectoplasmic form just as her phantom can. While ectoplasmic, she gains the same damage reduction a phantom would. Changing from incorporeal to ectoplasmic form or the reverse requires a full-round action.

This replaces call spirits.

## Summoner/Unchained Summoner Sphere Summoner

**Casting:** The sphere summoner may combine spheres and talents to create magical effects. The sphere summoner is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere summoner gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere summoner gains 3/4ths of a magic talent every level (the same progression as he gains caster levels).

**Eidolon:** A sphere summoner gains the Conjunction sphere as a bonus sphere at 1st level, and uses his class level as his caster level for this sphere. This stacks normally with caster levels gained from other sources.

In addition, the sphere summoner must designate one of his companions as his 'eidolon'. An eidolon is a companion with which the summoner possesses a unique connection, and many of his class features and abilities directly affect this particular companion.

**Summon Mastery (Su):** The sphere summoner gains a bonus magic talent drawn from the Conjuration sphere at 1st level and every odd level thereafter.

This replaces summon monster I, II, III, IV, V, VI, VII, VIII, IX, and gate.

**Aspect (Su):** At 10th level, whenever the sphere summoner rests to regain spell points, he may choose to divert one (form) talent possessed by his eidolon, instead gaining its benefits himself. Any attribute bonuses are instead gained as enhancement bonuses.

This alters aspect.

**Greater Aspect (Su):** At 18th level, whenever the sphere summoner rests to regain spell points, he may choose to divert up to two (form) talents to himself instead of only one.

This alters greater aspect.

## Swashbuckler

### Hasted Blade (Champion)

Time seemed to slow almost to a standstill. She could see the ever-so-slight movement of her opponent's chest rising with an inhalation, the slow twist of their wrist as they moved for a block that could not possibly stop her attack. As her blade slid into her opponent's chest, time snapped into focus once more. Like time itself, her opponent's life was hers.

**Weapon and Armor Proficiency:** Hasted blades are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is her first level in any class, she may select a martial tradition of her choice.

This alters the swashbuckler's normal weapon and armor proficiencies.

**Blended Training:** The hasted blade gains a talent every odd level. This talent may be spent on either magic talents or combat talents. The hasted blade is considered a Low-Caster. This counts as the casting class feature. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the swashbuckler's dodging panache, kip-up, superior feint, and bleeding wound deeds.

**Spell Pool:** At 1st level, the hasted blade gains a small reservoir of magical energy she can use to create truly wondrous effects, called a spell pool. This pool contains a number of points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest. The hasted blade may spend spell points as though they were panache points when using any of her deeds, and may use deeds as if they have at least 1 panache point while they have any spell points. For the purposes of feat prerequisites, the hasted blade satisfies the prerequisites as if she were a grit, luck, or panache user. Hasted blade levels stack with gunslinger levels for the purpose of satisfying Signature Deed's level requirement.

This replaces panache.

**Time Magic:** The hasted blade gains the Time sphere as a bonus talent at 1st level.

**Accelerated Comeback (Su):** From 2nd level on, whenever the hasted blade takes damage from an enemy attack, as soon as damage from the attack is resolved she may, as a free action that may be taken even when it is not her turn, spend 2 spell points to activate the Haste effect from the Time sphere targeting herself. This effect is automatically treated as though the hasted blade had spent a spell point to sustain it without concentration.

The hasted blade may use this ability in response to damage taken during a surprise round, even if she is flat-footed or otherwise unable to act. Drawbacks that prevent the hasted blade from using Haste also prevent her from using this ability.

This replaces charmed life.

**Decelerating Strike (Su):** Starting at 3rd level, whenever the hasted blade successfully damages a creature with an attack made as an attack action, she may spend a spell point to target the creature with the Slow effect from the Time sphere; this effect lasts for a number of rounds equal to 1/2 the hasted blade's class level. The creature is entitled to a saving throw against the Slow effect as normal. Drawbacks or effects that prevent the hasted blade from using Slow also prevent her from using this ability.

This replaces the menacing swordplay deed.

**Rapid Attacker (Su):** From 4th level on, as long as the hasted blade is under the effects of Haste (either the *alter time* effect or the spell), once per round on her turn she may expend an attack of opportunity to move up to half her speed.

This replaces the bonus feat normally gained at 4th level.

**Instantaneous Defenses (Su):** At 15th level, the hasted blade gains Improved Haste as a bonus talent. In addition, whenever the hasted blade uses Haste on herself, she increases the dodge bonus to AC and Reflex saving throws granted by Improved Haste by 2; this increase only affects the hasted blade, even if that casting of Haste would normally affect multiple targets (such as when using Mass Time).

This replaces the dizzying defense deed.

**Perfect Haste (Su):** Upon reaching 20th level, the hasted blade has become permanently imbued with the power of her time magic. The hasted blade benefits from a constant Haste effect, applying any benefits of her caster level, Time talents, and class features as though she had cast Haste on herself. As a free action taken at the start of her turn each round, the hasted blade may choose whether to gain an additional attack on a full attack or additional attacks of opportunity. In addition, the hasted blade is immune to the paralyzed and entangled conditions, and cannot be affected by Slow (both the *alter time* effect and the spell).

This replaces swashbuckler weapon mastery.



# Symbiat

## Bloodscarred

**Class Skills:** A bloodscarred loses Linguistics (Int) as a class skill and gains Bluff (Cha) as a class skill.

**Charismatic:** A bloodscarred uses Charisma for any class ability normally based on Intelligence.

**Vampire Touched:** A bloodscarred gains the Blood sphere as a bonus magic talent and uses his class level as his caster level with the Blood sphere. This stacks normally with caster levels gained from other sources.

This replaces mental powers.

**Vampiric Heritage:** As the bloodscarred increases in power, his vampiric heritage manifests itself more strongly. The bloodscarred gains the following abilities at the indicated levels:

### *Divine Undead*

At 1st level, a bloodscarred may spend a full-round action to *divine* for the presence of undead as if using the Divination sphere *divine* ability and the Death sphere alternate divination option. Treat the bloodscarred's class level as his caster level for this ability. This stacks normally with caster levels gained from other sources.

### *Fangs*

At 1st level, the bloodscarred gains a bite attack (primary, 1d6 Medium, 1d4 Small).

At 7th level, this bite attack inflicts 1 Constitution damage. A Fortitude save (DC 10 + 1/2 his bloodscarred level + his casting ability modifier) negates this damage.

At 13th level, the bloodscarred gains temporary hit points equal to the damage inflicted with his bite attack if the damaged creature would be susceptible to his *blood control*. The temporary hit points from multiple bite attacks do not stack. Additionally, the Constitution damage inflicted by his bite now increases to 1d2.

At 19th level, the Constitution damage inflicted by the bloodscarred's bite increases to 1d4.

### *Wall Cling*

At 3rd level, the bloodscarred gains a climb speed of 20 feet (including a +8 racial bonus on Climb checks); furthermore, he need not attempt Climb checks to traverse a vertical or horizontal surface (even upside down). If he already possesses a climb speed it is increased by +10 feet.

### *Night Eye*

At 6th level, the bloodscarred gains darkvision 60 feet. If he already has darkvision, the range of his darkvision increases by 30 feet.

### *Mist Form*

At 7th level, the bloodscarred may transform into a mist as a standard action for a number of rounds per day equal to his class level. The bloodscarred and all his gear become insubstantial, misty, and translucent. His armor (including natural armor) become worthless, though his size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply.

The bloodscarred gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. While in mist form, he cannot attack or cast spells or sphere abilities that require components he cannot supply while in mist form, such as verbal, somatic, material, or focus components. The bloodscarred also loses supernatural abilities while in mist form. If he has a touch spell or sphere ability ready to use, that spell or ability is discharged harmlessly when the mist form is in effect. Ending this effect is a free action.

While in mist form the bloodscarred cannot run, but it can fly at a speed of 20 feet + 5 feet per 5 class levels and automatically succeeds on all Fly checks. He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in his hands, as long as the effect persists. The bloodscarred is subject to the effects of wind, and he cannot enter water or other liquid. He also cannot manipulate objects or activate items, even those carried along with his mist form. Continuously active items remain active, though in some cases their effects may be moot.

At 17th level, the bloodscarred is no longer limited to the number of rounds per day he may spend in mist form. If the bloodscarred is reduced to 0 or fewer hit points, he may choose to enter mistform as a free action even when it is not his turn. He automatically stabilizes as part of this transformation.

### *Dominate*

At 9th level, as a standard action, the bloodscarred may force another to do his bidding. This functions as the Mind Control advanced talent of the Mind sphere, except the creature must have a number of Hit Dice equal to or less than the bloodscarred's class level. The target is allowed a Will saving throw to resist (DC 10 + his 1/2 bloodscarred level + his casting ability modifier), and on a failure receives a new saving throw each round to throw off the effect. The bloodscarred may dominate targets for a number of rounds per day equal to his class level. These rounds do not need to be consecutive. He must spend a round of this ability each round to concentrate as a standard action to maintain control over a dominated creature.

At 16th level, the bloodscarred may maintain this effect as a free action each round.

**Inured to Death:** At 11th level, the bloodscarred ignores the effects of negative levels, though still dies if he accumulates more negative levels than Hit Dice. If he already possesses the ability to ignore negative levels, instead increase the number of negative levels required to kill him by his casting ability modifier.

This replaces the psionics ability.

**Greater Domination:** At 20th level, the bloodscarred may spend 2 rounds of his dominate ability to control a dominated creature for 1 hour per level without concentration. Dominated creatures receive new saving throws to end the effect each hour instead of each round.

This replaces greater psionics.

## Chronomancer

While the power most symbiats gain from bonding with psionic aberrations grants them enhanced mental capabilities, some symbiats attract even stranger and more unusual beings.

Granted power over time and space itself, these “chronomancers” have unparalleled power over reality.

**Chronomancy:** The chronomancer gains the Time and Warp spheres as bonus magic talents.

This replaces mental powers.

**Psionics (Su):** The chronomancer’s powers are fundamentally different than those of most symbiats. The chronomancer does not gain any of the psionic effects normally available to the symbiat, and instead gains access to the following psionic effects:

#### *Rapid Teleportation*

Whenever the chronomancer uses the *teleport* ability of the Warp sphere to transport only himself and up to a light load, he may do so as a move action instead of a standard action. If the chronomancer possesses the Quick Teleport talent, he may instead use the *teleport* ability as a swift action, so long as he *teleports* only himself and up to a medium load. The chronomancer does not need to expend a standard action to activate this ability as normal for a psionic effect, but each use of this ability expends one 1 round from his total psionic effect rounds per day.

#### *Temporal Feedback Loop*

The chronomancer may trap one enemy within 60 feet in a time-altering effect that causes them to experience the same moment during multiple timelines, to the enemy’s detriment. The target is allowed a Will saving throw (DC 10 + 1/2 his chronomancer level + his casting ability modifier) to resist this effect. A target who fails their saving throw against this effect must roll twice for every attack roll, saving throw, skill check, or ability check they attempt while under the effects of this ability, taking the lower result. Regardless of whether the target succeeds or fails at their saving throw, each use of this ability consumes a minimum of 1 round of the chronomancer’s psionics. At 13th level, the chronomancer may target and maintain this effect against up to two creatures at once when using this ability. At 19th level, the chronomancer may target up to and maintain this effect against up to three creatures at once.

#### *Warp Dodge*

The chronomancer can use his mastery of time and space to help protect himself and his allies from detrimental effects. So long as this effect is active, as an immediate action the chronomancer may grant himself or an ally within 60 feet a bonus to a single saving throw equal to 1/2 his class level (minimum 1). The chronomancer may use this ability after the roll is made, but must use this ability before the result of the saving throw is known.

#### *Timeline Link*

Starting at 3rd level, the chronomancer gains the ability to create a minor temporal paradox that allows him to create a situation where he has already given an ally advice on how to accomplish a task. Choose one ally within 60 feet; whenever that ally attempts a skill check using a skill the chronomancer is trained in, he may use the aid another action to assist them with the check as a free action that can be taken even when it is not his turn, and regardless of his current condition (though this ability must be active and the chronomancer must be conscious). The chronomancer may change the target of this ability as part of the free action used to maintain his psionic effects

each round. At 10th level, the chronomancer may share this ability with all allies within 60 feet.

#### *Warp Edge*

From 6th level on, the chronomancer gains the ability to apply a spatial distortion to the edge of his weapon, or the weapon of an ally within 60 feet, allowing it to more easily pass through armor and deal grievous blows. Creatures benefiting from this psionic effect gain a +2 circumstance bonus to attack rolls and a +4 bonus to damage rolls with any weapon they wield. At 9th level and every three levels thereafter, the chronomancer may affect one additional target with this ability. Creatures who move more than 60 feet away from the chronomancer immediately lose all benefits of this ability until they are once more within 60 feet of the chronomancer.

#### *Temporal Accord*

At 7th level, the chronomancer gains the ability to create a special localized time stream around himself and his allies. Whenever the party rolls for initiative, all allies within 30 feet of the chronomancer may take the highest initiative roll from amongst themselves and add their own modifiers to it (for example, the chronomancer and three of his allies roll initiative and their results are 7, 10, 13, and 16; all affected allies may choose to take 16 and add their own initiative modifiers).

Whenever multiple allies within 30 feet are required to attempt a Reflex saving throw from the same effect (such as multiple allies being within the area of the same *fireball* spell) they may all roll their saving throw and take the highest result from amongst themselves, applying their own modifiers.

#### *Improved Rapid Teleportation*

At 9th level, the chronomancer gains Mass Teleport from the Warp sphere; if he already possesses this talent from another source, he may instead take any Time or Warp talent he qualifies for. In addition, the chronomancer may now use the action economy increases from his rapid teleportation ability even when *teleporting* multiple creatures, as long as he pays the appropriate costs as detailed in Group Teleport.

#### *Temporal Armor*

Upon reaching 11th level, the chronomancer gains the ability to surround himself and nearby allies in a shifting field of broken causality that protects them from harm. While this ability is active, the chronomancer and all allies within 30 feet gain a +4 insight bonus to their AC and Reflex saving throws.

#### *Chronomantic Mastery*

At 16th level, the chronomancer gains Improved Haste from the Time sphere; if he already possesses this talent from another source, he may instead take any Time or Warp talent he qualifies for. In addition, whenever the chronomancer uses the Haste ability from the Time sphere, he may expend two rounds of his psionics to grant the target an extra move action, 1 additional attack of opportunity, and increase the bonus to attack rolls granted by Haste by an additional +1 for the duration of the Haste effect.

#### *Greater Temporal Accord*

From 19th level on, the chronomancer may use spells and sphere effects on any target benefiting from either his timeline link or temporal accord abilities, regardless of distance, line of sight, or line of effect.

This alters psionics.

**Enhanced Teleportation:** Starting at 3rd level, the chronomancer's mastery of time and space begins to become instinctual and inform all his uses of related magic. The chronomancer increases the maximum distance he can travel when using the *teleport* ability by 10 feet and extends the duration of all *alter time* effects by 1 round; if an *alter time* effect would normally have a duration measured in minutes or hours, the effect is instead extended by 1 minute or 1 hour, as appropriate. The range of his *teleport* ability increases by an additional 10 feet and the duration of his *alter time* effects increase by an additional 1 round for every three chronomancer levels he possesses beyond 3rd.

This replaces pushed movement.

## Eggregore

**Mental Powers:** The egregore gains the Mind sphere as a bonus magic talent, and uses his class level as his caster level. This stacks normally with caster levels from other sources.

This alters mental powers.

**Psionics:** The egregore's psionics work differently, on a more purely mental level.

### Coordination

At 1st level, the egregore can read the mind of all allies within 60 feet, allowing them to analyze tactical data on their attacks. Whenever an ally within 60 feet damages an enemy, until the end of the egregore's next turn, the egregore receives a bonus to damage rolls equal to his class level against that enemy and automatically confirms all critical hits against them. This effect does not work against creatures immune to precision damage. Multiple allies damaging the same enemy do not confer this bonus to the egregore multiple times in a round.

This replaces telekinetic manipulation.

### Extension

At 6th level, the egregore may connect with the minds of his allies to deliver mental attacks against their common enemies. So long as this effect is active, the egregore may, as an immediate action, use a *lesser charm* against an enemy that an ally within 60 feet has made a successful melee attack against. At 16th level, he may use a *greater charm*. He may not expand the *charm* used to affect other targets using Mass Charm or the like.

This replaces telekinetic edge.

### Assimilation

At 11th level, the egregore can mentally link all allies within 60 feet, stabilizing their group mind. Each ally gains a bonus to their Will saves equal to the number of linked allies within range to a maximum of the egregore's casting ability modifier.

This replaces psionic fortress.

### Trepanation

At 16th level, the egregore can disappear from the battlefield as a move action to become pure thought, and reside within the mind of an ally within 30 feet. While inside his ally, he may only use his psionics ability and Mind sphere abilities. He can not be targeted or attacked while inside his ally, but if the ally is rendered unconscious or killed, he is immediately ejected. The ally can likewise eject them at will. While the egregore is within the mind of the ally, the ally gains a +2 enhancement bonus to all mental ability scores, Reflex saves, and Will saves,

and may also use the egregore's magic skill defense in place of their own.

This replaces telekinetic colossus.

**Splintering Strike (Su):** At 3rd level, an egregore who successfully deals damage to any enemy within 30 feet with a weapon or natural attack to a target may, as an immediate action, create a connection to the target's mind. The egregore increases the DC of any mind-affecting abilities he uses against the target by 1, and he gains a +1 insight bonus to saving throws against the mind-affecting abilities of the target. These bonuses increase by +1 for every 3 levels after 3rd, to a maximum of +6 at 18th level.

He also receives an insight bonus to Bluff, Intimidate, Perception, Sense Motive, and Stealth checks equal to double this amount against the splintered creature. In addition, the egregore is mentally aware of the splintered creature's presence, and knows exactly where they are at all times, and what conditions they currently have.

This splinter lasts for 1 hour per class level, or until the egregore ends the splinter as a free action. At 3rd level, the egregore may not have more than 1 splinter active at a time, and must immediately dismiss an existing splinter when he creates a new one. At 9th level, he may have 2 splinters active at once. At 15th level, he may have 3 splinters active at once.

At 6th level, the egregore learns to use his connection to deliver Mind sphere abilities from any distance. He may use any *lesser charm* he possesses on a splintered creature that he could normally influence with (charm) talents, but if the *charm* fails or the splintered creature succeeds at their saving throw,



the splinter ends. At 12th level, he may deliver *greater charms* he possesses this way, and at 18th level, he may deliver *powerful charms* he possesses this way. This is a mind-affecting ability.

This replaces pushed movement.

## Gravecrawler

Unlike most symbiats, a gravecrawler is created when a host becomes infested with psychic insects or aberrations that often appear similar to worms, cicadas, scarabs, or maggots.

**Corrupted Powers:** A gravecrawler gains the Death and Mind spheres as bonus talents.

This replaces mental powers.

**Implant Drone (Su):** As a standard action, a gravecrawler can touch a creature (requiring a melee touch attack for a non-willing creature) and place one member of his hive on them, which immediately burrows into its new host's body, causing no damage beyond slight discomfort. Once the gravecrawler has implanted a drone in a creature, it remains active for up to 1 day per class level. He can have a number of drones active at a time equal to his casting ability modifier or half his class level (whichever is higher). If the gravecrawler attempts to implant a drone beyond his limit, one existing drone dies immediately (his choice). The gravecrawler is considered to be implanted with one of his own drones, but this does not count towards the limit.

If a host dies, the implanted drone dies as well. A gravecrawler can only affect drones he implanted, not those implanted by other gravecrawlers. If a gravecrawler dies, all his implanted drones die.

By concentrating as a standard action, the gravecrawler can determine the direction and distance to one of his drones and are aware of any conditions affecting their host (unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, etc.) as long as he and the drone are on the same plane of existence.

Creatures with an implanted drone give off an aura equal to the gravecrawler's class level that can be detected by Divine Undead. A drone can be removed by effects that remove disease (such as Restore Health); the DC to remove a drone for such effects is equal to his swarm powers DC (see below). Creatures that are immune to disease may still be affected by his drones.

This replaces psionics.

**Swarm Powers (Su):** Each gravecrawler carries within his body a unique insectile colony with a variety of potential powers. At 1st level, a gravecrawler gains 2 abilities from the following list; at 3rd level and every 3rd level thereafter, he gains an additional ability from this list. The saving throw for any swarm power is equal to 10 + 1/2 his gravecrawler level + his casting ability modifier. All swarm powers are considered supernatural abilities unless stated otherwise. He cannot choose a swarm power more than once unless stated otherwise. He must meet all prerequisites before selecting a swarm power.

At 7th level, a gravecrawler can use any swarm power that normally requires a standard action as a move action instead.

At 13th level, a gravecrawler can use such a swarm power as a swift action.

**Burrowing:** The gravecrawler gains a burrow speed of 15 feet. As a standard action, he can spend a spell point to grant

any creature with an implanted drone an equal burrow speed for 1 minute per level. At 10th level, the burrow speed increases to 30 feet.

**Cocoon:** The gravecrawler can unleash a torrent of filaments that bind and shield a creature. As a standard action, the gravecrawler targets a creature within close range; an unwilling creature may attempt a saving throw (Reflex negates). On a failed save, the creature is entombed in a cocoon with hit points equal to the gravecrawler's level for 1 minute. Damage dealt to the creature is applied to the cocoon first. As long as the cocoon lasts, the creature gains DR/adamantine equal to half the gravecrawler's level (rounded down, minimum 1), is flat-footed, and can take no actions besides a Strength or Escape Artist check to break or wriggle free as a standard action (DC 10 + his gravecrawler level + his casting ability modifier).

**Cocoon, Flexible (requires cocoon):** When the gravecrawler places a cocoon on himself, he is not flat-footed and is only staggered. The DC for the Strength and Escape Artist checks to break out of his own cocoon are halved for him. At 5th level, his allies gain these benefits when he places a cocoon on them.

**Cocoon, Healing (requires cocoon):** Whenever the gravecrawler entombs a creature with his cocoon, he can spend a spell point as a free action to grant that creature fast healing equal to his gravecrawler level for as long as they remain within the cocoon.

**Cocoon, Mind Warp (requires cocoon):** When the gravecrawler entombs a creature in a cocoon, he can implant one of his Mind sphere *charms* into its subconscious. At any time within 1 day per class level, he can spend an immediate action and pay any spell point cost to cause that *charm* to take effect, granting a save as normal, so long as the target is on the same plane as him. A creature may only have one implanted *charm* at a time; implanting a second requires a magic skill check to replace the one currently implanted.

**Cocoon, Spray (requires cocoon):** The gravecrawler may spend a spell point when he uses his cocoon ability to affect all creatures within a 30-foot cone or 60-foot line (Reflex negates). He does not make an attack roll when using cocoon in this fashion.

**Corrupting Drones:** Any creature with an implanted drone takes a -2 penalty to saving throws against the gravecrawler's swarm powers, Mind sphere effects, and Death sphere effects. As a standard action, the gravecrawler can spend a spell point to double these penalties for 1 minute.

**Damaging Drone (Ex):** The gravecrawler may attempt to implant drones into a target in place of making an attack, meaning he may do as an attack of opportunity, in place of multiple attacks during a full attack, etc. In addition, he may attempt to implant drones as a thrown weapon; doing so requires a ranged touch attack with a range increment of 20 feet. When affecting a target with a drone, he can choose to have the drone deal damage equal to 1d8 + his gravecrawler level when imbedding itself into a target.

**Discorporation (requires gravecrawler 3):** As a standard action, the gravecrawler can discorporate into a mass of writhing insects, functioning as the Swarm Shape Alteration talent with caster level equal to his class level (or caster level for the Death sphere, whichever is higher) and lasting for 1 minute with no concentration needed. The distraction ability's DC is equal to his swarm power's DC. He gains the Divided Self trait, but he

may not select other traits. He may spend a move action to end this effect early. He may spend 2 spell points to use this ability as an immediate action.

**Distributed Mind (requires two minds):** Whenever the gravecrawler or a creature with an implanted drone fails a saving throw against a mind-affecting effect, the gravecrawler may spend a spell point as an immediate action to allow them to reroll their saving throw with a +2 bonus. They must accept the result of the reroll, even if it is worse. At 10th level, the bonus increases to +4.

**Enduring Drones:** The gravecrawler's drones have no maximum duration. When he dies, his drones do not immediately die; they become dormant for a number of days equal to his class level. If he is resurrected within this time, they become active again. In addition, the DC of effects to remove his drones is increased by 2. This does not affect the number of drones he may have active at once.

**Energizing Drones:** As a standard action, the gravecrawler can spend a spell point to grant all allies with an implanted drone a +2 bonus to attack rolls, damage rolls, saving throws, skill checks, and ability checks for a number of rounds equal to his casting ability modifier. These bonuses are doubled against foes with an implanted drone.

**Expanded Swarm:** The gravecrawler may have an additional 2 implanted drones at a time. He may take this swarm power multiple times; its effects stack.

**Hive Senses:** The gravecrawler gains blindsight 10 feet. As a standard action, he can spend a spell point to grant any creature with an implanted drone equal blindsight for 1 minute. A gravecrawler must be at least 6th level before choosing this swarm power. This swarm power can be taken up to 3 times; each time it is taken, the gravecrawler's blindsight increases by 10 feet, to a maximum of 30 feet.

**Hive Network (requires gravecrawler 9):** The gravecrawler may use hive workers, swarm powers, Mind, and Death sphere effects on any creature with an implanted drone regardless of distance or line of effect.

**Hive Network, Improved (require gravecrawler 18, hive network):** The gravecrawler may use any sphere effects on any creature with an implanted drone, as long as both are on the same plane.

**Mobile Drones (requires burrowing or improved wings):** Whenever the gravecrawler grants a creature a fly or burrow speed using his swarm powers, all mindless undead he *reanimates* and control gain the same movement ability and speed.

**Revolt Embrace (requires discorporation):** The gravecrawler gains the benefit of the Improved Grapple feat, even if he does not meet the prerequisites; if he already possesses the Improved Grapple feat, he may gain Improved Unarmed Strike or a feat that requires Improved Unarmed Strike or Improved Grapple that he qualifies for (if any). Whenever he succeeds on a grapple check, he may spend a swift action to expel squirming larvae onto the creature he is grappling, causing them to take damage equal to his swarm damage and be affected by his distraction ability (requiring a saving throw as normal).

**Wings (Ex):** The gravecrawler grows primitive wings, causing him to take no damage from falling (as if subject to a constant featherfall effect). While in midair, he can move up to 5

feet in any horizontal direction for every 1 foot he falls, at a speed of 60 feet per round. He cannot gain height with these wings alone. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, he can take advantage of the updraft to increase the distance he can glide.

**Wings, Improved (requires gravecrawler 5, wings):** The gravecrawler's wings harden and strengthen, granting him a fly speed of 30 feet (poor). As a standard action, he can spend a spell point to grant any creature with an implanted drone an equal fly speed.

This replaces trap sense.

**Hive Workers (Su):** At 1st level, undead that a gravecrawler *reanimates* are considered to have an implanted drone. This does not count against the total number of drones a gravecrawler can have implanted at once.

At 3rd level, a gravecrawler can affect mindless creatures with his Mind sphere abilities as long as they have a drone implanted. In addition, when a creature with an implanted drone dies, its drone survives for an additional round per class level. During this time, he can *reanimate* the host's corpse as long as he is within long range (400 feet + 40 feet per caster level) and have line of sight and effect.

**Swarm Simulacrum (Su):** At 7th level, the gravecrawler can spend a standard action to link a mindless undead he controls to a creature with an implanted drone for 1 round per class level. The mindless undead gains a +4 circumstance bonus to attack and damage rolls and a +4 deflection bonus to AC as long as it is within 10 feet of the linked creature, and the mindless undead's initiative is changed to be equal to its linked creature. If both linked creatures threaten the same target, they are considered to be flanking the target regardless of position.

If either of the linked creatures takes damage, the gravecrawler can spend an immediate action to transfer half of the damage to the other (after damage reduction, resistances, or immunities are applied for the original target). This damage can not be reduced further. The gravecrawler can use this ability once per day, and one additional time per day at 10th level and every 3 levels thereafter (to a maximum of 5 times a day at 19th level). The gravecrawler cannot link a mindless undead with another mindless undead with this ability, and creatures cannot be linked to more than one target at a time.

**Hive Transference (Su):** At 20th level, if a gravecrawler is killed, he may attempt a DC 25 Will save as an immediate action. If he succeeds, one implanted drone of his choice does not die (or become dormant, if he has the enduring drones swarm power), and his consciousness passes into it. He may not take any actions besides the following: Whenever his host is adjacent to humanoid corpse, he may choose to unburrow from the host, drop to the corpse, and infest it. Destroying the corpse during this time kills the gravecrawler, and he cannot attempt to use hive transference in this state. After 24 hours, the gravecrawler rises, reborn in his new body (as a *reincarnate* spell, using the corpse's race).

This replaces greater psionics.

## Hekatonkheires

**Telekinetic Might:** A hekatonkheires gains the Telekinesis sphere as a bonus magic talent, and uses his hekatonkheires level as his caster level with the Telekinesis sphere. This stacks normally with caster levels gained from other sources.

This replaces mental powers.

**Thousand Unseen Hands (Su):** At 1st level a hekatonkheires gains Mind Limb as a bonus feat, except he gains two limbs instead of one. He may use both of them as part of the same swift action, and both are capable of holding and manipulating items. In addition, his mind limbs add 5 feet to his reach.

At 3rd level a hekatonkheires can use his mind limbs to attack. He treats them as two secondary tentacle attacks that deal 1d4 slashing damage, and uses his casting ability modifier instead of his Strength modifier on attack and damage rolls with these tentacle attacks. His tentacle attacks possess reach equal to his mind limbs. A mind limb that is holding an object cannot be used to make a tentacle attack. Unlike most natural weapons, increased size does not improve the damage die of these tentacles.

At 6th level the mind limbs grow stronger and more capable. While they cannot be used to make additional attacks (except as tentacle attacks), they may be used to wield weapons and shields and activate magic items, though they must take the normal action required to use these items and cannot effectively utilize them as a mind limb's swift action. In addition, his tentacle attacks now deal 1d6 damage instead of 1d4.

At 9th level a hekatonkheires gains two additional mind limbs. He may still only use two of his mind limbs as a single swift action, but may choose to use any two, and each arm is equally capable of manipulating objects. He now has four tentacle attacks.

At 12th level a hekatonkheires adds an additional 5 feet to the reach of his mind limbs, and increases the damage of his tentacle attacks to 2d6.

At 15th level, a hekatonkheires gains six additional smaller mind limbs. These limbs do not gain any of the normal bonuses from the thousands unseen hands feature (such as additional reach or the ability to manipulate weapons and shields), but they may perform certain actions as swift actions as described in the Mind Limb feat. He can still only use a limited number of mind limbs as a single swift action, but three of these smaller limbs count only as a single limb - allowing him to activate two stronger mind limbs, one strong mind limb and three smaller mind limbs, or six smaller mind limbs as a swift action.

At 18th level the mind limbs gain a +6 enhancement bonus to their effective Strength, increasing carrying capacity with them and adding +3 to attack and damage with the natural weapons they provide. A hekatonkheires now deals 3d6 damage with his tentacle attacks.

This ability and its improvements replace psionics.

**Independent Mind:** At 20th level, a hekatonkheires uses a free action instead of a swift action to use his mind limbs (including the six smaller limbs gained at level 15). He may only use each limb once per turn, but may use each limb individually at any point during his turn.

This ability replaces greater psionics.

## Invidian

**Dark Passenger:** At 1st level, an invidian gains the Mind and Dark spheres as bonus magic talents. This ability replaces mental powers.

**Blackened Psyche (Su):** An invidian's inner demon empowers him with strength and subtlety far beyond what most casters can achieve. If a blackened psyche effect calls for a saving throw, the DC is equal to 10 + 1/2 his invidian level + his casting ability modifier. This functions and counts as the symbiat's psionics ability, with the following modifications:

### *Shadow Manipulation*

The invidian may use his influence over shadows to manipulate the battlefield. So long as this effect is active, the invidian may, as an immediate action, grant concealment to an ally within 60 feet of him until the beginning of the invidian's next turn. The miss chance for this concealment is 20% + 5% for every three levels in invidian. Darkvision and see in darkness do not thwart this ability, but creatures that lack the ability to see are immune to this effect.

This replaces telekinetic manipulation.

### *Jumping at Shadows*

At 6th level, the invidian may attempt to make an opponent jump at their own shadow, flinching away from perceived movement at just the right moment to leave them open to another attack. One target within 60 feet counts as being flanked for one attack of the invidian's choice each round. The invidian may affect an additional target at 9th level and every 3 levels thereafter, to a maximum of 5 targets at 18th level. In place of an additional target, he may affect an additional attack on the same target. Darkvision and see in darkness do not thwart this ability, but creatures that lack the ability to see are immune to this effect.

This replaces telekinetic edge.

### *Afraid of the Dark*

At 11th level, through subtle manipulation of psyche and clever use of lighting, the invidian can influence the minds of his enemies. Opponents within 60 feet of the invidian must succeed at a Will save or become shaken until they leave the area of effect or the invidian ends the ability. Re-entering the area of effect forces a new saving throw. This is a fear effect, and escalates fear conditions already on a target.

This replaces psionic fortress.

### *Shadow Puppetry*

At 16th level, the invidian may bind and manipulate a target's shadow to hinder their movements. The invidian may affect one creature within 60 feet, plus an additional creature for every 2 levels beyond 16th. The target must succeed at a Will save every round at the beginning of its turn or be staggered and take a -6 penalty to Strength and Dexterity for 1 round.

This replaces telekinetic colossus.

**Shadow Leap:** At 1st level the invidian gains Step Through Darkness as a bonus talent. He is constantly under the effects of this (meld) talent and does not need to spend any spell points to activate its effect. At 3rd level he increases the range of his personal Step Through Darkness by +10 feet, and another +10 feet for every three invidian levels possessed beyond 3rd, to a maximum of +60 feet at 18th level.

This ability replaces pushed movement.

## Operative

**Skills:** The operative gains Bluff (Cha) and Disguise (Cha) as class skills but loses Knowledge (religion) (Int) and Fly (Dex) as class skills.

This alters the symbiat skill list.

**Proficiencies:** The operative loses proficiency with the longsword, shortbow and shields. Operatives instead gain proficiency with the chakram, garrote, shuriken and all crossbows.

This alters weapon and armor proficiency.

**Covert Training:** The operative gains the Illusion and War spheres as bonus magic talents.

This replaces mental powers.

**Logistics:** At first level and every 3 levels thereafter the operative may gain one of the following: a bonus magic talent from the Illusion or War spheres, a teamwork feat, a squadron feat, or any feat that has the Illusion or War sphere as a prerequisite. The operative must meet all prerequisites for feats and talents gained from this feature.

This replaces psionics.

**Low Drag (Ex):** The operative gains a bonus on Perception and Stealth checks equal to half his operative level.

This replaces ESP.

**High Speed (Ex):** Ungifted in telekinesis, the pushed movement of the operative is a result of rigorous physical training and is an extraordinary (Ex) ability rather than a supernatural (Su) one. The improved speed is also halved gaining only +5 feet for every 3 class levels.

This alters pushed movement.

**Always Ready (Ex):** Beginning at 5th level, once per round the operative may use an *illusion*, *mandate*, *totem*, or *trick* as a move action. The operative may also spend 2 spell points to use an Illusion or War sphere effect as an immediate action, even if flat-footed. If using an immediate action on a sphere effect during a surprise round, he may otherwise only take free actions on his surprise round turn. Sphere effects created using this ability have a maximum duration of 1 round.

This replaces two minds.

**Rapid Deployment (Ex):** At 20th level, once per round the operative may use a *mandate*, *totem*, or *trick* as a free action. Sphere effects created using this ability have a maximum duration of 1 round.

This replaces greater psionics.

## Synapse

**Twisted Mind:** A synapse gains the Mind and Warp spheres as bonus magic talents.

These replaces mental powers.

**Synapse Psionics (Su):** A synapse gains the following psionic abilities:

*Teleporting Fury (Su)*

So long as this psionic effect is active, whenever the synapse uses the *teleport* ability from the Warp sphere, he flickers briefly between his starting and ending location. The synapse counts as being in both locations for the purpose of threatening squares, attacking targets, and providing flanking bonuses for allies. If the synapse *teleports* from one end of a creature to

the other, he may even provide flanking bonuses to himself. If a creature attacks the synapse in either location, that creature suffers a 20% miss chance. These benefits persist until the start of the synapse's next turn, at which time he must *teleport* again to receive these bonuses.

At 6th level, the miss chance increases to 50%, and the synapse may make one attack against an adjacent enemy as part of the action used to *teleport*. This attack may target an enemy at either the beginning or destination points of the *teleport*.

This replaces telekinetic manipulation and telekinetic edge.

*Out of Sight, Into Mind (Su)*

At 16th level, the synapse may, as a full-round action, spend 1 round of his psionics in combination with using the *teleport* ability from the Warp sphere to transfer himself into a space currently occupied by another living creature.

The creature gets a Will save (DC 10 + 1/2 his synapse level + his casting ability modifier) to negate this effect. If the target succeeds at their saving throw, the synapse is returned to his original position and cannot target that creature with this ability for 24 hours. If the target fails their saving throw, the synapse's body and equipment are converted to mental energy occupying the target's body, and the synapse gains control of the creature. The synapse keeps his Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities.

A body with extra limbs does not grant more attacks than normal. The synapse cannot choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

If the synapse ceases to maintain this psionic effect, he immediately shifts out of the target to the nearest unoccupied square. If the target's body is slain while occupied by the synapse, the synapse dies as well, his body immediately reforming in the nearest empty square.

This replaces the telekinetic colossus.

*Lengthened Teleport*

At 3rd level, the synapse increases his total *teleport* range by 10 feet. This improves by an additional 10 feet per 3 levels thereafter.

This replaces pushed movement.

## Telekinetic Warrior

**Telekinetic Mastery:** A telekinetic warrior gains the Telekinesis sphere as a bonus talent at 1st level, and uses his class level as his caster level with this sphere. This stacks normally with caster levels gained from other sources.

This replaces mental powers.

**Telekinetic Movement (Su):** A telekinetic warrior gains a bonus equal to 1/2 his class level to all Acrobatics and Fly checks.

This replaces ESP.

**Psionics:** A telekinetic warrior gains the following effects he may create with his psionics:

*Batter*

So long as this psionic effect is active, the telekinetic warrior gains a +2 bonus to all attack rolls made with Bludgeons, as well as combat maneuvers made with *telekinesis*. This increases to +3 at 7th level, +4 at 13th level, and +5 at 19th level.

This replaces battlefield relay.

## Warmonger

**Class Skills:** The warmonger removes Fly (Dex) from his list of class skills and adds Bluff (Cha) to his list of class skills.

**Weapon and Armor Proficiencies:** The warmonger is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. He is not proficient with any armor or shields.

This alters weapon and armor proficiencies.

**A Genius for War:** The warmonger gains the War sphere with the Personal Conflict drawback twice, gaining Call to Arms and Totemic Aura as normal. The warmonger uses his class level as his caster level for this sphere. This stacks normally with caster levels from other sources.

Any *totem* the warmonger creates attached himself has a radius of 60 feet. In addition, allies within 60 feet of him may spend *momentum* from his *momentum* pool.

This replaces mental powers.

**Opening Move:** At 3rd level, the warmonger's experience allows him to react faster to combat. He gains a +1 competence bonus to initiative. This increases by +1 every 3 levels, to a maximum of +6 at 18th level.

This replaces danger sense.

**Psionics:** The warmonger gains the following psionic abilities:

*Opening Gambit*

The warmonger fills the mind of an ally with a powerful understanding of the tools of killing. While under the effect of this ability, the target may use 1d8 in place of the normal weapon damage die for all manufactured weapons and unarmed attacks. This increases to 1d10 at 9th level and 1d12 at 17th level. The target may also make either an additional attack at their highest base attack bonus when making a full attack, or gain additional attacks of opportunity during the round (+1 attack of opportunity, +1 for every 5 base attack bonus they possess). This does not stack with similar effects, such as the Improved Haste Time talent. In addition, the target does not provoke attacks of opportunity by attacking unarmed or using combat maneuvers. At 1st level, the warmonger can only target one ally. He may target an additional ally for every 4 warmonger levels, to a maximum of 5 allies at 17th level. Each ally must remain within 60 feet of the warmonger or the effect ends for that ally.

This replaces telekinetic manipulation.

*Sacrificial Pawn*

At 6th level, by maintaining contact with his allies, the warmonger can capitalize on their misfortune strategically. So long as this effect is active, the warmonger may, as an immediate action, duplicate the effect of a successful weapon attack made against an ally within 60 feet of the warmonger. The attacker suffers the same damage and effects that were just inflicted upon the ally. Any resistances or immunities the attacker

possesses apply. The warmonger does not need to actually make an attack of his own, or have line of sight to the attacker - only to his ally.

This replaces telekinetic edge.

*Countermove*

At 11th level, the warmonger may choose an enemy he can see. Allies within 60 feet of the warmonger gain spell resistance equal to 15 + the warmonger's level that applies only to abilities of that target. This does not stack with other sources of spell resistance. They are also protected from bodily contact by creatures summoned by the enemy. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the ally. The protection against contact by summoned creatures ends if the allies makes an attack against or tries to force the barrier against the summoned creature.

This replaces psionic fortress.

*Game Changer*

At 16th level, the warmonger may channel martial power into an ally. That ally gains proficiency with all martial weapons, a +4 circumstance bonus to attack rolls, AC and saving throws, and uses the warmonger's character level as their base attack bonus (which may grant multiple attacks). In addition, they gain all the benefits of being under the effect of his opening gambit ability. While under this effect, the target can not cast or maintain spells or sphere abilities, even if they come from items. The target of this ability may end it as a free action. If the warmonger uses this ability on himself, he can not use any other psionic ability, or use any other sphere ability until he ends the effect or fall unconscious.

This replaces telekinetic colossus.

## Thaumaturge

### Devourer

**Devour Foe:** Whenever the devourer scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he can steal some of that creature's energy. The devourer may use his forbidden lore the next round without any fear of backlash. However, when not using this ability, a devourer increases his chance of backlash from forbidden lore from 15% to 20%.

At 10th level, the devourer may use this ability on any foe, not just living foes.

### Eldritch Cultist

**Forbidden Lore:** Rather than risk losing his magic, an eldritch cultist using forbidden lore instead has a 15% chance of becoming confused for 1d6 rounds. Every time the eldritch cultist uses forbidden lore, the chance of becoming confused increases by a cumulative 5%, but resets to 15% after the eldritch cultist fails this check. Confusion can be given to another creature via channel punishment as normal, and creatures normally immune to confusion are not immune to this backlash effect.

This alters forbidden lore.



**Eldritch Knowledge:** At first level, the eldritch cultist gains Divination as a bonus sphere. This replaces the invocations class feature gained at 1st level - the eldritch cultist gains access to invocations at 3rd level, but counts his eldritch cultist level as two lower for the purposes of determining which invocations are available to him. This archetype remains compatible with archetypes modifying or replacing invocations, but gains those invocations or their replacements two levels later.

## Experimentalist

**Forbidden Alchemy:** At 1st level, an experimentalist may prepare vials of an alchemical brew that temporarily enhances his mystic and physical potency. An experimentalist may spend an hour to prepare a number of alchemical boosts equal to his casting ability modifier. If additional alchemical boosts are brewed the previous ones become inert. A vial of alchemical boost may be drawn and consumed as a standard action. Once consumed, for the next minute, he increases his caster level by 2 for any sphere effect cast. This applies to variables dependent on a particular casting of an effect (damage, duration, number of targets, etc.), but it does not apply to the caster's total caster level with that sphere (i.e., it does not determine the strength of a companion from the Conjuraction sphere, nor to the total number of Hit Dice of *reanimated* creatures that may be controlled through the Death sphere). This bonus increases by +1 at 5th level, and by an additional +1 for every 4 levels thereafter to a maximum of +6 at 17th level. Archetypes, favored class bonuses, and other abilities that alter the backlash risk and bonus from forbidden lore may be applied to forbidden alchemy instead.

Each time a sphere effect is used while under the effects of an alchemical boost, the experimentalist has a 10% chance of being nauseated for 1 round and sickened for 1d6 rounds. Once the duration of the alchemical boost expires, the experimentalist is sickened for 1 minute. You incur these penalties even if you are immune to the nauseated and sickened conditions.

Additionally, while under the effects of the alchemical boost, as experimentalist gains the benefit of one Alteration sphere trait that he has knowledge of for the duration of the alchemical boost, using his class level as his caster level. Additional traits are granted a level 5 and every 5 levels thereafter. This is a polymorph effect, but may be retained when under the effects of *shapeshift*, reducing the number of granted traits by one for each retained trait.

The experimentalist may only benefit from one alchemical boost at a time. Additional uses replace the granted Alteration sphere trait. Previous alchemical boosts retain their normal duration and the experimentalist is still sickened as normal when it expires.

This replaces forbidden lore.

**Consumption:** At 2nd level, an experimentalist may preserve portions of dead creatures for later consumption, gaining the ability to take the creature's shape.

Harvesting a sample, usually a portion of the heart or of some notable feature of the creature (chimera's tail, hydra's head, etc.), requires 1 minute of work and the remains of a creature that has been dead or destroyed for less than 1 hour. Upon completion, he chooses one Alteration sphere talent

appropriate to either taking the creature's shape or mimicking its abilities. These samples can be preserved indefinitely, but an experimentalist may only maintain three samples at one time; if additional samples are taken, he chooses which samples expire. More than one sample may be taken from a creature, but each one taken from the same creature must be associated with a different talent.

When preparing his alchemical boosts, an experimentalist may expend a preserved sample to add its effects to the alchemical boosts. Each sample can enhance each alchemical boost prepared and more than one sample may be added to each alchemical boost. While under the effects of the boost, he gains knowledge of chosen Alteration sphere talent and may disguise himself as the specific creature the sample was taken from as if using the Perfect Imitation talent provided he is capable of taking a suitable form.

An experimentalist may benefit from samples taken by other experimentalists after identifying them with a Knowledge check of the kind appropriate to the base creature with a difficulty equal to that required to identify the original creature +5, though doing so counts against his total number of samples maintained. A slain experimentalist's samples expire 1d4 days after his death.

At 6th, 10th, 14th, and 18th level, the number of samples that an experimentalist may maintain at one time increases by one.

This replaces occult knowledge.

**Morphic Adept:** At 1st level, an experimentalist gains the Alteration sphere as a bonus magic talent with either the Lycanthropic or Fleshwarper drawback, which can be bought off as normal, but does not gain an additional talent from the drawback. If he already possesses the Alteration sphere, then neither talent nor drawback is gained.

**Discoveries:** At 3rd, 7th, 11th, 15th, and 19th level, an experimentalist gains an alchemist discovery, using his experimentalist level in place of alchemist level for meeting prerequisites and casting ability modifier in place of Intelligence for determining their effects. His experimentalist level stacks with his alchemist level for the purpose of determining effective alchemist level for qualifying for discoveries. At 20th level, he gains a grand discovery.

If using the *Spheres of Might* system, he may instead gain Alchemy sphere talents.

This replaces invocations and master invoker.

**Flexible Research:** An experimentalist may choose to further his alchemical studies or apply his knowledge of physiology to deadly effect in place of increasing his arcane knowledge. An experimentalist may choose to gain an additional alchemist discovery or to gain 1d6 sneak attack as the rogue class feature (or unchained rogue, as appropriate to the campaign) in place of his normal bonus feats. Each time a bonus feat is gained an additional discovery may be chosen or his sneak attack can be increased by 1d6.

If using the *Spheres of Might* system, he may also gain Alchemy sphere talents in place of bonus feats.

This alters bonus feats.

## Knight Of Willpower

Knights of willpower are warrior-mages who have specialized in a very narrow field of magic. Able to create objects made from nothing but pure will, they wield their force of personality as both blade and armor. Focusing their power inward, they can make themselves unmovable in their cause. Focused outward, they can achieve feats of magic far beyond that of mere dabblers in the arts of Creation, Light and Telekinesis.

**Mind Over Matter:** When using the forbidden lore class feature, the knight of willpower can spend their willpower to push themselves to extremely powerful heights.

When using forbidden lore, the knight of willpower can increase to bonus to their caster level by 50% by increasing the chance of backlash to 30% and increasing the penalty to attack rolls, saving throws, skill checks, and his effective caster level to -2. When using forbidden lore in this way the chance of backlash occurring cannot be reduced by any means.

This alters forbidden lore.

**Invocations:** The knight of willpower gains the following invocations, each of which replaces an existing invocation.

### *Strength of Will*

At 1st level, a knight of willpower may reroll a failed Will save as an immediate action.

This invocation replaces meditation.

### *Power of Fear*

At 1st level, when using forbidden lore to augment a Light sphere *glow* effect, the knight of willpower may use an invocation to cause all enemies in the area of the light to become shaken as long as they remain within the area (Will negates). He may also use this invocation when using the Creation sphere to *create* an object which causes any creature touching the object to become shaken as long as they remain in contact with the object (no save).

This replaces lingering pain.

**Unbreakable Will:** At 2nd level a knight of willpower gains immunity to fear and any other non-allied creature normally immune to fear loses that immunity while within 10 feet of the knight of willpower, replacing their usual immunity with a +4 bonus to saves against fear effects.

The knight of willpower must consciously determine who is an ally and may do so as a free action. At 6th level, allies within 10 feet of the knight of willpower gain a +1 morale bonus on saving throws against fear effects and enemies take a -1 penalty on saving throws against fear effects. This bonus and penalty increases by 1 for every additional 4 levels the knight of willpower has to a maximum of +/- 4 at 18th level. This ability only functions while the knight of willpower remains conscious, not if he is unconscious or dead.

This ability replaces occult knowledge.

**Bonus Feats:** The knight of willpower's bonus feats must be Enhanced Creation, Extra Magic Talent (which must be a Creation, Light, or Telekinesis sphere talent), Forceful Creation, Iron Will, Kinetic Creation, a teamwork feat, or any feat which has Iron Will as a prerequisite.

This alters the bonus feats a thaumaturge normally gains at 4th, 8th, 12th, 16th, and 20th levels.

## Pact Master

Most who call on aid from other planes make binding pacts with individual creatures for long-term support. Others dance in and out of contracts, making temporary arrangements, and juggling obligations to various powers to shift their abilities from day to day.

**Contingent Caster:** A pact master does not gain the casting class feature (and thus does not gain 2 free magic talents) nor does he gain magic talents from his class levels, though he may count his class levels as casting class levels for the purposes of meeting the prerequisites for feats and using the Counterspell feat and other feats with it as a prerequisite. The pact master may select a casting tradition normally.

This alters casting and magic talents.

**Pact Caster (Sp):** The pact master may form a pact with a powerful being with an 8 hour ritual. Once the pact is made, the pact master may *summon* a pact companion granted by his patron with a 1 hour ritual. This companion functions as a Conjunction sphere companion with a caster level equal to the pact master's class level. This caster level does not stack with those gained from other sources. The pact companion remains for 24 hours or until dismissed as a standard action and gains a bonus (form) or (type) talent at 2nd level and every 4 levels thereafter (6th, 10th, 14th, 18th). This does not remove the usual limit on a companion on (type) talents. The pact master must still pay any additional spell point costs to *summon* the pact companion.



While the pact companion is within 100 feet + 10 feet per level of the pact master, the pact master gains a general caster level equal to his pact master level. This stacks normally with caster levels gained from other sources. Additionally, while gaining this caster level, the pact master gains an additional magic talent known, plus one talent at 2nd level and every two levels thereafter. These talents must reflect the nature of the patron and companion chosen. Each pact companion may grant different talents, but grants the same talents each time it is *summoned*. Should the pact master gain the same talents granted by a companion as talents known from other sources, such as feats, other classes, or favored class bonuses, the redundant talent granted by the companion is changed to another appropriate talent. When the companion is banished, dismissed, or slain, any non-instantaneous effects cast with talents granted by the companion immediately end. Talents granted by a pact companion may be used to meet feat and other prerequisites, but any ability or benefit gained by doing so only functions while the talent is possessed.

The pact master may maintain up to three pacts at one time. Each pact has a different companion reflecting the nature of the patron. A pact master may only have one pact companion *summoned* at a time. Breaking an existing pact requires a one hour ritual and may incur retribution from the slighted patron.

The pact master may not apply (form) talents to pact companions unless the talent is granted by the companion.

This replaces occult knowledge.

### Building Pact Companions

Pact companions come in almost any shape and size. A pact with a powerful celestial may grant a companion similar to a Small lantern archon, a companion with the mage archetype and orb body type that grants Light sphere talents to the pact master, while the demon lord of insects may grant a mindless vermin companion that gives the pact master the ability to take insectoid forms and boost his physical prowess via the Alteration and Enhancement spheres.

Granted talents should be from only one or two spheres appropriate to the nature of the pact. Talents granted by a companion may receive the limitations and benefits of sphere-specific drawbacks when appropriate, such as an elemental lord of earth granting the Creation sphere with the Limited Creation (stone) drawback and the Destruction sphere with the Energy Focus (stone) drawback, gaining bonus talents as normal. If the pact master later gains the Destruction sphere separately from this ability, then the same pact would instead grant one of the stone (blast type) talents.

It is the GM's responsibility to determine what companions, talents, and drawbacks are appropriate.

**Pact Lore:** At 1st level, the pact master may call upon his patron to receive greater power. The pact master's active pact companion must spend a move action to channel this boon prior to the pact master casting a sphere effect. The pact master gains a +2 bonus on caster level for the effect, increasing by +1 at 5th level and every 4 levels thereafter (9th, 13th, and 17th). Channeling the extra power weakens the pact companion,

inflicting 1d4 points of Constitution burn on the companion. This burn acts as Constitution damage that cannot be healed except by the pact master dismissing the companion and resting to regain spell points. This damage is inflicted regardless of any immunity the companion may have. A pact companion whose Constitution is reduced to 0 by this ability cannot be *summoned* again for 1 week.

This replaces forbidden lore but counts as forbidden lore for requirements and prerequisites. Using pact lore counts as using forbidden lore for the purpose of triggering invocations. Effects that would use or modify the bonus from forbidden lore instead use or modify pact lore. Effects that would increase the backlash chance of forbidden lore instead increase the Constitution burn by +1 per 5% forbidden lore chance (round up). Effects that would decrease the backlash chance of forbidden lore instead decrease the Constitution burn by -1 per 5% forbidden lore chance (round down, minimum of 1 point of Constitution burn).

**Invocations:** The pact master gains the following new invocations:

#### *Redirect*

At 1st level, when the pact master takes hit point damage, he may direct a part or all of this damage to his pact companion. Alternatively, when the pact companion takes hit point damage, it may direct all or part to the pact master. The pact companion must be within close range. The transferred damage cannot be reduced by resistance, immunity, or any other way and may not be further transferred by any effect.

This replaces the lingering blessing, lingering pain, and meditation invocations.

#### *Share Form*

At 3rd level, the pact master may grant himself the benefits of a single (form) talent his pact companion possesses, using the pact master's class level in place of the companion's Hit Dice to determine the effects of the talent. The pact master retains the benefit of this form talent for 1 minute per class level. This ability does not stack with itself; additional uses end any previous use. Any bonuses to attributes that are gained from a granted (form) talent are treated as enhancement bonuses.

This replaces the empowered defense invocation.

#### *Greater Share Form*

At 11th level, the pact master may gain two (form) talents when using share form.

This replaces the soulfire invocation.

## Pactmage

**Pact Invocations:** A pactmage begins play making a pact with a powerful outsider or creature. While the ultimate nature of this creature is up to the GM, the nature of that creature grants the pactmage access to unique invocations, as detailed below.

This replaces occult knowledge.

### Pactmage Patrons

#### Celestial Pact

The pactmage's pact is with a good-aligned outsider, such as an angel or azata.

### *Lingering Guidance*

At 2nd level, when using forbidden lore to augment a spell or sphere effect, the pactmage may use an invocation to grant the affected targets a +1 sacred bonus to attack rolls, skill checks, ability checks, and saving throws for 1 round.

### *Celestial Blessing*

At 6th level, when using lingering blessing, the temporary hit points last for 1d4+1 rounds.

### *Empowered Recovery*

At 14th level, when the pactmage is the target of a healing spell or ability, he may use an invocation to increase the number of hit points he recovers by 50%.

### **Infernal Pact**

The pactmage's pact is with an evil-aligned outsider, such as a demon or devil.

### *Lingering Wrath*

At 2nd level, when using forbidden lore to augment a spell or sphere effect, the pactmage may use an invocation to grant the affected targets a profane bonus to melee damage rolls equal to his forbidden lore bonus for 1 round.

### *Infernal Pain*

At 6th level, when using lingering pain, the affected targets are sickened for 1d4+1 rounds if they fail their saving throw.

### *Dark Lore*

At 14th level, when using forbidden lore, the pactmage may use an invocation to increase his forbidden lore bonus by +4 and negate the need to roll for failure. However, after completing his action, he automatically suffers backlash penalty.

### **Unspeakable Pact**

The pactmage's pact is with an alien or aberrant creature, such as an aboleth or qliphoth.

### *Curse of Entropy*

At 2nd level, before an opponent attempts a saving throw against one of the pactmage's spells or abilities, he may use an invocation to apply his forbidden lore bonus as a penalty to their roll.

### *Gift of Knowledge*

At 6th level, when using meditation, he may roll three times and take the highest result.

### *Lingering Madness*

At 14th level, when using forbidden lore to augment a spell or sphere effect, the pactmage may use an invocation to cause the affected targets to suffer 1d4 Wisdom damage (Will negates).

## Soulfire Master

**Burning Lore (Su):** At first level, the soulfire master does not risk the usual penalties of backlash when using forbidden lore. Instead, when backlash occurs, the spell is completed normally and the soulfire master suffers a point of Constitution burn. A soulfire master cannot use this ability if doing so would reduce his Constitution to 0. This ability otherwise acts as forbidden lore, including the caster level bonus increasing with class level and for effects that modify the chance of backlash.

The risk of backlash increases from 15% to 50%. Archetypes that change the backlash risk, such as the devourer, may be combined with this archetype, stacking the backlash changes.

This alters forbidden lore.

**Soulfire Talent:** At 4th level, the soulfire master gains the Soulfire feat even if he does not meet the prerequisites.

Additionally, he may use burning lore when using the Soulfire feat with no risk of backlash.

At 7th level, the soulfire master may pass off up to 2 points of Constitution burn when using the soulfire feat with the channel punishment invocation.

This replaces the bonus feat gained at 4th level.

### **Ability Burn**

Ability burn functions as ability score damage, but may not be removed by any means other than 8 hours of resting, which removes all burn.

## Unseen Horror

**Lurking Forces (Su):** At 4th level, an unseen horror summons an unseen force that lurks around him, and is capable of giving it mental commands as a free action. This force is an invisible, mindless entity that can perform simple tasks anywhere within 20 feet + 5 feet per 5 class levels of the unseen horror, such as lifting or moving items, opening doors, or lightly tapping someone on the shoulder. It can perform only one activity at a time, but may repeat an activity if desired. It has an effective Strength score of 2, allowing it to lift 20 pounds and drag 100 pounds, moving any object it carries up to 30 feet per round. It can trigger traps and similar devices, if its strength is adequate to do so. It cannot perform any task that requires a skill check with a DC higher than 10 and is considered untrained in all skills. It cannot attack in any way, but also cannot be killed or destroyed, though it ceases to exist if he dies, only reappearing if he is resurrected in some manner.

In addition, he gains one unseen augmentation listed below.

This ability replaces the thaumaturge bonus feat at level 4.

**Unseen Augmentations:** When the unseen horror would gain a thaumaturge bonus feat at levels 8, 12, 16, and 20, he may choose to gain one of the following unseen augmentations instead. He can only select any given unseen augmentation once.

**Flicker of Intelligence:** The unseen horror's unseen force gains a skill point for each level of unseen horror he possesses, which may be invested into Craft (Int), Disable Device (Dex), Perform (Cha), or Sleight of Hand (Dex), allowing it to perform relevant tasks with a bonus equal to its rank in that skill. Its ability modifiers are 0 for the purposes of these skills, and it has no class skills. However, it can perform skill checks with DCs higher than 10 if it has at least one skill point invested in that skill, and is considered trained in those skills.

**Forceful Presence:** The unseen horror's unseen force now has an effective Strength score of 10. It can use the aid another action to assist him or an adjacent creature with attempting any Strength check or Strength-based skill check, and always succeeds on its aid another roll for such purposes.

**Hungering Maw:** The unseen horror's unseen force can wrap itself around objects and swallow them, making them inaccessible until he commands it to produce them. Items swallowed this way count against its carrying capacity normally, and it cannot store more than its heavy load this way. His unseen

force must pick up an unattended item before it can swallow it. Picking up an unattended item and swallowing it, or producing a swallowed item again is a full-round action. If he perishes, all items swallowed this way appear in his square.

**Reaching Fingers:** Add 10 feet to the unseen horror's unseen force's reach. In addition, it can slip through thin cracks, reaching under doors and through keyholes without hampering its ability to perform tasks, though he still needs to direct its actions appropriately.

**Serpentine Coils:** The unseen horror can use his unseen force as a rope with a length equal to its reach. While in this form, his unseen force has hit points equal to his level, and hardness equal to his casting ability modifier. It can be broken with a Strength check (DC 20 + his casting ability modifier) or if used to tie up a creature, escaped with an Escape Artist check (DC 20 + 1/2 his unseen horror level + his casting ability modifier). It may automatically attach or release itself from any location within its reach suitable for a grappling hook. If broken or cut, his unseen force instantly reforms in his square, but cannot assume rope form until his next turn.

**Twin Forces:** The unseen horror gains a second unseen force that is identical to the first, gaining any benefits from other unseen augmentations.

**Umbral Ink:** The unseen horror's unseen force can silently etch smoking black lettering onto a surface as if it had a quill and an infinite supply of ink. It can create a transcript of any conversation he understands, or accurately copy images, patterns, or writing that he can see or that is adequately described to him. In addition, it can write on abnormal surfaces such as liquid or even in midair, though such writing only lasts a single round or until disturbed by motion before evaporating.

In addition, it can use the Linguistics skill to create forgeries (but not any other purpose) untrained with a bonus equal to his unseen horror level, and can reach a DC higher than 10 with such a check.

**Whispering Wraith:** The unseen horror's unseen force can make sounds issue anywhere within its reach, and can mimic sounds he has heard. A listener may attempt a Sense Motive check (DC 10 + his unseen horror level) to recognize the mimicry, though they suffer a -4 penalty if they are not familiar with the person or type of sounds mimicked.

His unseen force has a maximum volume equal to one normal human per unseen horror level he possesses.

## Void Gazer

**Occulted Visions:** Coaxing out the secrets of the dark tapestry comes with a price. His eyes are stained black by what he has seen, a physical manifestation of the unfathomable source of his knowledge. At 1st level the void gazer gains the Dark sphere as a bonus magic talent and the Clouded Vision oracle curse. If the void gazer has the Dark sphere already, he gains a bonus talent for this sphere instead. For determining the effects of the curse his oracle level is equal to his void gazer levels plus one for every two Hit Dice or levels in classes other than void gazer. The void gazer may not increase the maximum range of his vision by any means save progressing the curse.

The void gazer may, as part of the action required to use a spell or sphere effect, increase his caster level by 2 for that

effect. This bonus increases by +1 at 5th level, and by an additional +1 for every 4 levels thereafter to a maximum of +6 at 17th level.

Whenever a void gazer uses occulted visions, there is a 15% chance he will suffer occulted backlash. When this occurs, the range of his vision, including blindsense and blindsight, is reduced by 5 feet until he rests to regain spell points. This reduction is cumulative and can not be removed in any other way. Magic that grants additional senses or extends the limits of existing senses cannot extend beyond this limit. If his vision is reduced to 0 feet, he is blinded and unable to use occulted visions until the penalty is removed. A void gazer using occulted visions with a Dark sphere talent or effect only has a 5% chance of suffering a backlash.

This alters and counts as forbidden lore.

**Eldritch Invocations:** In an act of madness or desperation, the void gazer may attempt to channel the eldritch powers of the void directly through his psyche to power his magic. The void gazer only gains a number of uses of invocations per day equal to half his casting ability modifier. He may, as a free action, purposely suffer occulted backlash in order to gain an additional use of invocations. At 3rd level, the void gazer gains Stygian Immersion as a bonus talent.

The void gazer gains the following invocations in addition to the normal list of invocations:

### *Glimpse of Beyond*

At 1st level, when using occulted visions to augment a Dark sphere effect, the void gazer may use an invocation to cause the affected targets to become confused for one round (Will negates).

### *Slip between Worlds*

At 3rd level, when using occulted visions to augment a Dark sphere effect, the void gazer may apply the Stygian Immersion *meld* to one affected target (Will negates).

### *Shared Vision*

At 7th level, if the void gazer suffers backlash when using occulted visions, he may share a fleeting impression of the void's terrible secrets with another creature within 30 feet. The void gazer suffers backlash as normal, but the target must succeed at a Will save or be blinded for a number of rounds equal to 1/2 the void gazer's caster level.

### *Fall into the Void*

At 11th level, when using occulted visions to augment a *blot*, the void gazer may apply Stygian Immersion to the blot in addition to its other effects.

### *Descent into Madness*

At 15th level, when using occulted visions to augment a Dark sphere effect, all target currently immersed within an area of Stygian Immersion *blot* must succeed a Will save or be confused for a number of rounds equal to his caster level. Leaving the void gazer's area of *blot* immediately ends the confusion.

The void gazer loses access to the channel punishment, empowered defense, empowered resistance, lingering blessing and soulfire invocations. This ability alters and counts as invocations.

# Vigilante

## Alter-Ego

All vigilantes maintain at least two identities throughout their careers, but there exists a rare few cases where one of the identities is not merely a disguise, it is an entirely different entity. Whether through a fluke of chance or a deliberate pact, these vigilantes have entered into a bond with an extra-planar creature who (usually) shares their alignment and views and aids them in their pursuits, lending them the use of their powers.

**Tag Team:** At 1st level, the alter-ego does not gain a vigilante identity. Instead, the alter-ego trades places with an extra-planar ally until it is time to resume social activity.

Any time the alter-ego would normally assume his vigilante identity, he instead *summons* a companion as the Conjunction sphere *summon* ability, treating his class level as his caster level to determine the companion's abilities and any Conjunction sphere save DCs. This effective caster level stacks normally with caster levels gained from other sources, except for any provided by these vigilante levels (like through Advanced Magic Training). The companion cannot possess any companion archetype that would reduce its Intelligence below 3 or remove its ability to act independently, nor may its combined archetypes have an increased spell point cost to *summon*. This change requires a full-round action and the companion remains until it is dismissed as a full-round action, slain, or dispelled. The normal limits on *resummoning* a companion that has been banished, slain, or otherwise dismissed apply.

The alter-ego and his companion gain a basic awareness of the presence and identity of known allies and enemies at the time of the switch. If the alter-ego possesses the Link talent or the Greater Link feat, they function to connect the alter-ego to his companion despite not being on the same plane.

This companion begins play with a single bonus (form) talent as usual. The alter-ego cannot be targeted by any abilities while his companion is *summoned* and vice versa; whichever one is not currently active is safely stored on a distant plane. Any ongoing effects on either the alter-ego or his companion continue to affect them for their normal durations after the switch. The Conjunction sphere companion is otherwise treated as the alter-ego's vigilante identity for the purposes of dual identity and all other class features.

When the alter-ego gains a vigilante talent, it instead applies only to his companion. The alter-ego may select (form) talents in place of vigilante talents for his companion.

The companion may not use any social talents, nor may the alter ego use any vigilante talents. The alter-ego may take the Extra Magic Talent feat to apply (form) and (type) talents from the Conjunction sphere to his companion or to gain the Call The Departed or Link talents. If the alter-ego does not possess any spell points, he may choose to take a point of Constitution damage in place of spending a spell point to utilize the Call The Departed talent as part of *summoning* his companion.

This replaces seamless guise and specialization and alters dual identity and vigilante talents. Archetypes that alter

vigilante talents may be combined with the alter-ego; the alter-ego cannot gain a form talent in place of a vigilante talent that has been replaced or modified by another archetype.

### They go where?

The nature of the location the alter-ego goes when his companion is *summoned* is left deliberately vague. Some may be held in stasis in a mystic life-support pod orbiting the world, some may pass the time in an idyllic garden in a fast time plane, and others may be thrust into epic battles between cosmic forces. Ultimately, for the purposes of normal gameplay, the alter-ego ceases to exist while his companion is present, just as there are no concrete rules governing the activities of companions when they are not *summoned*.

## Masked Adept

Power has a price, and magic is no different. The masked adept has turned to sources of power that are less socially acceptable for someone of his kind. His powers are not evil, but using them is seen as unacceptable, so he has learned to hide his magic as well as he hides his identity.

**Skills:** The masked adept adds Knowledge (arcana) (Int) and Spellcraft (Int) to his list of class skills, instead of Disable Device (Dex), Knowledge (engineering) (Int), and Survival (Wis). The masked adept gains a number of skill ranks equal to 4 + his Intelligence modifier at each level, instead of 6 + his Intelligence modifier skill ranks.

This alters the vigilante's class skills and skill ranks per level.

**Casting:** The masked adept may combine spheres and talents to create magical effects. The masked adept is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the vigilante talents gained at 4th, 8th, 10th, 14th, and 18th level.

**Spell Pool:** The masked adept gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A masked adept gains 3/4ths of a magic talent every level (the same progression as he gains caster levels).

**Hidden Master:** At 1st level, the masked adept chooses one magic sphere to be his hidden sphere. He receives this sphere as a bonus talent, and uses his class level as his caster level with this sphere. This stacks normally with caster levels gained from other sources.

At 2nd level, he begins to learn how to integrate the magic of his hidden sphere with his costume. He may treat his vigilante identity as an implement of power dedicated to his hidden sphere, with a +1 enhancement bonus. This bonus increases by +1 at each even level to a maximum of +10 at 20th level. He may use this bonus to acquire implement special abilities, but he must always have at least +1 in enhancement bonus, and a maximum of a +5 enhancement bonus. For the purpose of this ability, treat any combination of special abilities with flat costs

as being a special ability worth +1 for every 5,000 gp + 1,000 gp per class level they are worth, rounded up, to a maximum of +5.

He may only benefit from this feature while in his vigilante identity. Once chosen, the hidden adept requires 8 hours of work to adjust his costume to change what special abilities he chose. This replaces vigilante specialization.

**Night's True Menace:** Whenever the masked adept gains a new vigilante talent, he may select from talents normally restricted to the stalker vigilante specialization, as long as he meets all other prerequisites. He can not take talents that alter the hidden strike ability.

## New Social Talents

*Concealed Magic:* Whenever the vigilante uses any sphere ability, he can attempt to hide its effects. Whenever he casts defensively, other creatures must attempt a Perception check against a DC equal to the vigilante's concentration check to even notice the casting. Failure to do so prevents any reactions to his casting from taking place. This does not make any touch attacks associated with the spherecasting undetectable, however.

*Temporal Shifting (Su) (requires Time sphere):* The vigilante is surrounded by a weak field of temporal magic that allows him to extend or retract time slightly. He reduces the time to perform Craft, Diplomacy, Intimidate, or Profession checks that would normally take at least 1 minute by 50%. When engaged in a conversation or similar social interaction that lasts for at least 1 minute, he may choose to have the conversation or interaction actually last twice as long in real time, though

everyone participating in the conversation will believe that time has passed at the perceived rate until they are presented with evidence to the contrary (such as the sun having moved farther through the sky than it reasonably should have for the perceived amount of time).

## New Vigilante Talents

*Familiar:* The vigilante gains a familiar, using his vigilante level as his effective wizard level. The familiar also has a social identity as a seemingly normal animal, though vigilantes with outlandish familiars might still need to hide them.

*Hologram (requires Illusion sphere):* The vigilante may create an *illusion* of his other self (social or vigilante) using his *illusion* ability. The *illusion* has sound, odor, and tactile components, and the vigilante may control the *illusion* as if it were his actual self, even speaking through it, manipulating objects up to 25 pounds, and using his Bluff, Diplomacy, and Intimidate skills through it. He can not fight through it however, and is unable to make attack rolls, or use magical abilities of any kind. In addition, any damage or any effect that causes a condition or requires a saving throw dispels the *illusion*. An *illusion* of the vigilante persona possesses the same appearance abilities the vigilante does.

*Monstrous Guise (requires Alteration sphere):* The vigilante has tapped into something primal in his costumed identity, giving him a powerful connection to the natural world. While in his vigilante guise, the vigilante may use his class level as his caster level for all Alteration effects that are limited to himself. This stacks normally with other caster level sources. In addition, he



may also use the wild empathy ability as a druid of equal level while in this guise.

**Pernicious Projectiles:** The vigilante gains Point-Blank Shot as a bonus feat, and if he already has the Point-Blank Shot feat, he can immediately swap it for another feat for which he qualifies. When making a ranged attack against an enemy within 15 feet that uses the vigilante's Strength bonus on damage rolls (and not his Dexterity), he also adds half his vigilante level on damage rolls (minimum +1, maximum +5).

## Warpriest

### Sphere Warpriest

**Casting:** The sphere warpriest may combine spheres and talents to create magical effects. The sphere warpriest is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Devotion:** At first level, a good sphere warpriest (or a neutral warpriest of a good deity) gains the Life sphere as bonus sphere. An evil warpriest (or a neutral warpriest of an evil deity) gains the Death sphere as bonus sphere instead. A neutral warpriest of a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy.

This replaces the warpriest's ability to spontaneously cast 'cure' or 'inflict' spells.

**Fervor:** As a swift action, a sphere warpriest can expend one use of this ability to use any sphere ability with a casting time of 1 round or shorter. When used this way, the ability can target only the sphere warpriest or equipment he is carrying, even if it could normally affect others or multiple targets. Abilities that create an area that moves with the sphere warpriest (such as a Totemic Aura or a Fate *consecration*) may be cast with this ability. The spell point cost of the ability must still be paid. If the sphere ability creates an ongoing effect, it lasts an additional number of rounds equal to the sphere warpriest's casting ability modifier. The sphere warpriest may use his fervor a number of times per day equal to 1/2 his sphere warpriest level + his casting ability modifier.

This alters fervor but still counts as fervor for the purpose of trading it out for other archetypes.

**Spell Pool:** The sphere warpriest gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere warpriest gains 3/4ths of a magic talent every level (the same progression as he gains caster levels).

## Bastion Of Conviction (Champion)

The true test of faith is not accomplishment, but the ability to sacrifice. For some devout followers of their gods, being faithful means showing strength in the face of death, and bringing the rightness of their cause to those who would be destroyed by it.

**Weapon and Armor Proficiencies:** A bastion of conviction is proficient with all simple weapons, as well as the favored weapon of his deity, and with light armor and bucklers. If the bastion of conviction worships a deity with unarmed strike as its favored weapon, he gains Improved Unarmed Strike as a bonus feat. In addition, if this is the character's first level in any class, he may select a martial tradition of his choice.

This alters weapon and armor proficiencies.

**Combat Training (Ex):** A bastion of conviction is considered a Proficient practitioner, gaining spheres and talents as appropriate. A bastion of conviction uses his casting ability modifier as his practitioner modifier.

A bastion of conviction may use his class level as his base attack bonus to determine what combat feats he qualifies for. This stacks with other sources of base attack bonus.

This replaces the bonus feats gained at 3rd, 6th, 12th, 15th, and 18th levels.

**Militant Extremist:** A bastion of conviction counts his class levels as fighter levels for the purpose of qualifying for feat that have a minimum number of fighter levels as a prerequisite.

**Energetic Focus:** At 9th level, whenever the bastion of conviction uses a positive or negative energy ability, he regains martial focus.

This replaces the bonus feat gained at 9th level.

## Devoted Disciple

To truly master something requires a singular devotion to it. The devoted disciple does not have ideals, he has one ideal, one goal, and one purpose.

This archetype requires sphere warpriest.

**Blessings:** A devoted disciple only receives one blessing, not two. Whatever sphere is associated with his blessing (according to the same associations used by sphere clerics for their domains) the devoted disciple receives as a bonus magic talent at 1st level, or a bonus talent from that sphere if he possesses it already. He uses his class level as his caster level for this sphere. This stacks normally with other caster level sources.

This alters blessings.

**Sacred Blood (Su):** At 2nd level, the devoted disciple can channel his fervor ability to increase his combat ability. As a swift action, he can expend a use of his fervor ability to give himself greater combat ability. He may use his sacred blood offensively or defensively. When used offensively, he gains a +2 sacred or profane bonus (depending on whether he channels positive or negative energy, respectively) to his attack and damage rolls, while using his sacred blood defensively he gains this bonus to his saving throws and AC instead. This bonus increases by +1 for every 4 levels after the 2nd, to a maximum of +6 at 18th level. This bonus lasts for 1 minute. The devoted disciple may change his blood from being offensive to defense or vice-versa as a swift action. This does not alter the duration of the ability.



## Divine Heretic

The divine heretic is considered a villain by some, but knows his way is the true way if others can simply be brought to bare.

This archetype requires sphere warpriest.

**Domain Spheres:** At 1st level, the divine heretic gains two spheres as his domain spheres. The first of these spheres is the War sphere. A divine heretic gains the War sphere and Totemic Aura as bonus talents, as well as the Personal Conflict drawback. This drawback may be bought off as normal. If the divine heretic already possesses the War sphere, then the Totemic Aura talent is gained as a bonus talent with no drawback. If both are already possessed, then he may choose any talent from the War sphere as a bonus talent.

The second domain sphere may be any sphere of the divine heretic's choice. A divine heretic uses his class level as his caster level with both his domain spheres. This stacks normally with caster levels gained from other sources.

This replaces blessings.

**Domain Mastery (Su):** At 10th level, the divine heretic can expend two uses of his fervor to add any one magic talent from his domain spheres that he qualifies for to his list of talents known for the purposes of a single use of a sphere ability. He may use this ability with his fervor class ability without needing to spend additional fervor.

This replaces channel energy.

**Endless Fervor (Su):** At 20th level, once per day as a swift action, the heretic may connect with the cosmic source of all their power, unhindered by the interference of the divine. During this action, he may use an unlimited number of sphere abilities from his domain spheres that target himself or his equipment. He must pay spell point costs normally.

This replaces aspect of war.

## Warpriest Blessings

### Fey Blessing

**Blessing of the Sidhe (lesser):** You can touch a willing creature, giving it a blessing. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result.

**Summon Fey (major):** At 10th level, you can summon a fey creature as the Summon Fairy talent, using your warpriest level as your caster level, with a duration of 1 minute. This stacks normally with caster levels gained from other sources.

## Witch

### Sphere Witch

**Casting:** The sphere witch may combine spheres and talents to create magical effects. The sphere witch is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The sphere witch gains a small reservoir of energy she can call on to create truly wondrous effects, called a

spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere witch gains a magic talent every level.

**Hexes:** A sphere witch's hex DCs are equal to 10 + 1/2 class level + her casting ability modifier.

**Patron Magic:** A sphere witch does not gain bonus spells from her patron. Instead, she gains a bonus magic talent at 1st level and every odd level thereafter chosen from the sphere associated with her patron. The list of patrons and their associated spheres is detailed below:

Agility (Enhancement), Ancestors (Divination), Animals (Nature), Aurora (Light), Autumn (Nature), Boundaries (Protection), Conspiracies (Mind), Death (Death), Decadence (Mind), Deception (Illusion), Devotion (Enhancement), Dimensions (Warp), Elements (Destruction), Enchantment (Mind), Endurance (Protection), Entropy (Mind), Ethereal (Warp), Fate (Fate), Healing (Life), Insanity (Mind), Jynx (Fate), Light (Light), Mercy (Life), Mind (Mind), Moon (Dark), Mountain (Creation), Nightmares (Mind), Occult (Death), Peace (Protection), Plague (Death), Plant (Nature), Portents (Divination), Protection (Protection), Recovery (Life), Revenge (War), Rot (Death), Shadow (Illusion), Space (Warp), Spirits (Death), Spring (Weather), Stars (Divination), Storms (Weather), Strength (Alteration), Summer (Nature), Thorns (Nature), Time (Time), Transformation (Alteration), Trickery (Illusion), Vengeance (Fate), Water (Nature), Winter (Nature), Wisdom (Fate), Woodlands (Nature).

## Withering Witch

The most core elements of the natural world are hunger and decay. The withering witch knows she is dying, like everyone else, but she does not deny the corruption of death. Instead, she harnesses it, imbuing everything with it.

**Casting:** The withering witch may combine spheres and talents to create magical effects. The withering witch is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

If the withering witch possesses a familiar, it works as a wizard's familiar, and does not possess any spells.

This replaces the spells class feature.

**Spell Pool:** The withering witch gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A withering witch gains a magic talent each level.

**Hexes:** A withering witch's hex DCs are equal to 10 + 1/2 class level + her casting ability modifier.

**Corrupted Magic:** The magic of the withering witch is different than the magic of others. The things she creates are darker and more twisted, and the effects she weaves more perverse and unholy. Whenever she uses a sphere ability or hex, she may corrupt it as a free action. This adds additional effects to the ability for the duration of the ability. She may use her

corruption a number of times per day equal to  $1/2$  her class level + her casting ability modifier (minimum 1).

A sphere ability or hex can receive any one of the following effects. No more than one corruption effect may be applied to a sphere ability.

#### *Brand*

The withering witch may corrupt a sphere ability or hex that causes a lasting effect on a willing subject. The sphere ability or hex takes the form of a blood brand on the allies forehead for its duration. Whenever a creature successfully hits the branded creature with a melee attack or combat maneuver, the corruption of the brand reaches out, and does fire damage to the attacking creature equal the withering witch's casting ability modifier. A character may only have one brand at a time.

At 11th level, the brand does damage to an attacker even if they fail in their attempt. This damage takes place before their attack can finish, and can cause the attack to fail (such as by killing the attacker).

#### *Contagion*

The withering witch may corrupt a sphere ability or hex that requires a melee touch attack. On her next turn and each turn thereafter, the witch may make a ranged touch attack as a swift action to cause a corrupted sphere ability or hex to infect another creature adjacent to an affected creature. This may be a creature previously afflicted by the sphere ability. The new creature suffers from the affect as if they were an original target of the contagious ability. The withering witch may continue to do this for as long as there is at least one creature affected by the contagious ability. The duration of the sphere ability remains the same: when the original sphere ability would end, all creatures afflicted are cured.

At 11th level, the withering witch may use this ability as an immediate action.

#### *Hunger*

The withering witch may corrupt a sphere ability or hex that persists over an area, such as a *darkness* of the Dark sphere or a *totem* of the War sphere. The result is that the zone has a small amount of intelligence - just enough so that it can feel hunger. Whenever a creature with Hit Dice equal to or greater than half the caster level of the withering witch fails a saving throw or is reduced to 0 or fewer hit points against the hungry area, the zone grows by 5 feet (if it has a radius) or 2 squares (if it covers squares).

At 11th level, whenever the hungry area grows, the DC to resist the zone's effects increases by +1 to a maximum of +10.

#### *Mania*

The withering witch may corrupt a sphere ability or hex that has an ongoing mind-affecting effect. When a creature under the effect of that ability makes a d20 roll, she may expend an immediate action to glower at them. The creature takes a -2 penalty to that roll. She must have line of sight to the creature.

At 11th level, the penalty increases to -4.

#### *Mutation*

The withering witch may corrupt a sphere ability or hex that summons a creature (such as with the Conjunction or Death spheres) or polymorphs a creature (such as with the Alteration sphere). She can make it a more corrupted version of itself. It gains a +2 bonus to all physical attributes. This bonus

increases by +2 every 6 levels, to a maximum of +8 at 19th level. The creature also receives a penalty to all mental attributes equal  $1/2$  the bonus to their physical attributes, rounded up. The witch may give a smaller bonus than the maximum bonus possible if desired.

#### *Ominous*

The withering witch may corrupt a sphere ability or hex that creates a light or sound, such as a *glow* of the Light sphere or an *illusion* of the Illusion sphere. Enemies who see or hear the effect are shaken for 1 round the first time they are exposed to that effect.

At 11th level, the shaken condition lasts 2 rounds.

#### *Parasitism*

The withering witch may corrupt a sphere ability or hex that causes ongoing bleed damage. While the bleed damage is in effect, she gains damage reduction equal to the bleed damage, up to a maximum equal to her class level. If the bleed damage is random, treat it as the maximum damage possible. Damage reduction from multiple enemies does not stack; only the highest value matters.

#### *Sadism*

The withering witch may corrupt a sphere ability or hex that causes damage and has no duration beyond instantaneous, and can increase the pain and suffering caused. Those who are damaged by the ability or hex take an additional amount of nonlethal damage equal to twice the withering witch's class level. This happens once, when the corrupted ability or hex takes initial effect. This extra damage can not exceed the damage done by the ability itself.

#### *Toxicity*

The withering witch may corrupt a sphere ability or hex that requires a touch attack. In addition to the normal effects of the attack, the target receives a -2 penalty to their saving throws for 1 minute.

At 11th level, this penalty increases to -4. This takes effect after the sphere ability or hex that the melee touch attack delivered takes effect, and does not stack with itself.

#### *Venom*

The withering witch may corrupt a sphere ability or hex that creates non-living physical matter, such as with the Creation sphere, a *barrier* from the Protection sphere, or matter created by certain blast types of the Destruction sphere. It is innately poisonous, and any creature other than the witch that comes into contact with it must succeed at a Fortitude save with a DC equal to 10 +  $1/2$  her class level + her casting ability modifier or be poisoned. Treat this as a contact poison with instant onset that does 1d6 damage with a frequency period of 1 round and a duration in rounds equal to the withering witch's casting ability modifier. A single successful Fortitude saving throw cures the poison. Although living matter cannot be corrupted with this ability, matter which has been made poisonous can still be animated by other means. For every 5 levels after the first, increase the damage the poison does by 1d6, to a maximum of 4d6 at 16th level.

This replaces patron spells.

**Withering Hexes:** The withering witch gains exclusive access to the following witch hexes:

**Black Blood (Ex) (Major Hex):** You are healed by negative energy, as if you were undead. This does not change how positive energy affects you.

**Corrupting Touch (Ex):** You gain the touch of corruption ability of an antipaladin of equal level, and may heal undead with a touch. Each use of your touch of corruption ability expends a use of your corruption ability. If you are healed by negative energy, you may expend a swift action to heal yourself.

**Dark Anathema (Su):** You gain the Anathema feat, even if you do not meet the prerequisites. You may use your anathema ability by expending uses of your corruption ability, but when you do, your anathema does negative energy damage, but only affects those with the good descriptor or with a good alignment. You qualify for other Anathema feats.

**Dripping Black (Ex):** When you make an attack with a natural weapon, you may poison the creature. The poison works as if the target had made contact with an object corrupted with the venom corruption.

**Perversion (Su):** Whenever you damage a creature with your corruption, they must succeed at a Will save or their alignment moves step towards your alignment for 1 minute. This stacks with itself, but will not cause characters to lose class features (as it is only temporary) but can influence behaviour that might cause them to lose class features. The movement is only along one axis (law-chaos or good-evil) and the withering witch may choose which axis takes precedence if there is a difference in alignment in both directions.

**Unholy Ritual (Ex):** By spending one minute chanting, you may spend 1 spell point to regain a use of your corruption ability. You may do this multiple times, consecutively or separately.

**Wave of Darkness (Su):** You may expend 2 uses of your corruption to channel negative energy as a cleric of equal level. The DC for your channeling is determined by your casting ability modifier. You qualify for channeling feats.

**Whispered Word (Ex):** When an adjacent ally uses a sphere ability, you may spend an immediate action to corrupt it. The corruption still uses your class level and casting ability modifier to determine its effects.

## Witch Hexes

The following are new witch hexes.

**Entropy (Su):** The witch targets a creature within 30 feet, causing a ripple in the universe to surround them. The affected creature is harmed by positive and negative energy, and healed by neither. This effect lasts for a number of minutes equal to the witch's level. A Reflex save negates this effect.

**Festering Wounds (Su):** A witch can use this hex to curse a creature within 30 feet, causing their wounds to fester evilly. Any hit points the creature regains using a magical ability are reduced by the witch's level. This effect lasts for a number of minutes equal to the witch's level. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Frightening Illusion (Sp):** You may spend a spell point as a swift action to create a frightening illusion that lasts momentarily. You may attempt an Intimidate check to demoralize all foes within 30 feet of the illusion.

**Nocturnal (Ex):** While in any area that has only dim light or is darker you have fast healing 1. This ability can only heal you up to half your normal maximum hit points; any excess healing is lost. In addition, any *melds* you create work on yourself in the same areas without needing to be within an area of your *darkness*.

**Subtle Influence (Su):** Choose any eliciter emotion. You may use the first ability of the emotion using your class level as your Eliciter level.

# Wizard

## Sphere Wizard

**Casting:** The sphere wizard may combine spheres and talents to create magical effects. The sphere wizard is considered a High-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Points:** The sphere wizard gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A sphere wizard gains 3 magic talents every 2 levels. (2 at 1st level, 1 at 2nd level, 2 at 3rd level, 1 at 4th level, etc.)

**Arcane Bond (Ex):** At 1st level, the sphere wizard may choose a familiar or a bonded object as any other wizard. If the sphere wizard chooses a bonded object, then he can use it to access magical knowledge he does not normally possess. As a standard action, he may grant himself the benefit of any one magic talent he does not possess. This effect lasts for 1 minute. If gaining a magic talent other than a base sphere, he must possess that talent's base sphere and fulfill its prerequisites. He may do this once per day at 1st level, plus an additional once per day for every 4 class levels he possesses, up to a total of 6 times per day at 20th level. Multiple uses of this ability do not stack. If he uses this ability again before the previous duration has expired, it replaces the previous use.

If the sphere wizard's casting tradition includes the focus casting drawback, the bond can also be their focus, but does not have to be.

This alters arcane bond.

**Sphere Specialization:** A sphere wizard gains a sphere specialization of his choice from the list of sphere specializations included in the incanter class description. He treats his wizard levels as incanter levels for this purpose.

This replaces arcane school.

## Cosmic Sage

It is amazing how some people can consider themselves masters of magic when they have no idea what it is or where it came from. For the cosmic sage, magic is a secondary effect of understanding the universe. He is a scientist who studies the fantastic.

This archetype requires sphere wizard.

**Scribe Scroll:** At 1st level, the cosmic sage gains the scribe scroll feat as a bonus feat. The cosmic sage may ignore the requirement to possess the base sphere when scribing or using a scroll, although scribing a scroll without the base sphere increases the DC of the Craft check by +5.

This alters scribe scroll.

**Sagacious Secrets:** Beginning at 2nd level, the cosmic sage begins to assemble magical secrets to aid in his spherecasting. He may create a book of notes and formulae that can help him assist in his spherecasting. Despite its contents, it is just a normal book, and if lost, can be replaced in about 8 hours - the book is only for quick reference.

When the cosmic sage spherecasts, he may consult his notes and gain a +1 enhancement bonus to caster level. This bonus increases by +1 every 4 levels after the 2nd, to a maximum of +5 at 18th level. Using this ability increases the casting to a full-round action, if it is not a full-round action or longer already.

This replaces sphere specialization from the sphere wizard archetype.

## Eclectic Researcher

**Casting:** The eclectic researcher may combine spheres and talents to produce wondrous effects. He is considered to be a High-Caster. (Note: All casters gain 2 bonus talents, and a casting tradition, upon first gaining the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The eclectic researcher gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** An eclectic researcher gains 2 magic talents at every odd level and 1 at every even level. If he does not already possess it, one of the magic talents he selects at 1st level must be the Enhancement sphere.

**Researcher's Notebook (Ex):** An eclectic researcher gains the Spellbook Mastery and Spellcrafting feats as bonus feats at 1st level. The eclectic researcher also gains the effects of the Focus Casting drawback, but not the benefits, treating his spell books as his focus. This cannot be combined with the Focus Casting drawback. Once per day, an eclectic researcher may reduce the complexity of a spell cast from his notebook by 1 (minimum 0); this reduction increases to 2 at 10th level, and 3 at 18th level.

This ability replaces the arcane bond class feature and the Scribe Scroll bonus feat.

**Name-Bound Spells (Ex):** Starting at 1st level, an eclectic researcher may incorporate his identity into any spell he crafts; this involves personalized imagery and symbolism. Once he completes a spell developed through this method, he must name the spell after himself - any attempt at modesty or subtlety in the spell's name renders the entire spell useless.

- Whenever he casts a spell incorporating his identity in this manner, he gains the following benefits and drawbacks:
- He becomes an additional prerequisite for the spell; another spellcaster may only meet this prerequisite if

he is aiding him in casting the spell (such as through the Circle Casting feat), or if they are possessing the eclectic researcher. Another caster may use the spell if it has been copied into their own spellbooks or repertoire, but the spell possesses none of the benefits of being a name-bound spell.

- When he uses researcher's notebook to reduce the complexity of one of his name-bound spells, he may increase the reduction by one.
- He may use an *enhancement* he knows on the spell as a swift action on the same turn as it is cast. The exact effects of doing so vary based on the exact nature of the spell itself.
  - ◊ If the spell requires an attack roll, he may *enhance* it as if it were a weapon.
  - ◊ If the spell grants a bonus to armor class, he may *enhance* it as if it were armor.
  - ◊ If the spell allows a save, he may *enhance* it with a talent that grants a bonus to an ability score - doing so increases the save DC by half the bonus granted by the talent. He must use Physical Enhancement to improve the save DC of a spell requiring a Fortitude or Reflex save, and Mental Enhancement to improve the DC of a Will save.



- ◇ If the spell summons a creature, he may *enhance* it as if it were a creature. In that case, the *enhancement* automatically affects one of the creatures he summoned.

The eclectic researcher cannot concentrate on a spell and that spell's *enhancement* at the same time; one or the other, if it is not instantaneous, must be maintained in another fashion, such as through spending spell points.

At 6th level, an eclectic researcher may add a namebound spell to his repertoire without it counting towards his limit; at 14th level, he may add an additional name-bound spell to his repertoire in the same manner.

This replaces arcane school.

## Familiar Archetypes

### Beast Of Omen

**Shared Senses (Su):** Whenever the familiar's master uses a Divination talent or ability granting himself a *sense*, he may also grant his familiar the *sense*. This ability replaces share spells.

### Shadow Familiar

**Class Skills:** Sleight of Hand (Dex) and Stealth (Dex) become class skills for a shadow familiar.

**Adumbral:** A shadow familiar has hit points equal to 1/4 the master's total hit points. If a shadow familiar dies, it vanishes, re-emerging from its master's shadow with 1 hit point the next time its master rests and refreshes his pool of spell points or prepares spells. The shadow familiar similarly vanishes if it is ever caught in normal or brighter light more than 100 feet from its master, or may simply choose to vanish as a free action.

A shadow familiar does not need to eat, breathe, or sleep. This ability replaces deliver touch spells and improved evasion.

**Shadow Rider:** At 7th level, a shadow familiar can attempt a single Stealth check to covertly merge with another creature's shadow. When merged, it is completely undetectable by non-magical means and may safely travel through bright conditions beyond 100 feet from its master so long as its target casts a shadow to hide in. The shadow familiar travels with the creature even if they teleport. Effects that eliminate the shadow (such as having their shadow stolen) cause the shadow familiar to reappear in an adjacent space, but effects that only obscure the shadow (such as entering a dark room or flying high above the ground) do not. A shadow familiar can merge with a willing target's shadow without need of a Stealth check.

The master always knows the location of his shadow familiar, as if using the Dowsing Divination talent without a range limitation.

At 13th level, once per day the master may use Shared Perception, as the Divination sphere talent, between himself and his shadow familiar over any distance. This effect is not blocked by the master's use of the Obfuscation talent.

This replaces speak with animals of its own kind and scry on familiar.

# Wraith

## Draugr (champion)

**Proficiencies:** Draugr are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

**Blended Training (Ex):** Whenever a draugr would gain a magic talent from his class levels (not the 2 bonus talents gained when first gaining the casting class feature), he may instead choose to gain a combat talent. A draugr uses his casting ability modifier as his practitioner modifier.

This alters magic talents. This archetype may be combined with other archetypes that replace magic talents; he cannot gain a combat talent in place of a magic talent the other archetype loses.

**Rage (Ex):** The draugr gains rage as the barbarian (or unchained barbarian, if used) class feature, treating his draugr levels as barbarian levels for determining its effects.

This replaces wraith form.

**Spirit of Wrath:** At 1st level, the draugr gains the Berserker sphere as a bonus sphere.

At 2nd level, while possessing a creature, the draugr may grant that creature the benefits and penalties of his rage ability, spending round from his pool. The host is fatigued at the end of this rage as usual. If the draugr possesses any rage talents, the host shares these talents. While raging, the draugr's host is never considered to be acting against its nature when attacking its allies.

At 4th level, the draugr gains an insight bonus to Intimidate equal to half his class level.

At 8th level, when the draugr deals damage with an attack action or succeeds on a combat maneuver made as at least a standard action, he may attempt to possess the target of the attack or maneuver as a swift action.

At 14th level, the draugr's rage improves, gaining the barbarian's greater rage ability.

This replaces the draugr's haunt path.

**Raging Spirit:** The draugr may select rage powers and (champion) feats in place of wraith haunts, treating his class level as his barbarian level for the purpose of meeting prerequisites.

**Mighty Rage:** At 20th level, the draugr gains the mighty rage ability of the barbarian.

This replaces wraith form mastery.

## Mistshade

**Mist Form (Su):** At 1st level, for a number of rounds per day equal to his class level plus his casting ability modifier, the mistshade may dissolve into a mist. The mistshade and all his gear become insubstantial. His armor (including natural armor) becomes worthless, though his size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The mistshade takes half damage from weapon attacks and gains a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 class levels to a maximum of 100%. He cannot attack or cast spells or sphere abilities with verbal, somatic, material, or focus components while in mist form. If he has a touch spell or sphere ability ready to use, that spell or ability is discharged harmlessly when the mist form is in effect. Entering mist form is a move action and ending it is a free action.

While in mist form, the mistshade can shroud himself in a cloud of mist as a swift action. The cloud has a 5-foot radius, which may be increased by 5 feet at 5th level, and again every 5 levels thereafter, to a maximum of 25 feet at 20th level. The mist obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20%



miss chance). Creatures farther away have total concealment (50% miss chance and the attacker cannot use sight to locate the target). The ability may be dismissed as a free or immediate action and does not function underwater.

While in mist form the mistshade cannot run, but it can fly at a speed of 20 feet (perfect) + 5 feet per 5 class levels and automatically succeeds on all Fly checks. He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in his hands, as long as the effect persists. The mistshade is subject to the effects of wind, and he cannot enter water or other liquid. He also cannot manipulate objects or activate items, even those carried along with his mist form. Continuously active items remain active, though in some cases their effects may be moot. This is a polymorph effect.

This replaces wraith form, but any feat, haunt, or other ability that would affect the duration or activation of wraith form may instead be applied to mist form.

## Swarmheart

**Swarm Form (Su):** At 1st level, for a number of rounds per day equal to his class level plus his casting ability modifier, the swarmheart may divide himself into a swarm of vermin.

The swarm can be composed only of Tiny creatures. This size cannot be altered by the Size Change talent of the Alteration sphere, enlarge person, or other effects. While in swarm form, the swarmheart gains a move speed of 20 feet plus 5 feet per 5 class levels and can move through small holes and openings that are large enough for the individual creatures. While in swarm form, the swarmheart may climb virtually on any surface, no matter how slick or sheer; he can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. While in swarm form, the swarmheart does not need to attempt Climb checks to traverse a vertical or horizontal surface (even upside down). He cannot attack or cast spells or sphere abilities with verbal, somatic, material, or focus components while in swarm form. If he has a touch spell or sphere ability ready to use, that spell or ability is discharged harmlessly when the swarm form is in effect. Entering swarm form is a move action and ending it is a free action.

The swarm fills a 10-foot square (or cube if flying with the swarm flight haunt) and has a reach of 0. The swarm gains a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 class levels to a maximum of 100%. The swarm has the distraction ability, forcing any creature that takes swarm damage to attempt a Fortitude save with a DC of 10 + 1/2 class level + Constitution modifier to avoid being nauseated for 1 round. Spellcasting or concentrating on spells within the area of a swarm requires a magical skill check (DC 20 + 1/2 caster level). Using skills that involve patience and concentration while in the swarm requires a DC 20 Will save.

The swarmheart may choose to ignore any creatures in his space, choosing to not deal the swarm damage, force magical skill checks to cast spells, or force Will saves to perform skills. The swarm is incapable of performing combat maneuvers and cannot be tripped, grappled, or bull rushed. The swarmheart in swarm form takes half damage from slashing and piercing weapons and 50% more damage from effects that affect an area.

Swarmhearts in swarm form do not threaten creatures, and do not make attacks of opportunity with his swarm attack. The swarm automatically deals 1d6 plus Constitution modifier damage to any creature whose space it occupies at the end of his turn. This damage increases by 1d6 per 5 class levels. Swarm attacks are not subject to a miss chance for concealment or cover. The individual creatures in the swarm may appear to be any suitably sized creature of the vermin type.

A swarmheart in swarm form does not gain any special protection from mind-affecting effects.

This is a polymorph effect. The swarmheart gains the shapechanger subtype. The swarmheart counts as having the Swarm Shape talent of the Alteration sphere for the purposes of meeting feat prerequisites. Traits that require being in the form of a swarm may be applied to swarm form.

This replaces wraith form, but any feat, haunt, or other ability that would affect the duration or activation of wraith form may instead be applied to swarm form.

**Swarmheart Haunts:** The swarmheart has exclusive access to the following haunts:

*Divided Self:* While in swarm form, the swarmheart gains a +4 bonus on saves against effects that target individual creatures.

*Poison (Ex):* The swarmheart's swarm attack poisons targets in addition to dealing damage. (Injury, **DC** 10 + 1/2 class level + Constitution modifier, **frequency** 1/round for 6 rounds, **effect** 1d2 Constitution damage, **cure** 1 save).

*Shrink Swarm (requires swarmheart 10):* The size of the creatures in the swarmheart's swarm is reduced to Diminutive, gaining immunity to weapon damage.

*Swarm Flight (Ex):* While in swarm form, the swarmheart gains a fly speed (perfect) equal to the ground speed granted by swarm form.

## Unbodied

While most wraiths can step out of phase with the material world, others are so estranged from it by death, trauma, or powerful magic that they require great effort to return to it.

*Special:* At the GM's discretion, in special circumstances slain PCs may be allowed to retrain their most recent level into a level in this archetype for the wraith class. Characters with wraith class levels could be allowed to retrain into this archetype.

Characters with this archetype may still benefit from effects that restore creatures to life. If using the special circumstances suggestion above, whether the character returns to life as they were prior to taking this archetype or if they return as having this archetype will depend on the GM and the desires of the player, which should be worked out before hand.

**Permanent Wraith (Su):** At 1st level, the unbodied is permanently locked in wraith form. If the unbodied ends his turn neither possessing a creature or object, nor manifested in his physical body, he takes 1 point of nonlethal damage. This increases to 2 points at 5th character level, 3 points at 10th character level, 4 points at 15th character level. This damage cannot be healed by any means other than by time spent possessing

a creature or object and bypasses immunity and resistance to nonlethal damage. Nonlethal damage from this ability cannot be reduced or redirected. While possessing a creature or his refuge object (see the object ride wraith haunt), this damage heals at the rate of 1 point per minute. While possessing any other object, they heal at a rate of 1 point per hour. The unbodied does not need to eat, drink, or sleep, and gains no further bonuses or penalties from aging, though still dies permanently when his maximum age is reached. The unbodied can speak in his normal voice while in his refuge object.

An unbodied whose damage taken from this ability exceeds his maximum hit points automatically returns to his refuge object (if within 100 feet + 10 feet per class level) or else incorporates, becoming a mindless haunt occupying his space. This haunt attempts to possess any creature (or his refuge object) that enters his space. If successful, the unbodied is restored to his normal function. While in haunt form, the unbodied recovers all spell points after 8 hours of not attempting to possess an unwilling creature (they cannot make such an attempt if out of spell points).

This replaces wraith form.

**Spirit Rider (Su):** At 1st level, the unbodied gains the ability to passively possess willing targets. This functions as the possession ability. Additionally, the unbodied gains the object ride wraith haunt. The unbodied gains the full possession ability normally at 2nd level.

The unbodied does not gain the bonus talent from his path sphere until 2nd level.

This replaces the magic talent gained at 2nd level.

**Manifest (Su):** At 3rd level, for a number of minutes per day equal to his class level plus his casting ability modifier, the unbodied may manifest his physical body. Activating this ability is a move action and ending it is a free action. If carrying a load greater than his maximum load, the unbodied must drop items until below his maximum load (if possible) as part of ending this ability.

This replaces the wraith haunt gained at 3rd level.

**Restored (Ex):** At 20th level, the unbodied may remain in physical form for any number of minutes in a day and no longer takes damage for remaining outside a host while in wraith form.

# Chapter 5

# Spheres



## Alteration

You have the ability to change the physical makeup of creatures.

### Shapeshift

As a standard action you may *shapeshift* yourself or a touched creature, changing their form for as long as you concentrate. If the target is unwilling, this costs a spell point, and they are allowed a Fortitude save to negate. *Shapeshifts* are subject to spell resistance. You may spend a spell point to allow a *shapeshift* to remain for 1 minute per caster level without concentration. You may dismiss your *shapeshift* as a standard action.

*Shapeshift* is a polymorph effect. A target may only be affected by one *shapeshift* at any one time. If a caster attempts to place a second *shapeshift* on a target, he must succeed at a magic skill check. If he succeeds, the second *shapeshift* is successfully placed on the target, dismissing and dispelling the first.

When *shapeshifting* a target, the caster must choose a transformation and a series of traits for them. Transformations change a creature's basic physical makeup (humanoids, dragons, land animals, birds, etc.) while traits are special characteristics or alterations (natural attacks, creature size, monster special abilities, etc.). A caster may grant up to 1 trait + 1 per 5 caster levels and cannot grant the same trait more than once unless the trait indicates it may be granted multiple times.

With the exception of Blank Transformation (detailed below), placing a transformation on a creature causes that creature's physical body to change into that of another creature. The target gains the listed number of limbs and loses all others. The target loses any extraordinary or supernatural abilities, natural attacks, and movement types dependent on their

original form (darkvision, scent, wings, claws, etc.) and gains the listed benefits in their place.

Alternate sources of physical traits (such as a dragon sorcerer's ability to grow claws) still function. In addition, if the target changes their basic shape (for example, from humanoid to non-humanoid), the target's equipment melds into their new form, causing them to lose their armor and shield bonuses and the ability to pull any item from a backpack or belt. They also cannot activate magic items (although constant bonuses from magic items still remain).

This cannot be used to assume the guise of a specific individual creature, but otherwise adds a +10 circumstance bonus to Disguise checks made to appear as a different race, gender, or species. The caster may cause the target to cosmetically appear as whatever type of creature he desires, although if the target is not granted the right physical attributes (for example, granting the right size category or number of legs), the disguise may fail completely.

When a caster first gains the Alteration sphere, they may grant creatures the Blank Transformation and the traits listed below. A target must possess the appropriate limb where listed, and cannot grant a natural attack to a limb that already possesses a natural attack.

- **Darkvision 60 feet**
- **Low-light vision**
- **Two claw attacks** (primary, 1d4 Medium, 1d3 Small, requires arms or the front pair of at least 4 legs). You may grant this trait multiple times.
- **One bite attack** (primary, 1d6 Medium, 1d4 Small, requires head). You may grant this trait multiple times.
- **One gore attack** (primary, 1d6 Medium, 1d4 Small, requires head). You may grant this trait multiple times.
- **Two slam attacks** (primary, 1d4 Medium, 1d3 Small, requires arms). You may grant this trait multiple times.
- **Two pincers** (secondary, 1d6 Medium, 1d4 Small, requires arms). You may grant this trait multiple times.

Additional forms and traits may be gained by taking Alteration talents. Any trait may be granted to any form.





## Legs

Creatures without legs are immune to being tripped. Creatures with 4 or more legs gain a +4 bonus to their CMD vs. trip for each pair of legs beyond the first, and are treated as quadrupeds for the purpose of their carrying capacity.

## Blank Transformation

When a creature gains the Alteration sphere, they gain the ability to grant the Blank Transformation. Unlike other transformations, the Blank Transformation does not change the creature's basic makeup. They do not gain the +10 bonus to Disguise checks, nor do they lose their abilities, equipment, natural attacks, or any other aspect of their unaltered form. The Blank Transformation allows a caster to add traits to a creature without fundamentally changing the target first.

As a trait, you may change the target's cosmetic appearance. This could include changing the target's apparent age, making an elf into an orc, adding a purely cosmetic tail, disguising a large dog as a small pony, changing a male into a female, or some other such alteration. This grants the target a +10 bonus to Disguise checks. This trait may only be applied to the Blank Transformation, as such changes are assumed with other forms.

## Creature Types and Alteration Talents

While assuming a creature's form with the Alteration sphere generally does not cause the transformed creature to change their creature type or subtype, sometimes various abilities require correlating creature types and subtypes to their respective talents. The table below connects various creature types to the appropriate talent. In the case of the animal and magical beast types, general descriptions of their forms are used to better match the available talents. Note that there may be specific cases where an unusual creature fits poorly with the form granted by the talent corresponding to its type. In these cases it is up to the GM to discern the most suitable talent.

## Alteration Talent Types

Some Alteration talents are marked (transformation). These talents grant additional transformations.

Some Alteration talents are marked (body). These talents grant themed sets of traits that mimic specific creature types.

# Alteration Talents

## Additional Limbs

You may apply the following traits to any form. You may grant each trait multiple times.

**One extra arm.** This arm does not come with any natural attacks nor provide additional attacks, but otherwise are as strong and capable as the creature's other arms. If the base creature or form has no arms, this trait grants two arms the first time it is gained.

**Two secondary arms.** These arms do not come with any natural attacks nor provide additional attacks. Secondary arms may hold objects, but are not strong enough to be used to hold

**Table: Creature Types**

<i>Creature Type</i>	<i>Alteration Sphere Talent</i>
Aberration	Aberrant Body, Tentacles
Animal or magical beast (aquatic)	Aquan Transformation
Animal or magical beast (avian)	Avian Transformation
Animal or magical beast (burrowing)	Subterranean Transformation
Animal or magical beast (quadrupeds)	Animalistic Transformation
Animal or magical beast (serpentine)	Serpentine Transformation
(Any) swarms	Swarm Shape
Construct	Object Transformation
Dragon	Dragon Transformation
Humanoids	Anthropomorphic Transformation
Fey	Fey Body
Outsider (chaotic, evil, good, or lawful)	Outsider Body
Outsider (elemental)	Elemental Transformation
Ooze	Ooze Transformation
Plant	Plant Transformation
Undead	Undead Body
Vermin or vermin-like magical beasts	Vermin Transformation

shields or make attacks, nor possess the dexterity needed to fulfill somatic requirements. Secondary arms do not count as arms or hands for the purposes of traits (or similar effects or abilities) which require arms or hands.

**A prehensile tail**, which may be used to hold objects as if it were a hand, and retrieve objects from a belt or pouch as a swift action.

**Tail slap** natural weapon (secondary, 1d6 Medium, 1d4 Small, requires tail)

**Stinger** natural weapon (primary, 1d4 Medium, 1d3 Small, requires tail)

**A pair of legs.** This grants a 20 feet land speed if the target did not possess one. If this is not the form's first pair of legs, the target gains a +4 CMD bonus against trip attempts. If this causes the target to become a quadruped, they gain the related increase to carrying capacity and may serve as a mount for creatures smaller than itself.

**An extra head.** This extra head does not possess its own personality nor natural attacks. For each extra head granted, the target gains one of the following benefits, chosen by the caster:

- The target gains a +1 bonus to all skill checks.



- The target may treat a two-handed or one-handed weapon as a light weapon for the purpose of two-weapon fighting penalties.
- The target cannot be flanked.
- The target gains a +2 bonus on saving throws against enchantment effects, and gains a new save against such effects 1 round later at the same DC to throw off the effect. If the target possesses a similar ability already, it may only use one reroll per round per effect.

### Agile

You may add the following traits to your forms:

**Dodge:** The target gains a +2 dodge bonus to AC.

**Evasion:** The target gains incredible reflexes. When the target succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. This ability does not function when wearing medium or heavy armor.

**Initiative:** The target gains quickened reactions, granting a +4 competence bonus to initiative.

**Uncanny Dodge:** The target gains extraordinary reactions, granting uncanny dodge as the rogue ability. The target is no longer flat-footed at the start of combat nor loses Dexterity to AC against invisible attackers. If the target is granted this trait a second time or already has the uncanny dodge ability from another source, they instead gain improved uncanny dodge as the rogue ability. The target can no longer be flanked. This defense denies a rogue the ability to sneak attack the target by flanking, unless the attacker has at least four more rogue levels than the target has Hit Dice.

### Animal Mind

You may apply the following trait to your forms:

**Bestial Mind:** The target must succeed at a Will save or have their mind become bestial. Their Intelligence is reduced to 2, and they are treated as an animal for skills such as Handle Animal and Diplomacy. While the target has an Intelligence score of 2 or less they cannot use any spells, skills based on mental ability scores, or magic sphere abilities, although they retain other aspects of their class levels such as base attack bonus and any other abilities.

### Bestial Reflexes

You may add the following traits to your forms:

**Lunge:** Choose one natural attack the target possesses. As a full-round action, the target may make a single attack action at double its normal reach with that natural weapon with a +4 bonus to its attack roll.

**Leaping attack:** As a standard action, the target may jump, making a single attack action at any point during the leap. It does not provoke an attack of opportunity for leaving a threatened square.

**Pounce:** The target may make a full-attack after a charge. Granting this trait costs an additional spell point.

**Trample:** As a full-round action, the target may move up to its move speed, moving over and dealing slam damage (1d6 + 1-1/2 Strength modifier Medium, 1d4 + 1-1/2 Strength modifier Small) to any creatures smaller than itself. Creatures affected by the trample can make an attack of opportunity, but at a -4 penalty. If they forgo an attack of opportunity, they may attempt

to avoid the target, attempting a Reflex save for half damage (DC 10 + 1/2 Hit Dice + Str modifier). A trampling creature can only deal trampling damage to each target once per round, no matter how many times it moves over that creature.

### Bestial Spirit

You may add the following traits to your forms:

**Ferocity:** The target may stay conscious and continue to fight when at negative hit points, but loses 1 hit point per round they do so.

**Rend:** The target must possess claws. The target gains the rend universal monster ability, and no more than once per round, may deal damage equal to 1 claw + 1-1/2 times their Strength modifier when successfully striking a target with 2 or more claw attacks in the same round.

**Roar:** The target may roar, howl, growl, or make other threatening vocalizations as a standard action to attempt an Intimidate check to demoralize all foes within 30 feet that can hear the sound. This trait may be taken a second time to reduce this to a move action.

**Speak with Animals:** The target gains the ability to speak with and understand animals and vermin.

**Trip:** Choose one natural attack the target possesses. The target gains the trip universal monster ability, and may attempt a trip as a free action that does not provoke an attack of opportunity when they successfully hit with that attack. The creature is not tripped in return if the attempt fails by 10 or more. You may take this trait multiple times, but only once per natural attack.

### Bully

You may add the following traits to your forms:

**Powerful Charge:** Choose one natural attack the target possesses. When charging, that attack deals damage as if it were one size larger and receives 1-1/2 times the target's Strength bonus to damage instead of 1 times.

**Push/Pull:** Choose one natural attack the target possesses. On a successful attack against a creature of equal or smaller size, the target may attempt a free bull rush, drag, or reposition check that does not provoke an attack of opportunity.

### Extreme Adaptation

You may add the following traits to your forms:

**Altitude Immunity:** The target is acclimated to living at high altitudes and additionally can treat its altitude zone as one lower, +1 lower per 10 caster levels.

**Breathless:** The target may survive without air. The target becomes immune to effects that require breathing (such as inhaled poison), can survive underwater, or even in a vacuum (though does not provide protection from extreme cold or other conditions that may be encountered in such an environment). This does not give immunity to cloud or gas attacks that do not require breathing. Granting this trait costs an additional spell point.

**Endure Weather:** The target suffers no harm from being in a hot or cold environment and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to attempt Fortitude saves. The creature's equipment is likewise protected. This trait does not provide any protection from fire or cold damage, nor does



it protect against other environmental hazards such as smoke, lack of air, and so forth.

**Pressure Immunity:** The target is immune to the pressures of the ocean and takes no damage from water pressure.

### Giant Traits

You may add the following traits to your forms:

**Rock Catching:** Once per round the creature can catch a rock (or projectile of a similar shape) up to its size that it would normally be hit by. The creature must succeed at a Reflex save against a DC of 15 for a Small or smaller rock, +5 per size increase. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to attempt a rock catching.

**Rock Throwing:** 2d6 Medium, 2d4 Small, this deals 1-1/2 times Strength damage, and has a range of 20 feet + 10 feet per 2 caster levels.

### Greater Changes

Increase the number of traits you may apply with your *shapeshift* by 1.

### Instill Shapeshift [instill]

As a standard action you may touch a small container of liquid and instill a *shapeshift* inside it, which functions as a potion or oil. You must spend a spell point to make the *shapeshift* endure without concentration.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Lingering Transformation

Your *shapeshift* effects linger for 2 additional rounds after you stop concentrating. Additionally, when you spend a spell point to continue your *shapeshift* without concentration, the duration increases to 10 minutes per caster level. If your duration is already or becomes 10 minutes per caster level in certain situations due to another source, it instead increases to 1 hour per caster level when in those certain situations.

### Mass Alteration [mass]

When bestowing a *shapeshift*, you may spend an additional spell point to *shapeshift* an additional 1 creature per 2 caster levels (minimum 1) at the same time. Each target must be within range and must gain the same *shapeshift* form and traits. Once created, each *shapeshift* is considered a separate sphere effect.

### Dimicry

You may study a creature you can see as a full-round action or spend a spell point to instead study it as a swift action. For the next hour or until you study another creature, you gain a single Alteration talent corresponding to the creature or one of the creature's apparent features. A creature you have studied with this talent counts as being familiar for the purposes of the Perfect Imitation talent.

### Morphic Weapon

You may add the following traits to your forms:

**Graft Weapon:** Choose one limb capable of wielding a weapon that is holding a weapon that can be used in one hand. You may graft the weapon held by this limb into the limb itself. A grafted weapon cannot be disarmed and may be treated as a primary natural attack. The target loses other uses of this limb and may take skill check penalties as a result. A grafted weapon may be damaged and sundered as normal.

**Shape Weapon:** Choose one limb capable of wielding a weapon. You may transform this limb into a weapon the target





creature is proficient with. This weapon cannot be disarmed and gains an enhancement bonus equal to 1/4 of your caster level (minimum 0, maximum +5). Ranged weapons produced this way do not come with ammunition. A two-handed weapon still requires an additional limb to wield. This weapon is treated as a manufactured weapon with hardness equal to your caster level. Treat the weapon as having its own hit points, normal for a weapon of its type, for purposes of effects that would damage or sunder it. If this weapon has the broken condition when the *shapeshift* ends, any attacks or skill checks made with the corresponding limb take a -2 penalty to attack rolls for 24 hours. A DC 15 Heal check or magical healing equal to the hit points the weapon possessed remove this penalty.

### Odiferous

You may add the following traits to your forms:

**Inured:** The target gains a +2 competence bonus on any save to resist the sickened and nauseated conditions and against poison effects. This bonus increases by +1 per 4 caster levels.

**Nauseating Spray:** Once per minute, as a standard action the target may spray noxious chemicals in a 15-foot cone. Any creature in this cone must succeed at a Fortitude save with a DC of 10 + 1/2 Hit Dice + Constitution modifier or be sickened for 1d6 rounds. If you spend an additional spell point when granting this trait, the affected creatures are nauseated for 1d6 rounds on a failed save and sickened for 1 round on a successful save. The size of the cone increases by 5 feet per 5 caster levels. This counts as a poison effect.

**Stench:** The target secretes a stinking chemical offensive to most living things. Any creature adjacent to the target must succeed at a Fortitude save or be sickened until 1d6 rounds after they are no longer adjacent. A creature that saves against this effect is immune to any instance of it from the same caster for 24 hours. This is a poison effect.

### Perfect Imitation

Your Alteration sphere abilities allow targets to imitate individual creatures with which you are familiar. The +10 circumstance bonus on Disguise checks provided by the Alteration sphere applies to Disguise checks to appear as that specific individual. This bonus does not stack with the bonus to Disguise checks from similar effects (the disguise self spell, Illusionary Disguise from the Illusion sphere, the Realistic Likeness<sup>ARG</sup> feat, etc.). Your control is detailed and specific enough to allow you to merge the target's clothing and armor with their body and replicate the appearance of other clothes, armor, and even jewelry. Such articles cannot be removed from the creature's possession, as they are formed from the target's body. As usual, merged armor provides no AC and any merged equipment cannot be accessed. Additionally, the option to alter a target's cosmetic appearance with Blank Transformation no longer requires a trait if not assuming the guise of a specific individual.

You may add the following traits to your forms:

**Camouflage:** The target may shift its coloration to mimic its environment, granting a +5 circumstance bonus to Stealth checks. This does not stack with invisibility.

**Vocal Mimicry:** The target may perfectly imitate voices and sounds with which it is familiar. The target gets a +10 bonus on Disguise checks to vocally imitate a creature type, individual, or object that they have listened to for at least 10 minutes.

These 10 minutes do not have to have been during the duration of the *shapeshift*. This bonus does not stack with the bonus to Disguise checks from *shapeshift*, but does increase the bonus to Disguise to imitate a specific individual to +15. (Must be able to speak)

### Powerful Limbs

You may add the following traits to your form:

**Powerful Arms:** Choose one pair of limbs the target possesses capable of wielding a weapon. With these limbs, the target may wield weapons of one size larger without penalty. This does not stack with other effects that allow the target to wield larger weapons without penalty, such as powerful build. Additionally, the target increases its overhead lifting capacity by 50%.

**Powerful Claws:** Choose one natural attack the target possesses (or pair of natural attacks if granted in pairs such as claws, talons, pincers, etc.). The selected attack or attacks deals damage as if it were one size larger. This size increase stacks with other effects that increase actual and effective size, such as the Size Change Alteration sphere talent or the Encompassing Light talent of the Light sphere.

**Powerful Legs:** The target is always considered to have a running start when attempting Acrobatics checks to jump and treat its move speed as if it were 10 feet + 5 feet per 5 caster levels higher when determining the bonus or penalty to jump checks from movement speed. Additionally, the target's carrying capacity is increased by 50%.

### Prickly

You may add the following traits to your forms:

**Piercing Tail:** The target's tail slap becomes more powerful, becoming a primary natural attack that deals piercing damage (2d6 Medium, 1d8 Small). (Requires tail slap)

**Razor Claws:** Choose one type of natural attack that does piercing or slashing damage (bite, claw, etc.). This type of natural attack deal 1 point of bleed damage + 1 per 5 caster levels. This bleed damage stacks with itself but not other sources of bleed damage.

**Spines:** The target grows spines, quills, or thorns. These may be treated as armor spikes of their size (1d6 Medium, 1d4 Small, 20x2, piercing) but may be enhanced as natural weapons and may be wielded as a secondary natural weapon if beneficial.

**Spines, Launch:** The target may launch spines as a thrown weapon (1d6 Medium, 1d4 Small, 20x2, piercing) with a range increment of 20 feet. The target may draw the spines as a free action and throw them for any attacks it is entitled to normally. Launched spines regenerate at the end of the target's turn. (Requires spines)

### Ranged Alteration [range]

You may *shapeshift* creatures at close range instead of touch range. You may take this talent multiple times. Each time it is selected, increase the range by 1 step (close to medium, medium to long).



## Retain Ability

Choose a number of extraordinary or supernatural abilities dependent on your target's base form (darkvision, scent, racial breath weapon, etc.). You may choose to allow the target to retain these abilities in place of trait you would normally grant them as part of your *shapeshift*, at a cost of one trait per ability.

## Size Change

As a trait, you may change a creature's size. You may enlarge or reduce a creature's size by one category, +1 additional size category per 5 caster levels, enlarging or reducing the size of their equipment as well. You cannot enlarge beyond Large size nor reduce beyond Tiny size until caster level 10, and can never enlarge beyond Huge nor reduce beyond Diminutive.

Creatures gain a +1 bonus to attack rolls and to AC, as well as a +2 bonus to Fly checks and a +4 bonus to Stealth checks for every size category they are reduced, and suffer a -1 penalty to attack rolls and AC, as well as a -2 penalty to Fly checks and a -4 to Stealth checks for every size category they are enlarged. (These numbers are doubled when moving to or from Diminutive size.) Ability scores are also adjusted according to the target's new size; the target gains a +2 bonus to Strength and suffers a -2 penalty to Dexterity for every size increase, and a -2 penalty to Strength and a +2 bonus to Dexterity for every size category decrease. This cannot decrease an ability score beneath 1.

**Table: Size and Reach**

Size Category	Space	Reach
Diminutive	1 ft.	0
Tiny	2 1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large	10 ft.	10 ft.
Huge	15 ft.	15 ft.

## Swarm Shape

You may add the following traits to your forms:

**Divided Self:** The target gains a +4 bonus on saves against effects that target individual creatures. (Requires the Swarm trait)

**Swarm:** You may spend a spell point to turn the target into a swarm of creatures. The swarm can be composed only of Tiny creatures, with appearance and movement per the *shapeshift*. This size cannot be altered by the Size Change trait, enlarge person, or other effects. This does not affect the target's movement modes. The target can move through small holes and openings that are large enough for the individual creatures. The swarm fills a 10-foot square (or cube if flying) and has a reach of 0. The target gains a 25% ability to ignore critical hits

and precision damage, which increases by 25% per 5 caster levels to a maximum of 100%.

The swarm has the distraction ability, forcing any creature that takes swarm damage to succeed at a Fortitude save with a DC of 10 + 1/2 Hit Dice + Constitution modifier or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of a swarm requires a magical skill check (DC 20 + 1/2 caster level). Using skills that involve patience and concentration while in the swarm requires a DC 20 Will save. The target may choose to ignore any creatures in its space, choosing to not deal the swarm damage, force magical skill checks to cast spells, or force Will saves to skills.

The swarm form is incapable of performing combat maneuvers and they cannot be bull rushed, dragged, grappled, repositioned, or tripped. Creatures in swarm form take 50% more damage from effects that affect an area. Creatures in swarm form do not threaten creatures, and do not make attacks of opportunity with their swarm attack. The swarm automatically deals 1d6 + Constitution modifier damage to any creature whose space it occupies at the end of its turn. This damage increases by 1d6 per 5 caster levels and may be modified by traits that require a natural attack (such as the Poison trait from the Vermin Transformation talent) but not those that modify natural attacks (such as the Powerful Claws trait from the Powerful Limbs talent). A creature that retains a natural attack (such as a shifter via a bestial trait) or is granted a natural attack by another trait cannot use it, but uses d8 for its swarm damage. Swarm attacks are not subject to a miss chance for concealment or cover.

## Tentacles

You may add the following traits to your forms:

**Constrict:** The target gains the constrict universal monster ability, and deals 1d6 damage Medium (1d4 Small) + the target's Strength modifier on every successful grapple check.

**Grab:** Choose one natural attack the target possesses. That natural attack gains the grab universal monster ability. You may grant this trait once per natural attack.

**Tentacle attack** (secondary 1d4 Medium, 1d3 Small). You may grant this trait multiple times. The effects stack.

## Transforming Strike [strike]

As a standard action, you may make a single weapon attack in conjunction with making a *shapeshift*. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also struck by the *shapeshift*. If using a scatter weapon, the *shapeshift* only applies to a single target, chosen at the time of attack.

## Twisted Shapeshift

You may spend a spell point to have your *shapeshift* deal 1d6 per two caster levels (minimum 1d6) untyped damage to all targets that fail their save against the *shapeshift*.

You may add the following traits to your forms:

**Flesh Pocket:** You rearrange internal organs and muscles to create a pocket inside the target's body, usually in the



abdomen. The opening to the pocket resembles a large scar. The pocket can hold creatures and objects up to two sizes smaller than the target. The target gains a +20 circumstance bonus to concealing items in their flesh pocket.

**Seal Eyes:** The target must succeed at a Fortitude save or have its eyes sealed, blinding it.

**Twist Legs:** The target must succeed at a Fortitude save or have one movement speed reduced by 10 feet + 5 feet per 5 caster levels (minimum 5 feet).

**Vocal Theft:** The target becomes unable to speak and may not supply vocal spell components or attempt Perform checks that require singing or speaking.

**Wrench Stomach:** The target must succeed at a Fortitude save or be sickened while the *shapeshift* lasts or for a number of rounds equal to your caster level, whichever is shorter. If you spend an additional spell point, the target is instead nauseated on a failed save and sickened for one round on a successful save.

### Vitality

You may add the following traits to your forms:

**Fast Healing:** You may spend an additional spell point to grant the target fast healing 1, increasing by +1 per 10 caster levels.

**Glow of Health:** The target gains a +3 racial bonus on saves versus death effects, negative energy, poison, and disease, increasing by +1 per 10 caster levels.

**Sleepless:** The target gains immunity to magical sleep effects as the elf racial ability.

## Body

### Aberrant Body (body)

You may add the following traits to your forms:

**Acid Spit:** As a standard action, the target may launch a glob of acid as a ranged touch attack out to close range, dealing 1d6 damage per 2 caster levels, +1 damage per d6 for a number of additional rounds equal to 1/2 your caster level (minimum 1). Spending a move action removing the acid stops the additional damage.

**Gibbering:** All creatures within 30 feet of the target take a -2 penalty on concentration checks. This penalty increases by 1 per 5 caster levels.

**Many Eyes:** The target cannot be flanked.

**Mucus:** The target gains the ability to release a mucus cloud with a radius of 5 feet + 5 feet per 5 caster levels that persists for 1 round per caster level unless dispersed by a strong wind. Once this ability is used, it cannot be used again for 1d4 rounds. Any creature that comes in contact with the cloud must succeed at a Fortitude save with a DC of 10 + 1/2 Hit Dice + Constitution modifier or become unable to breathe air but can breathe underwater for 1 round per caster level or until they spend a standard action removing the mucus. A creature unable to breathe air that remains out of water begins to suffocate.

**Roper Strands:** The target gains a roper strand. This trait may be granted multiple times, granting an additional roper

strand per additional trait. As a standard action, (or full-round action if using multiple strands), the target may launch their strands, making one ranged touch attack per strand at a target within close range. Each strand clings to the target, causing 1 Strength damage each round they remain attached (increasing by 1 die size per 5 caster levels; i.e. 1, 1d2, 1d3, 1d4, 1d6, etc.). A Fortitude save (10 + 1/2 Hit Dice + Constitution modifier) negates this damage for the round. A creature cannot be affected more than once per round. Strands have 1 hit point, and hardness equal to the effect's caster level, and a Break DC, Escape Artist DC, and AC equal to 10 + the effect's caster level. However, strands are instantly severed by any slashing damage, which bypasses its hardness automatically. Creatures connected by roper strands may not move away from each other, though may choose to move closer or laterally. Moving farther requires severing the strand with an attack, breaking it with a Strength check, or removing it with an Escape Artist check, or succeeding on a drag combat maneuver against the target they are connected to. When two targets are connected by a strand, they may attempt drag combat maneuver checks against each other at range without provoking attacks of opportunity. If a strand is broken, the target instantly regrows the strand, and may still make strand attacks.

### Cosmic Body (body)

You may add the following traits to your forms:

**Cosmic Form:** The target's body becomes only semi-corporeal, appearing as a mass of starstuff or lights congealed into a form, rather than a form made from flesh. The target gains a deflection bonus to AC equal to 1/4th their Hit Dice, rounded down.

**Spirit's Reach:** The target's limbs become able to project themselves further than their physical confines. When making an attack action using a natural weapon, delivering a touch attack, performing skill checks, or manipulating objects (such as picking up unattended objects, throwing switches, or dropping objects), the target's reach increases by 5 feet + 5 feet for every 10 caster levels you possess. The target does not threaten this area.

**Shadow Blend:** At 5th caster level, you may make the target murky, giving it concealment (20% miss chance) even when in normal light. This does not work in bright light.

**Spiritual Touch:** At 6th caster level, you may cause the target's weapons and natural weapons to all be treated as though they had the *ghost touch* weapon special ability.

**Ethereal:** At 15th caster level, you may make the target ethereal. This costs an additional spell point.

### Fey Body (body)

You may apply the following traits to your forms:

**Fey Skin:** The target gains DR 3/cold iron. This improves by +1 per 5 caster levels.

**Wild Empathy:** The target may improve the initial attitude of an animal within 30 feet using Diplomacy. The target gains a bonus equal to half your caster level on this check. Typically domestic animals start as indifferent and wild animals start as unfriendly and the check takes 1 minute. This ability may be used to influence a magical beast with an Intelligence score of 1 or 2, but the check takes a -4 penalty. If you spend an



additional spell point when granting this trait, this check may be performed as a standard action and the penalty for influencing magical beasts is removed.

**Woodland Stride:** The target may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed without taking damage or suffering impairment. This has no effect on magically manipulated terrain.

### Outsider Body (body)

You may add the following traits to your forms. A single form cannot possess traits that grant opposed subtypes (for example, a target cannot possess both the Celestial Form and Fiendish Form traits), and some traits have specific requirements before they can be granted to a target.

**Anarchic Form:** The target gains the chaotic subtype, and gains a chaotic outsider's aura for the purpose of detecting alignment. The target gains DR 2/lawful, which improves by +1 per 5 caster levels.

**Axiomatic Form:** The target gains the lawful subtype, and gains a lawful outsider's aura for the purpose of detecting alignment. The target gains DR 2/chaos, which improves by +1 per 5 caster levels.

**Celestial Form:** The target gains the good subtype, and gains a good outsider's aura for the purpose of detecting alignment. The target gains DR 2/evil, which improves by +1 per 5 caster levels.

**Fiendish Form:** The target gains the evil subtype, and gains an evil outsider's aura for the purpose of detecting alignment. The target gains DR 2/good, which improves by +1 per 5 caster levels.

**Angel Body:** (Requires good subtype) The target gains a protective aura as a supernatural ability. The target and all creatures within 20 feet gain a +1 deflection bonus to AC and a +1 resistance bonus on saving throws, but only against attacks and effects that originate from evil creatures. These bonuses increase by +1 per 5 caster levels you possess.

**Daemon Body:** (Requires evil subtype) The target festers with disease as a supernatural ability. Choose one natural attack the target possesses. When the target successfully strikes a creature with that natural attack, that creature must pass a Fortitude save (DC 10 + 1/2 Hit Dice + Constitution modifier) or be inflicted with the fleshweep disease (injury; **onset** immediate; **frequency** 1/day; **effect** 1 Con damage and 1d3 Dex damage; **cure** 2 consecutive saves).

**Inevitable Body:** (Requires lawful subtype) The target counts as both its own creature type and a construct, such as when determining what magic can affect it. The target gains a +2 racial bonus to all Fortitude saves, except against effects that also work on objects. This bonus increases by +1 per 5 caster levels.

**Protean Body:** (Requires chaotic subtype) The target becomes supernaturally resistant to blockage. The target gains a +2 racial bonus to all saving throws vs. paralysis and the entangled or stunned conditions. This bonus increases by +1 per 5 caster levels. The target also gains a racial bonus equal

to 1/2 your caster level to Escape Artist checks and combat maneuver checks made to escape a grapple or pin.

### Protean Mastery (body)

You may add the following traits to your forms:

**Belated Shift:** You may spend an additional spell point to leave one trait option unassigned. You may assign any valid trait to this slot at any time as a swift action, or spend a spell point to do so as an immediate action, paying any spell points required for the chosen trait at that time. Once assigned, the trait persists for 1 minute and cannot be changed again until 1 minute after expiring. The target must be within close range or the range of your *shapeshift* for you to assign a trait in this fashion.

**Close Wounds:** The target gains the ability to end any ongoing bleed effects it suffers from as a swift action.

**Lycanthropic Hide:** The target gains DR 3/silver. This improves by +1 per 5 caster levels.

**Shift Organs:** The target gains a 25% ability to ignore critical hits and precision damage, which increases by 25% per 10 caster levels, to a maximum of 100%.



## Undead Body (body)

You may grant the following traits to your forms:

**Undead Form:** The target counts as an undead creature when determining if it is healed or harmed by positive or negative energy, such as from a cleric's channel energy class feature or the Life sphere.

**Undead Resistances:** The target gains a +2 racial bonus on saving throws against death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning, increasing by +1 per 10 caster levels.

**Undead Skin:** The target gains DR 5/bludgeoning or DR 5/slashing. This improves by 1 per 5 caster levels. At 10th caster level, this may be changed to DR/silver or magic.

**Blood Drain:** At 10th caster level, the target may be granted the blood drain special quality (1d2 Constitution; this improves by 1 die size for each 5 caster levels beyond 10th).

**Fear Aura:** At 10th caster level, the target may be granted the fear aura special quality (30 feet, always active, creatures entering the area must succeed at a Will save against a DC of  $10 + 1/2$  Hit Dice + Charisma modifier or be shaken for as long as they are inside the aura; once a creature saves against this effect, they are immune for 24 hours).

**Incorporeal:** You must spend an additional spell point and have at least 15th caster level to apply this trait. The target may be made incorporeal with the following modifications: The target retains all worn equipment not exceeding his maximum load as well as the benefits from any magic items that grant a continuous effect, but gains no benefit from physical armor or shields, and cannot make attacks against corporeal creatures unless using a weapon with the *ghost touch* special ability. The target takes half damage from non-magic weapons instead of no damage, and non-force effects originating from corporeal sources that do not deal damage have a 20% chance to fail instead of the normal 50%. The target uses normal movement speeds (treat moving through solid objects as ground movement), and in open air the target falls slowly, and may glide with a speed of 30 feet with maneuverability (perfect), falling 1 foot for every 5 feet traveled (unless possessing a fly speed).

## Transformations

Each transformation talent lists information regarding the form they grant, including the number of limbs granted, whether or not the form has the ability to speak humanoid languages or possesses hands that can use weapons, perform dextrous skills and actions, or fulfill somatic components for magic, and other benefits the form grants.

### Animalistic Transformation (transformation)

You grant the form of a land beast or magical beast with your *shapeshift*.

**Limbs:** 1 head, 4 legs

**Speech:** No; **Hands:** No

**Speed:** 40 ft. land speed, +20 ft. per 5 caster levels

**Natural weapons:** bite (primary, 1d6 Medium, 1d4 Small)

**AC:** +2 natural armor bonus, +1 per 5 caster levels

**Special:** The target also gains the scent ability.

In addition, you may grant the following traits to any form:

- A **land speed** as that granted by Animalistic Transformation (grants 2 legs if the target lacked a land speed).
- **Scent.**
- **2 hoof attacks** (secondary, 1d4 Medium, 1d3 Small). This may be granted once per pair of legs beyond the first.



### Anthropomorphic Transformation (transformation)

You grant the form of a humanoid creature with your *shapeshift*.

**Limbs:** 1 head, 2 arms, 2 legs

**Speech:** Yes; **Hands:** Yes

**Speed:** 30 ft. land speed.

**Natural weapons:** none

**AC:** none

**Special:** The target can speak and gains knowledge of one language you also speak. If the target's Intelligence is lower than 6 (including 0), it is increased to 6. If the target is normally immune to mind-altering effects due to not possessing a mind, this negates that immunity.

If you so choose, you may forgo applying additional traits to the target. Instead, you may allow the target to retain its natural attacks, special abilities, and movement types that were dependent on its previous form, in essence making the target a hybrid between a humanoid and its previous form.

If this form is being applied to a creature that is already an intelligent humanoid or a creature of a similar makeup, this instead works as the Blank Transformation, but the creature may undergo cosmetic changes without costing a trait. Additionally, you may choose up to two traits from a single (transformation) or (body) talent that you possess that do not grant natural attacks and apply them to the target, as if it were part of this form. These traits do not count against the normal total of traits a creature can possess.

Anthropomorphic Transformation offers the following traits, which you may apply to any form:

- **Gift of Hands:** Up to two limbs the target possesses of a single category (arms, legs, tails, etc.) now end in grasping fingers, which can wield weapons, perform dextrous actions, and fulfill somatic components for magic. If used on a pair of legs belonging to a quadruped, the quadruped gains the ability to walk normally on only two legs.
- **Gift of Mind:** If the target's Intelligence is lower than 6 (including -), it is increased to 6. If the target is normally immune to mind-altering effects due to not possessing a mind, this negates that immunity.
- **Gift of Speech:** The target may speak and supply verbal spell components normally, even if in a form that would normally prevent this.





### Aquan Transformation (transformation)

You grant the form of a swimming animal or magical beast with your *shapeshift*.

**Limbs:** 1 head, tail

**Speech:** No; **Hands:** No

**Speed:** 5 ft. land speed, 20 ft. swim speed. The swim speed increases by 20 ft. for every 5 caster levels

**Natural weapons:** bite (primary, 1d6 Medium, 1d4 Small)

**AC:** +2 natural armor bonus, +1 per 5 caster levels

**Special:** Darkvision 60 ft., the amphibious subtype and the ability to breathe underwater.

Aquan Transformation offers the following traits, which you may apply to any form:

- The **amphibious subtype** with the ability to breathe underwater.
- A **swim speed** as that granted by Aquan Transformation.
- **Blindsight** 30 feet (only in water)
- **Ink Jet:** Once per minute, the target may shoot a jet of ink as a standard action. In water, this creates a 10-foot radius sphere that provides total concealment and persists for 1 minute. On land, this is a ranged touch attack with a 10-foot range increment and a maximum range of 50 feet that forces a struck creature to succeed at a Reflex save (DC 10 + 1/2 Hit Dice + Constitution modifier) or be blinded for 1d6 rounds or until they spend a standard action removing the ink from their eyes.
- **Jet:** The target can swim backwards as a full-round action at four times their swim speed. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so. This trait requires a swim speed.
- **Keen Scent:** The target gains the keen scent universal monster ability.
- **Shock:** As a standard action, the target may deal 1d8 + 1d8 per odd caster level electricity damage with a melee touch attack. This touch attack does not provoke attacks of opportunity. If a creature successfully grapples the target, the target may use this ability as an immediate action, inflicting the damage with no attack roll, but allowing a Fortitude saving throw for half damage. If the target is in water, this ability instead functions as a 10-foot radius burst centered on the target; affected creatures are allowed a Fortitude saving throw for half damage. Creatures beyond 10 feet but within a 30-foot radius takes half damage, with a Fortitude save for half damage. Once used, this ability cannot be used again for 1d4 rounds.

### Avian Transformation (transformation)

You grant the form of a flying animal or magical beast with your *shapeshift*.

**Limbs:** 1 head, 2 legs, 2 wings

**Speech:** No; **Hands:** No

**Speed:** 20 ft. land speed, 30 ft. glide speed (the target takes no damage when falling and may glide, moving with a speed of

30 ft. with maneuverability (poor), but falling 1 ft. for every 5 ft. traveled.). At 5th caster level, the target gains a fly speed of 30 ft. with maneuverability (clumsy). This improves by 20 ft. per 5 additional caster levels, and one maneuverability category per 10 additional caster levels.

**Natural weapons:** 2 talons (primary, 1d4 Medium, 1d3 Small)

**AC:** +2 natural armor bonus, +1 per 5 caster levels

**Special:** Darkvision 60 ft.

Avian Transformation offers the following traits, which you may apply to any form:

- **Two talon attacks** as those granted by Avian Transformation. This may be granted once per pair of legs the creature possesses. The target must possess wings or another means of being airborne to attack with talons.
- **Two wings** and its flight speed as that granted by Avian Transformation.
- **Two wing attacks** (secondary, 1d4 Medium, 1d3 Small) May be given once per pair of wings possessed.
- **Hover:** The target can halt its movement while flying, allowing it to hover without needing to attempt a Fly check. If the target is Large or larger and hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 feet to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature). (Requires wind and a fly speed)
- **Improved Maneuverability:** The target's flight maneuverability improves by one step, +1 per 10 caster levels. (Requires a fly speed)
- **Wingover:** Once each round, the target can turn up to 180 degrees as a free action without attempting a Fly check. This free turn does not consume any additional movement. (Requires a fly speed)

### Dragon Transformation (transformation)

You may grant the form of a dragon with your *shapeshift*.

**Limbs:** 1 head, 4 legs (front 2 end in hands), 1 tail

**Speech:** Yes; **Hands:** Yes

**Speed:** 40 ft. land speed

**Natural weapons:** bite (primary, 1d6 Medium, 1d4 Small)

**AC:** +2 natural armor bonus, +1 per 5 caster levels

**Special:** Darkvision 60 ft., a breath weapon. The breath weapon is a 60-ft. line or a 30-ft. cone, and deals either fire, electricity, acid, or cold damage as chosen at the time it is gained. The breath weapon deals 1d8 damage per 2 caster levels, and allows a Reflex save for half damage. The target must wait at least 1d4 rounds between uses of their breath weapon. A target may only possess one breath weapon at a time.

Dragon Transformation offers the following traits, which you may apply to any form:

- **Affinity for Treasure:** The target gains the scent ability, except it can detect only precious metals (such as copper, silver, and gold), gemstones, and creatures primarily made of such materials. In addition, the target gains a bonus equal to half your caster level on Appraise checks.
- **Breath Weapon:** Gains a breath weapon as given by the dragon base form.
- **Double the size of a breath weapon** (must possess a breath weapon to gain this trait).
- **Draconic Resistances:** The target gains a +2 racial bonus on saving throws made against magic sleep and paralysis, increasing by +1 per 5 caster levels. In addition, the target adds half your caster level (minimum 1) to the DC of any attempts to intimidate the target.

### Elemental Transformation (transformation)

You may spend a spell point to grant the form of an elemental with your *shapeshift*.

**Limbs:** none

**Speech:** Yes; **Hands:** No

**Speed:** 20 ft. land speed

**Natural weapons:** 2 slams (primary, 1d6 Medium, 1d4 Small)

**AC:** +2 natural armor bonus, +1 per 5 caster levels

**Special:** Darkvision 60 ft., additional limbs or natural weapons cannot be added to this form through traits. The target gains a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 caster levels to a maximum of 100%.

Additionally, the target gains one of the following packages depending on which elemental is being mimicked.

- **Air:** The target takes no damage when falling and may glide, moving with a speed of 30 feet with maneuverability (good), but falling 1 foot for every 5 feet traveled. At 5th level, this improves to a 30 feet fly speed with maneuverability (good). The target also gains resistance to electricity equal to your caster level, and may create a whirlwind as an elemental of similar size.
- **Earth:** The target gains a 20 feet burrow speed, tremorsense 20 feet, and resistance to acid equal to your caster level.
- **Fire:** The target gains a +20 bonus to land speed, the burn special quality (1d4, increases by 1 die size (1d6, 1d8, 2d6, 3d6, etc.) per 5 caster levels), and resistance to fire equal to your caster level.
- **Water:** The target can breath water freely and a 30 feet swim speed. The target also gains resistance to cold equal to your caster level, and the ability to create a vortex as a water elemental of similar size.

Elemental Transformation offers the following traits, which you may apply to any form:

- **Elemental Empowerment:** Choose either acid, cold, electricity, or fire. The first attack the target

makes each round with a natural attack or manufactured weapon deals additional damage of that type equal to half your caster level.



- **Elemental Resistance:** to either acid, cold, electricity, or fire equal to your caster level. You can take this trait multiple times, but resistance to the same element does not stack with itself.
- **Air Mastery:** Airborne creatures take a -1 penalty on attack and damage rolls against the target.
- **Earth Mastery:** The target gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the target takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the target is initiating or resisting these kinds of attacks.
- **Water Mastery:** The target gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the target is touching the ground, the target takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the target is initiating or resisting these kinds of attacks.

### Object Transformation (transformation)

You may spend a spell point to grant the form of an object with your *shapeshift*.

**Limbs:** None

**Speech:** No; **Hands:** No

**Speed:** 20 ft. land speed

**Natural weapons:** slam (primary, 1d6 Medium, 1d4 Small)

**AC:** +2 natural armor bonus, +1 per 5 caster levels

**Special:** Darkvision 60 feet. The target gains hardness equal to either half your caster level or the hardness of the mimicked material, whichever is lower and a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 caster levels to a maximum of 100%. Like an object, the target takes half damage from energy and ranged attacks.

The target gains the appearance of a single simple object composed of vegetable matter such as wood, hemp, or cotton. The target retains its normal senses.

You may take this talent twice. Upon taking it a second time, you gain the ability to emulate other materials per **Table: Transformation Materials**, and to grant the form of complex objects. Complex objects, such as those with moving parts, require an appropriate Craft check at the object's craft DC. Failure means the target is not usable as an object. A creature under the effect of this talent does not truly become an object, thus is not a valid target for the Enhancement sphere Animate Object talent or similar effects. A creature that takes the form of a ranged weapon must be supplied with ammunition as normal, but is capable of loading and firing itself. A creature under the effects of this talent that is used as ammunition is not destroyed when used as ammunition, but takes damage equal to the damage dealt by the attack it was used for.

**Table: Transformation Materials**

Caster Level	Material
1st	Ice, stone
5th	Basic metals (iron, steel, copper)
10th	Precious metals (gold, silver)
15th	Gems, specialty metals (cold iron, mithril)

You cannot create a permanent change, such as with the Permanent Transformation talent, involving gems, precious metals (such as gold or silver) or rare metals (such as cold iron or mithril).

Object Transformation offers the following traits, which you may apply to any form:

- **Construct Plating:** The target gains DR 2/adamantine. This improves by 1 per 5 caster levels.
- **Freeze:** The target may take 20 without a time increase on its Stealth check to hide in plain sight as an inanimate object that matches its shape. (Requires the form of an object or plant)
- **Luminescence:** The target may choose to shed light from any part of its body, ranging in intensity from a soft glow of a candle (shadowy illumination in a 5-foot radius) to the full brightness of a torch (bright light in a 20-foot radius and shadowy illumination for an additional 20 feet). The target may duplicate any color of light, even creating multiple colors, and may cancel or resume use of this ability as a free action.
- **Material Weapons:** The target's unarmed strikes and natural weapons are treated as silver and cold iron for the purpose of bypassing damage reduction. At 10th level this improves to counting as adamantine.
- **Spell Resistance:** The target gains spell resistance equal to 10 + caster level. This trait costs an additional spell point.

### Ooze Transformation (transformation)

You may spend a spell point to grant the form of an ooze or slime creature with your *shapeshift*.

**Limbs:** none

**Speech:** No; **Hands:** No

**Speed:** 20 ft. land speed

**Natural weapons:** slam (primary, 1d6 Medium, 1d4 Small, +1d4 acid)

**AC:** +4 natural armor bonus, +1 per 5 caster levels

**Special:** Additional limbs or natural attacks cannot be added to this form through traits. The target gains a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 caster levels to a maximum of 100%. The target is blind but gains blindsight out to 60 ft. (thus negating the blind condition's normal penalties) and is immune to gaze attacks, visual effects, visual illusions, and other attack forms that rely on sight unless gaining eyes from another source. Additionally, the target can move through an area as small as one-quarter

its space without squeezing or one-eighth its space when squeezing.

The target also gains one of the following packages depending on which ooze or slime is being mimicked:

- **Amoeba:** The target gains a 20 feet swim speed, a 10 ft. climb speed, and the ability to breathe underwater.
- **Gelatinous Cube:** The target is transparent, granting a +5 circumstance bonus to Stealth checks that does not stack with invisibility. The target also gains resistance to electricity equal to the effect's caster level.
- **Jelly:** The acid damage from the target's slam only affects organic material and not stone or metal. Unless a creature succeeds at a Reflex save (DC 10 + 1/2 Hit Dice + Constitution modifier), the acid damage affects any clothing and non-metal armor a creature is wearing on a successful attack, and also damages any wooden weapon that successfully attacks the jelly. This damage bypasses the material's hardness. The target also gains a resistance to electricity equal to the effect's caster level.
- **Pudding:** The target's acid damage only affects organic material and not stone or metal, and deals damage to clothing, armor, and wooden weapons as described





under jellies above. Additionally, the target gains a climb speed of 20 feet, and the ability to suction. Activating or deactivating suction is a swift action, and as long as it is using suction, it moves at half speed, but may climb any surface with ease, even inverted ones. Suction also grants a +10 circumstance bonus to CMD vs. bull rush, awesome blows, and other attacks and effects that would physically move the target.

Ooze Transformation offers the following traits, which you may apply to any form:

- **Acidic Body:** The target's body is dangerous to the touch. The target's unarmed strikes or one slam attack (if it possesses one) deals +1d4 acid damage, as detailed above under the Ooze Transformation. If the target already possesses this acid damage, such as through the Ooze Transformation, the damage instead increases by one size category (two die sizes).
- **Acidic Nature:** The target must possess a slime's acid damage, either through the Ooze Transformation or the acidic body trait, to gain this trait. The target's acid only affects organic material and not stone or metal, and damages clothing and wood, as detailed under jellies above. If the target already possess this ability, such as through the jelly or pudding packages above, its acid now affects metal and can dissolve metal armor and metal weapons in addition to wood and cloth.
- **Engulf:** The target must possess the form from Ooze Transformation, or else the fluid body trait, to gain this trait. As a standard action, the target may move up to its speed and attempt to engulf anything in its path. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + 1/2 Hit Dice + Strength modifier) to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and take acid damage from the target each round if it possesses either the Ooze Transformation or the acidic body trait. An engulfed creature may attempt to escape as if escaping a pin.
- **Fluid Body:** The target can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

### Orb Transformation (transformation)

You may grant the form of a floating sphere, helmet, or similar shape with your *shapeshift*.

**Limbs:** none

**Speech:** Yes; **Hands:** No

**Speed:** 5 ft. land speed, 30 ft. + 5 ft. per 5 caster levels float as the Float trait. At caster level 7, this speed becomes a fly

speed with maneuverability (perfect). This levitation and flight is a supernatural ability.

**Natural weapons:** slam (primary, 1d6 Medium, 1d4 Small)

**AC:** +2 dodge bonus, +1 per 5 caster levels

**Special:** May benefit from traits requiring a head as if it had one and may not be tripped or beheaded (such as by a vorpal weapon) unless gaining legs or a head, respectively, from another source. A creature in the form of an orb counts as one size smaller for the purposes of stealth and squeezing into small places.

Orb Transformation offers the following traits, which you may apply to any form:

- **Aura of Fascination:** The target projects a 30-foot aura that fascinates creatures which are near it. Such creatures must succeed at a Will save or be fascinated for as long as they remain in the aura. A creature that makes its save is immune to this effect for 24 hours. The target may choose to suppress or resume this ability as a free action. This ability ceases to function if the target is stunned, paralyzed, unconscious, dead, or otherwise incapacitated. This is a mind-affecting effect.
- **Float:** The target may float up to 5 feet + 5 feet per 5 caster levels above the ground, moving at 30 feet + 5 feet per 5 caster levels. When falling the target may choose to descend at a slower rate to control its fall and to negate all falling damage it would take. Each round it descends 30 feet, and may move in another direction for 30 feet. It may choose to drift sideways, gliding forwards while descending, or down, safely increasing its rate of descent. It may even choose to drift 'upwards' to reduce its rate of descent, even allowing it to negate it entirely and hover midair.

### Plant Transformation (transformation)

You may grant the form of a plant creature with your *shapeshift*.

**Limbs:** 2 arms (which may be tree limbs or vines)

**Speech:** No; **Hands:** No

**Speed:** 20 ft. land speed

**Natural weapons:** 2 slams (primary, 1d6 Medium, 1d4 Small)

**AC:** +4 natural armor bonus, +1 per 5 caster levels

**Special:** Darkvision 60 ft. The target counts as being of plant type in addition to its normal type.

Plant Transformation offers the following traits, which you may apply to any form:

- **Barkskin:** You may grant the target a +2 natural armor bonus, which stacks with other sources of natural armor.
- **Rigid Body:** You may grant the target a +2 natural armor bonus, +1 per 5 caster levels, which does not stack with other sources of natural armor.
- **Strong Roots:** The target gains a bonus to CMD equal to 2 + 1 per 10 caster levels against bull rush, drag, reposition, and trip combat maneuvers or other effects which would attempt to knock the target prone or



forcibly move them. This bonus doubles if the target starts and ends his turn in the same space.

### Serpentine Transformation (transformation)

You may grant the form of a serpent with your *shapeshift*.

**Limbs:** 1 head, 1 tail

**Speech:** No; **Hands:** No

**Speed:** 40 ft. land speed, 20 ft. climb speed

**Natural weapons:** bite (primary, 1d6 Medium, 1d4 Small)

**AC:** +2 natural armor bonus, +1 per 5 caster level

**Special:** Low-light vision, treated as a quadruped for the purpose of carrying capacity.

In addition, the target gains one of the following packages depending on which serpent is being mimicked:

- **Constrictor:** The target gains the grab universal monster ability attached to its bite natural attack, as well the constrict special attack (1d6 Medium, 1d4 Small, + Strength modifier). The target gains the normal +4 bonus on checks made to start and maintain a grapple from the grab ability, but this bonus increases by 1 per 5 caster levels.
- **Poisonous:** When the target makes a successful bite attack, it automatically attempt to poison its target (**save** Fort DC 10 + 1/2 Hit Dice + Constitution modifier; **frequency** 1/round for 6 rounds; **effect** 1d2 Con damage; **cure** 1 save).

Serpentine Transformation offers the following traits, which you may apply to any form:

- **Death Roll:** The target may, upon succeeding on a grapple check to deal damage with a bite attack, attempt an additional grapple check as a free action. If successful, the damaged creature is prone. This additional grapple check does not count toward maintaining the grapple, and does not add any other effects (such as constrict) beyond knocking the target prone.
- **Strangle:** An opponent grappled by the target cannot speak or cast spells with verbal components.
- **Swallow Whole:** The target gains the swallow whole ability, dealing 1d6 bludgeoning damage + an additional 1d6 acid damage per 3 caster levels. The target may swallow creatures up to one size smaller than themselves. This trait may be taken twice; the second time allows the target to swallow creatures up to their own size and grants a bonus to CMB and CMD equal to 1 + 1 per 3 caster levels on grapple checks made to swallow creatures or to prevent them from escaping once swallowed. More than one creature may be swallowed at a time, but may not exceed the maximum total size that can be swallowed, counting two Tiny creatures as one Small creature, two Small creatures as one Medium creature, etc. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. The amount of cutting damage required to get free is equal to 1/10 the creature's total hit points. This damage is inflicted on the swallowing creature as normal. The AC of the interior of a creature that swallows whole is 10 + 1/2

its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again. (You must possess a bite attack with the grab ability to gain this trait.)

### Subterranean Transformation (transformation)

You may grant the form of a subterranean animal or magical beast with your *shapeshift*.

**Limbs:** 1 head, 4 legs

**Speech:** No; **Hands:** No

**Speed:** 30 ft. land speed, 15 ft. burrow speed + 15 ft. per 5 caster levels

**Natural weapons:** bite (primary, 1d6 Medium, 1d4 Small)

**AC:** +2 natural armor bonus, +1 per 5 caster level

**Special:** Darkvision 60 ft., tremorsense 20 ft.

Subterranean Transformation offers the following traits, which you may apply to any form:

- **A burrow speed** as granted by the Subterranean form.
- **Tremorsense** 20 feet.

### Vermin Transformation (transformation)

You may grant the form of a spider, insect, or other such creature with your *shapeshift*.

**Limbs:** 1 head, 6 or 8 legs

**Speech:** No; **Hands:** No

**Speed:** 30 ft. land speed and 30 ft. climb speed, both + 15 ft. per 5 caster levels

**Natural weapons:** bite (primary, 1d6 Medium, 1d4 Small)

**AC:** +2 natural armor bonus, +1 per 5 caster level

**Special:** Darkvision 60 ft.

Vermin Transformation offers the following traits, which you may apply to any form:

- **Poison:** One natural attack deals poison on a successful attack. (Injury, **save** Fort DC 10 + 1/2 Hit Dice + Constitution modifier, **frequency** 1/round for 6 rounds, **effect** 1d2 Con damage, **cure** 1 save).
- A **climb speed**, as that granted by Vermin Transformation.
- **Web:** Once per minute as a standard action, the creature may throw a web, as a net with a 10 feet range increment (total range 50 feet), which is effective against targets up to 1 size larger than the creature. The Escape Artist or Strength check DC to escape is 10 + 1/2 the creator's Hit Dice + Constitution modifier, with targets already caught suffering a -4 penalty. These webs may also be laid as a trap (Perception DC 20), covering an area up to 3x larger than the creature creating it. A 5-foot section of web has hit points equal to the creator's Hit Dice and DR 5/-. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web. A web may support up to twice the weight of the creating creature.



# Blood

You can manipulate blood and its properties.

## Blood Control

As a standard action, you may establish a link to the blood of a target within close range. Unwilling targets are permitted a Fortitude save, and the effect is subject to spell resistance. Targets with less than half their maximum hit points or taking bleed damage take a -4 penalty on this save. This link lasts for as long as you concentrate, though you may spend a spell point for it to last 1 round per caster level without concentration. Targets that gain immunity to bleed damage from their creature type, subtype, or a template are immune to *blood control*. Creatures that gain immunity to bleed damage from other sources are susceptible to *blood control*, but still benefit from their immunity against bleed damage.

If a second creature attempts to establish *blood control* on a creature that is already controlled, it must succeed at a magic skill check. A creature may always attempt to end the *blood control* on itself by attempting a new Fortitude save as a mental-only standard action that may be taken even when normally unable to take standard actions, such as when dazed or nauseated. You may apply one (quicken) or (still) ability as part of casting *blood control*. Once *blood control* has been established, you may spend a standard action (unless otherwise noted) to apply additional (quicken) or (still) abilities. Spending at least a standard action to do so counts as concentrating on the ongoing *blood control* for that instance of *blood control* (if able to concentrate on an effect as a move action, applying additional (quicken) or (still) abilities as a move action, such as via the Quicken metamagic feat, would also count as concentrating for that round).

A creature may not be affected by both a (quicken) and a (still) ability at the same time. If a caster attempts to use a (quicken) talent on a creature currently under the effects of a (still) talent or vice versa, the previous effect ends.

Some creatures that are normally immune to bleed damage but that frequently feed on blood may be susceptible the *blood control*. Any creature that has used the blood drain universal monster ability in the previous hour or any creature composed largely of blood (such as a blood golem) may be affected by *blood control*. Other appropriate creatures may also be affected, at the GM's discretion.

When you gain the Blood sphere, you learn the following abilities:

### Bleed (quicken)

You may cause the target of your *blood control* to take bleed damage equal to your caster level for the duration of your *blood control*. This damage can be stopped prior to the end of your *blood control* by the Coagulate ability, a DC 15 Heal check, or any amount of magical healing or fast healing/regeneration.

### Coagulate (still)

You may end any bleed damage affecting the target of your *blood control*. For the duration of the *blood control*, the target reduces any bleed damage taken by 1 + 1 per 3 caster levels and any creature using an effect that would inflict bleed damage must succeed at a magic skill check or have the bleed damage negated. Creatures imposing bleed damage via non-magical abilities (such as an attack that deals bleed damage) may substitute their base attack bonus for their magic skill bonus on this check.

## Blood Talent Types

Some Blood talents are marked (quicken) or (still). These talents grant you additional *blood control* abilities.

## Blood Sphere Talents

### Absorb Blood

When a creature within *blood control* range takes bleed damage to their hit points, as a free action that may be taken even when it is not your turn you may choose a different creature under the effects of your *blood control* to gain an amount of temporary hit points equal to the bleed damage taken by the first creature. These temporary hit points last for 1 minute per caster level. Each creature may only provide temporary hit points to one other creature.

As a standard action, you may spend a spell point to inflict 1d2 points of Constitution damage to a creature under the effects of your *blood control*, then choose a different creature under the effects of your *blood control* to heal a number of hit points equal to the Hit Dice of the first creature times the amount of Constitution damage dealt. If you possess Mass Control, you may spend an additional spell point as per that talent to inflict the Constitution damage on multiple creatures and heal multiple creatures. The total number of affected creatures cannot exceed your Mass Control limit and no creature can be targeted by the Constitution damage more than once per round. A single creature can be healed multiple times.

### Blood Tracking

You are always aware of creatures under the effects of your *blood control* or an effect causing bleed damage, or at or below half hit points within *blood control* range and may pinpoint such a creature's square as a free action. Creatures that would be immune to your *blood control* cannot be detected by this ability.

This talent may be taken a second time; doing so grants you the benefits of blindsight, though this ability is still limited to the listed creatures.





### Crimson Vortex

As a standard action you may create a crimson spread with a 5-foot radius within your *blood control* range. Creatures that are within this area when it is cast or that start their turn within the area must succeed at a Fortitude save or be under the effects of your *blood control* until the end of a turn in which they did not start within the affected area. Select a (quicken) or (still) ability as part of creating this area; you may apply the selected ability to the affected creatures.

You may spend an additional spell point to increase this radius by +10 feet increasing by +5 feet at 7th caster level and every 7 caster levels thereafter. This spread does not obscure vision. You need not be able to see or be aware of affected creatures, though you are aware of any that fail their save. You may use this ability to target swarms. You may concentrate to maintain this area, moving it up to 20 feet plus 5 feet per 2 caster levels when you concentrate, flying with perfect maneuverability. If you spend a spell point, the spread instead persists for 1 round per caster level and may be moved as a move action.

### Exsanguinating Strike [strike]

As a standard action, you may make a single weapon attack. If a creature is damaged by this attack, you may initiate *blood control* on that creature (including a (quicken) or (still) effect) if it is not under the effects of your *blood control*. If it is under the effects of your *blood control*, you may apply a (quicken) or (still) effect to it. Applying any (quicken) ability as part of this talent counts as dealing bleed damage with the weapon for the purposes of the Bloodmonger feat. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack.

### Extract Blood Construct

You may drain the blood of a dead creature within *blood control* range and animate it as a blood construct as a standard action within 1 minute per caster level of the creature's death. If the creature (or creatures) were under the effects of your *blood control* at the time of their death, you may reduce the required time to a swift action. This blood construct is of a size according to the below table, but may not be larger than one size smaller than the dead creature's size.

Extracted constructs are under your control. While they can be dispelled, blood constructs are neither called nor summoned creatures, so are not affected by *banishment*, *dismissal*, or the *Hallow word* of the Fate sphere. The construct obeys your commands to the best of its ability, even harmful or suicidal commands and will generally act to protect you in the absence of other commands.

A blood construct created by this ability persists for as long as you concentrate. The construct must be within your *blood control* range to concentrate on it. You may spend a spell point to have the blood construct remain for 1 minute per caster level without concentration. Doing so allows the construct to leave your *blood control* range without any ill effects. Lengthened Control increases this duration to 1 hour per caster level.

You may not have more than 2 Hit Dice of blood constructs per caster level under your control at the same time; creating additional constructs forces you to dismiss existing constructs until the total Hit Dice no longer exceed this cap. Temporary increases to caster level (such as from implements, boons, or

the thaumaturge's forbidden lore ability) do not increase this cap. Once a blood construct is dismissed or destroyed, the blood used can no longer be animated to create another blood construct.

As a move or swift action, you may sacrifice a blood construct under your control to heal another one that you control, restoring a number of hit points equal to the hit points of the sacrificed construct. Any excess hit points beyond the healed construct's maximum hit points are lost. Both creatures must be within *blood control* range.

If you possess Mass Control, you may target multiple creatures per that talent, drawing blood to either create multiple constructs or combining the blood into a larger construct, up to the maximum size you can create, counting two Small creatures as a Medium creature, two Medium creatures as a Large creature, etc. You may increase the size of an existing construct under your control by merging smaller constructs with it as part of their creation or as a standard action; any ongoing effects and damage taken on either construct persist in the larger construct. All targets must be within *blood control* range.

Caster Level	Construct
1st	Tiny
4th	Small
8th	Medium
12th	Large
16th	Huge
20th	Gargantuan
24th	Colossal

### Eye Bleed

When using the Bleed ability, you may increase the target's blood pressure, rupturing vessels in the affected creature's eyes for the duration of the bleed damage. The creature suffers a 20% miss chance from concealment against all creatures for the duration of the bleed damage. If you spend an additional spell point, the creature is instead blinded for the duration of the bleed damage as blood streams from around its eyes. Creature's without eyes or equivalent sensory organs are immune to this effect.

### Greater Blood Control

When applying a (quicken) or (still) talent, you may spend an additional spell point or increase the casting time by one step (usually from a standard to a full-round action) to apply two effects of that type. If the effects require different actions, use the longer action.

### Hemokinesis

You gain the following abilities:

**Blood Arc:** As a standard action, you may spend a spell point to cause an arc of blood to launch from any creature under the effects of your *blood control* that is taking bleed damage. You may target a creature within that range, who then must succeed on a Reflex save or be blinded until it spends a standard action or two move actions wiping the blood off. Immersion in water, heavy rain, or similar effects may also end this effect. If you possess Mass Control, you may target multiple creatures

with this ability, though a single bleeding creature cannot supply more than two blood arcs.

If you possess Manipulate Alchemy, you may attempt to transfer a formulae (see the Alchemy sphere from *Spheres of Might*), potion, or poison expelled since the start of your previous turn via the blood arc. Creatures that are willing or that fail their Reflex save are immediately affected by a formulae, potion, or poison and may attempt a save against it if normally allowed.

If you possess Manipulate Health, you may attempt to transfer a disease expelled since the start of your previous turn via the blood arc. Creatures that fail their Reflex save must immediately attempt a save against the disease.

**Move blood:** You may move blood. As a standard action, you may cause a volume of blood within *blood control* range equal in size to a Small object to move up to 20 feet + 5 feet per 5 caster levels. The blood may be moved through the air and does not fall to the ground until the end of a turn in which you choose not to move it. If you possess the Telekinesis sphere, you may use your *telekinesis* speed if it is greater.

The volume increases by 1 Small object per caster level and the distance it may be moved increases by 5 feet per 2 caster levels. If moving a volume of blood of at least Small size, you may attempt a bull rush or overrun maneuver against any one creature in the path of this movement, using your caster level -5 plus your casting ability modifier as your CMB. You gain a +1 bonus on this check for each size larger than Small the volume of blood is, treating 2 Small volumes as Medium, 2 Medium volumes as Large, etc. If you possess Mass Control, you may target multiple volumes, but the total volume cannot exceed your maximum volume.

The mostly intact corpse of a creature that was susceptible to bleed damage that has been dead for less than 1 hour per caster level can supply a volume of 1 size category smaller than itself. You may use this ability to reposition the blood trail left by spending a spell point on the Slick talent, treating 1 square as a Small object.

You may spend a spell point to grant a blood construct under your control a fly speed (perfect) equal to your move blood speed for the duration of its existence.

### Hemorrhage

Your Bleed (quicken) ability now deals 2 points of damage per caster level.

### Improved Bleed

The Heal DC to stop your Bleed (quicken) ability now equals 15 + your caster level. Magic healing does not stop the Bleed (quicken) ability unless the caster succeeds on a magic skill check.

### Improved Range [range]

Your *blood control* increases its range to medium. You may select this talent a second time, increasing the range to long.

### Inject

As part of casting *blood control*, you may increase the casting time by one step (usually a standard to a full-round action) to inflict 1 point of Constitution damage on yourself and make a melee touch attack (if within your natural reach) or ranged touch attack against a creature within your *blood control* range. You may hold the charge if using the melee option, and if you

possess Hemokinesis, you may hold the charge when using the ranged option. If successful, the targeted creature is treated as if it were bleeding for the purpose of the save penalty on any instance of *blood control* targeting that creature, and your Blood sphere effects targeting the struck creature ignore any spell resistance it possesses. This persists for 1 round per caster level or until the creature spends a standard action or two move actions wiping the blood off. Immersion in water, heavy rain, or similar effects may also end this effect.

If used on a creature that is immune to bleed damage from their creature type, subtype, or a template, you may ignore their immunity to *blood control* for the duration of this effect, though they do not take the save penalty for bleeding or being below half their maximum hit points.

If you possess Mass Control, you may target multiple creatures, taking 1 point of Constitution damage and making an attack roll for each target.

### Instill Blood Control [instill]

As a standard action you may touch a container of liquid and instill your *blood control*, including one (quicken) or (still) talent you possess. You must spend a spell point to allow the *blood control* to endure without concentration.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action. Instilled liquids can be dispelled and possess an aura as if they were the original target of the effect.

### Lengthened Control

Your *blood control* lasts for 1 hour per caster level when spending a spell point to continue it without concentration. Creatures may still attempt a save to end it early as usual.

### Lingering Control

Your *blood control* continues for two rounds after you stop concentrating. Blood constructs created with Extract Blood Construct also remain for this additional time. The effects of the *blood control* still end if a creature succeeds at a save to end it early.

### Dana Bleed

As a swift action, you may force a creature under the effects of your *blood control* and taking bleed damage to lose 1 spell point. This loss increases by one die size (1d2, 1d3, 1d4, 1d6, etc.) for every five caster levels. Creatures that possess spell slots instead lose spell slots, based on the level of the slot. Each slot is equivalent to a number of spell points: **level 1-2:** 1 spell point, **3-5:** 2 spell points, **6-8:** 3 spell points, **9:** 4 spell points. The target creature chooses which spell slots are lost. If affecting a creature with psionic manifesting (see *Psionics Unleashed* by Dreamscarred Press), the creature loses a number of power points equal to the number of spell points that would have been lost multiplied by 1 + its Hit Dice/4.

If you possess Absorb Blood, you may choose to grant an equal number of temporary spell points to a creature receiving





healing from Absorb Blood, though they cannot receive more spell points than your target loses. These temporary spell points do not stack with spell points from other targets, other instances of this ability, or any other source and expire after one round per caster level. This ability does not grant a way to use spell points to those that lack one.

### Mass Control [mass]

When using *blood control* or a (quicken) or (still) ability, you may spend an additional spell point to affect an additional 1 creature per 2 caster levels (minimum 1) at the same time. Each target must be within range and must be affected by the same effect. For a casting that initiates *blood control*, this additional cost is only incurred once; it is not paid a second time for the free (quicken) or (still) ability. Once created, each *blood control* is considered a separate sphere effect.

### Red Mist

As a move action, you may cause a creature under the effects of your *blood control* and suffering from bleed damage to have their lost blood disperse into a mist, filling their space, granting them concealment (attacks made by the creature or targeting the creature has a 20% miss chance). This effect persists until you end it as a free action, the creature stops taking bleed damage, or your *blood control* ends. Your vision is not impaired by a mist you create.

If you spend an additional spell point, the radius of the mist increases to 5 feet + 5 feet per 5 caster levels. The mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the mist in 4 rounds. A strong wind (21+ mph) disperses the mist in 1 round. A fireball, flame strike, or similar spell burns away the mist in the explosive or fiery spell's area. A wall of fire burns away the mist in the area into which it deals damage. If dispersed or burned away, the mist returns at the start of the creature's next turn unless the bleed damage or *blood control* has ended.

If you choose to take 1 Constitution damage when using this talent, you may treat all creatures within the mist as if they were bleeding for the purpose of the save penalty on any instance of *blood control* targeting such a creature.

### Self Control

You are always considered to be under the effects of your *blood control* and may use a (quicken) or (still) ability on yourself and only yourself as a swift action. You do not count against the limit on the number of creatures you may affect using Mass Control.

## Quicken/Still Talents

### Blood Puppet (quicken)

You may spend a spell point to use *blood control* to take control of the target's body. For 1 round per caster level or until the *blood control* ends (whichever comes first), you can concentrate on the target, spending an action to force the target's body to take the same type of action, acting on simultaneously.

The puppeted creature's body is under your control, but the creature's mind is not. Creatures capable of taking purely mental actions can still do so. If you spend at least a standard action controlling the puppet, this counts as concentrating on the *blood control*. A creature under the effects of this ability cannot take physical action on its own; treat this as being dazed, though immunity to and bonuses on saving throws against the dazed condition does not apply. The target may be forced to take harmful actions. A target forced to hurt or kill itself deals its weapon damage + its Strength modifier to itself per round as a standard action. The target may still perform mental-only actions while under the effects of Blood Puppet (such as attempting to end the *blood control*). This ability does not grant access to the target's memories, thoughts, casting, supernatural, or spell-like abilities, nor is your control fine enough to force the target to speak intelligibly.

Effects such as the *protection from evil* spell or the *Hallow word* of the Fate sphere do not end this effect, since it is the result of a physical malady rather than a mind-affecting or possession effect.

If you possess Mass Control, you may take control and command multiple puppets, but must divide a single round's worth of actions between all puppets.

### Control Oxygenation (quicken, still)

You gain the following abilities:

As a (still) effect, the target becomes fatigued for the duration of your *blood control*. You may spend a spell point to cause the creature to instead become exhausted for this duration. Creatures that do not breathe are immune to this effect.

As a (quicken) effect, you may boost the circulation of the target of your *blood control*, allowing the target to ignore one instance of the fatigued or staggered conditions and treat one instance of the exhausted condition as fatigued for a number of rounds equal to the target's Constitution modifier. After a creature benefits from this ability, it cannot do so again for one minute per round the ability was active. Creatures that do not breathe do not benefit from this effect.

If you spend a spell point, the target may make an extra attack as part of a full attack or make additional attacks of opportunity (as the Improved Haste Time sphere talent) for the duration of this effect. This does not stack with similar effects such as the Improved Haste Time sphere talent. When used this way, the target is fatigued at the end of this effect. If the target was already fatigued, it is instead exhausted. If it was exhausted, it drops unconscious for 1d6 rounds.

### Manipulate Alchemy (quicken, still)

This talent requires that the target be under the effects of your *blood control* and cannot be used as part of initiating *blood control*.

As a (still) ability, as an immediate action, when a creature consumes a potion or would be affected by a formulae or poison, you may delay the effect of the formulae, potion, or poison for the duration of your *blood control*. You may end this delay as a free action that can be taken even when it is not your turn, causing the formulae, potion, or poison to take effect immediately. A given creature may only have one effect delayed in this manner at a time, plus one additional effect per 10 caster levels.

As a (still) ability, as a swift action, you may slow circulation to improve the body's ability to resist a poison. If the target is affected by a poison with a frequency measured in rounds, the frequency instead becomes minutes. If the frequency was measured in minutes, it instead becomes hours. These changes do not stack. The save DC of the poison is decreased by -2.

As a (quicken) ability, you may speed circulation to improve the potency of a poison in the target's system. If the poison had a frequency measured in minutes, it is now measured in rounds. If it has a frequency measured in rounds, its frequency becomes twice per round and the duration is halved. These changes do not stack. The save DC of the poison is also increased by +2. This change lasts until for the duration of the poison unless dispelled or ended with a (still) talent.

As a (quicken) ability, as an immediate action, you may attempt to force a formulae, potion, or poison out of the target's body, removing its effects from the target. This requires a magical skill check against the formulae or poison's save DC or the potion's MSD. Unwilling targets are allowed a Fortitude save to negate this effect. You gain a +2 bonus on this check if the target is suffering bleed damage or below one half its maximum hit points.

This change lasts until for the duration of the poison unless dispelled or ended with a (quicken) talent.

### Manipulate Health (quicken, still)

As a free action, you may ascertain the general condition of any creature under the effects of your *blood control* according to the list below:

- **Normal:** Has at least 90% of full normal hit points, free of disease.
- **Fair:** 30% to 90% of full normal hit points remaining.
- **Poor:** Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.
- **Weak:** 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled.

You also know if the creature is suffering from any bleed effects.

As a (quicken) ability, you may spend a spell point to attempt to force a disease out of the target's body. This requires a magical skill check against the disease's save DC. Unwilling targets are allowed a Fortitude save to negate this effect. You gain a +2 bonus on this check if the target is suffering bleed damage or below one half its maximum hit points.

As a (quicken) ability, you may spend a spell point to force a creature suffering from a disease to roll a save against that disease. Success on this save does not count toward curing the disease and failing progresses the disease.

As a (still) ability, you may immediately grant a save to a creature suffering from a disease. Success on this save counts toward curing the disease but failing has no effect. A creature may not be the target of this use more than once per day.

As a (still) ability, you may delay the onset of a disease and to delay any saves forced by the disease for the duration of your *blood control*, though at least 1 save against the disease must be attempted every 2 days. This does not remove any penalties already inflicted by the disease, it only prevents the disease from progressing.

### Migraine (quicken)

You may send a rush of blood to the target's brain, sickening the target for the duration of the *blood control*. You may spend a spell point to instead nauseate the target. This is a pain effect.

### Numb (still)

You may cut off flow to parts of a creature's body, making fine manipulation difficult. The target takes a -2 penalty on Strength and Dexterity checks (including initiative) and Strength and Dexterity-based skill checks and gains an equal bonus on saves against pain effects for the duration of the *blood control*. This penalty increases by +1 at 5th caster level and again every 5 caster levels thereafter. This effect may change a creature's place in the initiative count after combat has begun.

You may spend a spell point to slow blood flow, staggering the target for the duration of the *blood control*.

### Slick (quicken)

You may choose to have creatures under the effects of your *blood control* and suffering from bleed damage take a penalty to CMD against bull rush, disarm, drag, reposition, overrun, and trip attempts equal to 2 + 1 per 5 caster levels. Starting and ending this effect is a free action.

As a (quicken) ability, you may force a creature under the effects of your *blood control* and suffering from bleed damage to succeed at a Reflex save or fall prone any time they move more than half their speed until they are no longer under your *blood control* or stop taking bleed damage. If you spend a spell point, any creature that enters a space that the bleeding creature has exited in the last 1 round per caster level must also succeed at a Reflex save or fall prone.





# Conjuration

You have made contracts with outsiders, calling them to your side when you are in need.

## Summon

As a standard action, you may spend a spell point to *summon* a creature you have made a contract with (called a companion) causing it to appear in an adjacent square, ready to act on your following turn. You must concentrate to maintain the companion's presence, but may always spend an additional spell point to allow the *summoned* creature to remain for 1 minute per caster level without concentration.

Companions can take many forms; a caster could contract with sympathetic angels or demons, elemental spirits, or primordial beings only given form after the contract is made. Thus, a companion could have the form of a knight in armor, a demonic dog, a flying anthropomorphic cat, or indeed virtually any other form. You cannot choose a companion with the exact same appearance as another creature.

When you gain the Conjuration sphere, you automatically gain a single companion of your choice. If a companion is conjured multiple times during a day, they do not regain hit points or other resources spent. If a companion is reduced to 0 hit points, they instantly disappear and cannot be *summoned* until the following day.

A companion only recovers hit points and resources (unless restored through the Heal skill or magical means) when the caster rests to recover spell points. A companion may be dismissed as a free action.

Companions may not carry equipment or items back and forth when *summoned* and so cannot be used to store items in their home plane or bring items to the caster's plane. The exception to this rule is equipment gained through Conjunction talents, which automatically accompany the companion.

Whenever you gain a companion, they immediately gain 1 (form) or (type) talent of your choice.

Every companion comes with one of the following base forms, chosen by the caster. Once made, this choice cannot be altered. Companions also gain power as their caster's power grows, according to **Table: Companion**.

(Note: A companion does not gain power from temporary increases to caster level; i.e., from a thaumaturge's forbidden lore ability or from certain boons.)

**Table: Companion**

Caster's Caster level	Hit Dice	Base Attack Bonus	Skill Points	Feats	Natural Armor Bonus	Good Saves	Bad Saves	Special
1st	1	+1	1	1	+0	+2	+0	-
2nd	2	+2	2	1	+1	+3	+0	Evasion
3rd	3	+3	3	2	+1	+3	+1	-
4th	3	+3	3	2	+1	+3	+1	-
5th	4	+4	4	2	+2	+4	+1	Ability score increase
6th	5	+5	5	3	+2	+4	+1	Devotion
7th	6	+6	6	3	+3	+5	+2	-
8th	6	+6	6	3	+3	+5	+2	-
9th	7	+7	7	4	+3	+5	+2	Multiattack
10th	8	+8	8	4	+4	+6	+2	Ability score increase
11th	9	+9	9	5	+4	+6	+3	-
12th	9	+9	9	5	+4	+6	+3	-
13th	10	+10	10	5	+5	+7	+3	-
14th	11	+11	11	6	+5	+7	+3	Improved evasion
15th	12	+12	12	6	+6	+8	+4	Ability score increase
16th	12	+12	12	6	+6	+8	+4	-
17th	13	+13	13	7	+6	+8	+4	-
18th	14	+14	14	7	+7	+9	+4	-
19th	15	+15	15	8	+7	+9	+5	-
20th	15	+15	15	8	+7	+9	+5	-



Caster's Caster Level	Hit Dice	Base Attack Bonus	Skill Points <sup>†</sup>	Feats	Natural Armor Bonus	Good Saves	Bad Saves	Special
21st	16	+16	16	8	+8	+10	+5	Ability score increase
22nd	17	+17	17	9	+8	+10	+5	-
23rd	18	+18	18	9	+9	+11	+6	-
24th	18	+18	18	9	+9	+11	+6	-
25th	19	+19	19	10	+9	+11	+6	-
26th	20	+20	20	10	+10	+12	+6	Ability score increase
27th	21	+21	21	11	+10	+12	+7	-
28th	21	+21	21	11	+10	+12	+7	-
29th	22	+22	22	11	+11	+13	+7	-
30th	23	+23	23	12	+11	+13	+7	-
31st	24	+24	24	12	+12	+14	+8	Ability score increase
32nd	24	+24	24	12	+12	+14	+8	-
33rd	25	+25	25	13	+12	+14	+8	-
34th	26	+26	26	13	+13	+15	+8	-
35th	27	+27	27	14	+13	+15	+9	-
36th	27	+27	27	14	+13	+15	+9	-
37th	28	+28	28	14	+14	+16	+9	Ability score increase
38th	29	+29	29	15	+14	+16	+9	-
39th	30	+30	30	15	+15	+17	+10	-
40th	30	+30	30	15	+15	+17	+10	-

### Avian

**Size** Medium; **Speed** 20 ft., Fly 15 ft\*. (average); **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** Bite (primary, 1d4 Medium, 1d3 Small), 2 talons (primary, 1d4 Medium, 1d3 Small, creature must be airborne to use); **Str** 12, **Dex** 16, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Avian creatures are birds and bird-like magical beasts and outsiders. An avian companion has a head, 2 legs, and 2 wings. \*This fly speed only functions on the companion's turn. If the companion is not on a surface that can support it on the end of its turn, it glides to the ground, taking no falling damage. If the companion gains a natural fly speed from the Avian Creature (form) talent, increase the maneuverability of that speed by 1 step.

### Biped

**Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Attack** 2 slams (1d4); **Str** 16, **Dex** 12, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Bipeds are usually humanoids, and begin with 2 legs, 2 arms, and a head.

### Ooze

**Size** Medium; **Speed** 20 ft.; **AC** +4 natural armor; **Saves** Fort (good), Ref (bad), Will (bad); **Attack** slam (primary, 1d6 Medium, 1d4 Small); **Str** 16, **Dex** 8, **Con** 16, **Int** 7, **Wis** 12, **Cha** 11.

Ooze creatures are usually oozes, puddings, or other amorphous creatures and lack discernable limbs. An ooze companion may not be tripped unless gaining legs from another source.

### Orb

**Size** Medium; **Speed** 5 ft. Hover\*, 30 ft. (average); **AC** +2 natural armor; **Saves** Fort (bad), Ref (good), Will (good); **Attack** bite or slam (choose 1) (1d6); **Str** 7, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 11.

Orb creatures are lantern archons, will-o-wisps, gibbering orbs, and other mystical fey, outsiders, constructs, or aberrations with a floating sphere-like appearance and supernatural movement. An orb lacks any limbs, but may treat its body as a head for the purpose of adding natural attacks. An orb companion may not be tripped unless gaining legs from another source.

\*An orb may float up to 5 feet plus 5 feet per 5 Hit Dice above the ground, with a horizontal movement speed of 30 feet. When floating this way, Fly checks are not required to hover or change direction. When falling the orb may choose to descend at a slower rate to control its fall and to negate all falling damage it would take. Each round it descends 30 feet, and may move in another direction for 30 feet. It may choose to drift sideways, gliding forwards while descending, or down, safely increasing its rate of descent. It may even choose to drift 'upwards' to reduce its rate of descent, even allowing it to negate it entirely and hover midair (though cannot move horizontally if it begins its turn doing so). This is a supernatural ability.

~The Skillful Companion (form) talent raises increases Int to 13 if taken.

### Quadruped

**Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d6); **Str** 14, **Dex** 14, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Quadrupeds are usually beasts, and begin with 4 legs and a head.

### Serpentine

**Size** Medium; **Speed** 20 ft.; **AC** +4 natural armor; **Saves** Fort (bad), Ref (good), Will (good); **Attack** bite (1d6), tail slap (1d6); **Str** 12, **Dex** 16, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11



Serpentine creatures are snakes, fish, and other elongated creatures. They begin with a head, but no arms or legs.

### Vermin

**Size** Medium; **Speed** 20 ft., Climb 20 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d6); **Str** 12, **Dex** 16, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Vermin are usually insects or arachnids, and begin with either 6 or 8 legs and a head and gain a +6 bonus to CMD vs. trip attempts from its additional legs.

### Companion Features

You may choose to make a companion Small-sized instead of Medium-sized. In this case, the companion gains a +2 bonus to Dexterity, a -2 penalty to Strength, as well as the usual changes for being Small (+4 Stealth bonus, +1 AC, +1 to-hit, decreased damage size, etc.).

A companion gains 2 skill points per level (reduced to 1 for low Intelligence) and gains the following class skills: Climb (Str), Fly (Dex), Knowledge (planes) (Int), Stealth (Dex), Swim (Str). They possess a d10 Hit Die and gain 2 good saves and 1 bad save dependent on the creature's form. A companion begins understanding and speaking one language that the caster also speaks.

**Feats:** A companion begins with one feat, and gains another feat at every odd Hit Die. A companion may gain any PC or monster feat for which it qualifies. While a companion may gain casting abilities through feats such as Basic Magic Training or Advanced Magic Training, a companion can never possess the Conjunction sphere.

**Evasion:** At 2 Hit Dice, a companion gains evasion, taking no damage on a successful Reflex save against an effect that grants half damage on a successful Reflex save. At 11 Hit Dice, they gain improved evasion, only take half damage on failed Reflex saves against effects that grant half damage on a successful Reflex save.

**Ability Score Increase:** Just like PCs and monsters, a companion gains a permanent +1 bonus to an ability score of the caster's choice for every 4 Hit Dice possessed.

**Devotion:** At 5 Hit Dice, a companion gains a +4 morale bonus on Will saves against charm and enchantment effects, such as enchantment school spells or the Mind sphere.

**Multiattack:** At 7 Hit Dice, a companion gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than 3 attacks), the companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. If the companion later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.

## Companion Archetypes

Upon gaining a Conjunction sphere companion, you may select archetypes to apply to it. Once selected, the archetype cannot be removed from that companion. Each companion may have different archetypes. A companion may have more than one archetype as long as the archetypes do not replace or modify the same features or abilities.

Multiple changes to the cost to *summon* a companion stack (so a companion with the familiar and puppet archetypes would have its cost to *summon* reduced by 3).

### Aquatic

Your companion reduces one of its speeds by 20 feet and gains a 20 feet swim speed. Companions with a base form that grants a speed of less than 20 feet are not eligible for this archetype. If this companion later gains the Water Creature (form) talent, increase the swim speed granted by that talent by +10 feet.

### Beast

Your companion has an animal intellect, with its starting Intelligence reduced to 2. A bestial companion may not have its Intelligence raised by any (form) talent (though may still receive other benefits from such talents). Bestial companions count as possessing the animal creature type in addition to the outsider creature type for all skills and effects and require the use of the Handle Animal skill to direct. Without direction, they are friendly to the creature that *summoned* them but otherwise act according to their nature. A bestial companion gains an additional free (form) talent. A companion that has this companion archetype may not also possess the mindless or puppet companion archetypes. A bestial companion begins play trained for one purpose (see the Handle Animal skill) plus gains 1 bonus trick, +1 at 3 Hit Dice and every 3 Hit Dice thereafter. If using *Spheres of Might*, your bestial companion counts as an animal ally, though is not a valid target for the tame ability (per the rules in the Beastmastery sphere).

### Familiar

Your companion only gains half its normal Hit Dice (rounded down), effectively treating your caster level as half what it is when determining its abilities, but has the spell point cost to *summon* it reduced by 2 (minimum 0). If the companion would normally only have 1 Hit Die, it still has 1 Hit Die, but receives half its normal hit points (rounded down, minimum 1).

### Mage

Your companion gains poor base attack bonus progression (equal to 1/2 Hit Dice, rounded down) and uses a d6 for its Hit Dice. The companion must choose the Magical Companion (form) talent as its free (form) talent, but is not required to use natural casting, and may gain a casting tradition of your choice. The companion is considered a Mid-Caster, and gains spell points equal to its Hit Dice plus its casting ability modifier.

A mage companion must still spend feats to gain additional magic talents, as usual, and does not gain the two free bonus talents a caster usually gains with the casting class feature. A mage companion loses Climb and Swim as class skills but gains Knowledge (arcana) and Spellcraft as class skills. A mage companion may choose to give up the natural attacks granted by its base form to gain the Implement Bearer (form) talent as a bonus talent. This archetype cannot be combined with the mindless companion archetype.

### Martial Companion

This archetype requires *Spheres of Might*.

A martial companion may combine combat spheres and talents to create powerful martial techniques. Martial companions use the Proficient talent progression. When first *summoned*, they may choose either Charisma, Intelligence or

Wisdom as their practitioner modifier. A martial companion does not gain the evasion, devotion, multiattack, and improved evasion special abilities. A martial companion may choose to give up the natural attacks granted by its base form to gain the Battle Creature (form) talent as a bonus talent.

### Windless

Your Conjunction sphere companion is mindless; it has no Intelligence score (Int —) and cannot gain any (form) talents that would increase its Intelligence score. It gains no feats or skill points and cannot speak, though it is still capable of following your simple instructions. A mindless companion is immune to mind-affecting effects. A mindless companion can receive bonus feats and skill ranks to a specific skill from talents such as Capable Companion and Camouflaged Companion. The companion gains an additional Hit Die at 4th caster level and every 4 caster levels thereafter.

### Puppet

Your Conjunction sphere companion is incapable of action without your direct control. You must spend an action for your companion to take the same action (swift for swift, standard for standard, etc.). A puppet companion may make attacks of opportunity by spending your attacks of opportunity if you have controlled it since the beginning of your last turn. Spending at least a move action this way counts as concentrating on the *summon* for that round. Any round you do not spend directing the companion, it stands mindlessly and counts as having the dazed condition. Your companion may still gain feats and skills (unless also possessing the mindless archetype); you may use the companion's feats, skills, casting, and other abilities when directing the companion, though you may not use your own through the companion. Any effect that would possess or exercise mental control over a puppet companion (including enchantment charm effects and enchantment compulsion effects) requires a successful magical skill check against the *summoner's* MSD.

A puppet companion takes a -2 penalty on all rolls if it is outside of your close range. If you do not have line of sight to the puppet companion, it is treated as being blinded. Both these penalties are removed if you possess the Link talent.

As a standard action, you may order a puppet companion to follow. Doing so causes the puppet to take move actions on its turn (including trading its standard action for a move action) to attempt to move adjacent to you (or as close as it is able) to the best of its ability. Should the companion be unable to find you (such as in a complex maze when you are out of sight for too long, if you are teleported out of view, etc.), the companion will remain in its current position. Taking any other action through the companion ends this ability. The spell point cost of *summoning* a puppet companion is reduced by 1 (minimum 0).

### Warrior

This archetype may only be applied to bipedal companions. Your companion loses all natural attacks granted by its base form and never gains multiattack, but gains the benefits of the Battle Creature (form) talent taken twice.

A companion with this archetype may never benefit from (form) talents that modify or grant natural attacks, though may still make unarmed strikes and benefit from feats and abilities that affect unarmed strikes as normal.

## Conjunction Companions and Spheres of Might

Conjunction companions that possess the Battle Creature (form) talent taken twice may trade in their proficiency with all martial weapons for a martial tradition (see *Spheres of Might*).



## Conjunction Talent Types

Some talents are marked (form). Whenever you select a (form) talent, apply its effects to only a single companion. You may select (form) talents multiple times, but no more than once per companion, unless the talent says otherwise.

### Type Talents

A (type) talent counts as a (form) talent in all ways, except that an individual companion may only benefit from a single talent with the (type) descriptor (though an individual (type) talent may still be taken multiple times if so noted). A (type) talent might change the companion's creature type to a creature type stated in the talent, although it retains the (extraplanar) subtype. This does not change Hit Dice, skills, or grant any other benefits associated with the creature type in question, but the creature does count as the new type for all interactions such as what magic can affect it.



# Conjuration Talents

## Call The Departed

If your companion is reduced to 0 hit points and disappears, you may re-*summon* it by increasing the spell point cost of *summon* by one. The companion reappears at one quarter of its maximum hit points with 1 temporary negative level. Any other conditions or ongoing effects on the companion are removed. This negative level lasts until you rest to regain spell points but otherwise may not be removed. After using this talent you may re-*summon* the companion as normal without an increased cost, but if the target is reduced to 0 hit points and this talent is used on them again, the negative temporary levels stack. If the companion accumulates negative levels equal to its Hit Dice, it may not be *summoned* again until the negative levels are removed by resting to regain spell points. 1 Hit Die companions may be *summoned* by this ability once per day, but take a -1 penalty on all d20 checks in place of the negative level.

## Extra Companion

You gain an additional companion. Whenever you *summon* a companion, you must select only one of your companions, although you may have multiple companions *summoned* at once.

You may select this talent multiple times. Each time it is selected, gain another companion.

## Greater Summoning

When you spend a spell point to allow a companion to remain for 1 minute per caster level without concentration, it instead remains for 10 minutes per caster level.

## Link

You gain a telepathic link to each of your companions. So long as you are on the same plane as one of your companions, you may communicate with that creature over any distance.

## Mass Summon [mass]

When you *summon* a companion, you may spend an additional spell point to *summon* an additional companion that you possess. You must spend 1 additional spell point per companion, but may *summon* up to 1 additional companion, +1 per 5 caster levels you possess as part of the same action.

Additional costs to *summon* each companion must be paid separately, as well as spell points spent to allow the companions to endure without concentration. However, if you choose to maintain these *summoned* companions via concentration, you may maintain all companions *summoned* through Mass Summon as part of the same concentration action.

## Ranged Summoning [range]

When you *summon* a companion, they may appear in any square within close range, rather than only in an adjacent square.

## Spell Conduit

Your companions can deliver touch spells and sphere abilities for you. If you and one of your companions are in contact at the time you cast a touch spell or sphere ability requiring a melee touch attack, you can designate your companion as the “toucher.” You may touch a companion within your natural reach as a free action during your turn to initiate this contact; your companion may do the same during its turn. The companion can then deliver the touch spell or ability just as you would. As usual, if you cast another spell or sphere ability before the touch is delivered, the touch spell or ability dissipates.

You may take this talent a multiple times. If taken twice, the companion may be anywhere within close range of you when you cast the touch spell or ability and may also deliver ranged touch attacks, using its attack modifiers and serving as the effect’s point of origin. Each additional time this talent is taken, increase the range at which this ability functions by one step, to a maximum of long range.

## Spell-Linked Companions

When you target yourself with a sphere effect, you may spend an additional spell point to apply the effect to up to one Conjuration sphere companion, +1 companion per 5 caster levels. All affected companions must be within 5 feet + 5 feet per 5 caster levels. This ability may be used even on effects that normally can only target the caster.



## Form Talents

### Aligned Creature (form)

Your companion is connected to great forces of alignment, such as angels, devils, or other extraplanars. Choose one end of the alignment spectrum your companion possesses (good, evil, lawful, chaotic). Your companion becomes connected to that alignment, and may smite a target of its opposed alignment once per day, as the paladin class feature. Your companion may smite its opposed alignment an additional time per day for every 7 Hit Dice possessed.

### Altered Size (form)

Your companion increases or decreases permanently by 1 size category. A companion may gain this talent multiple times. The effects stack. A companion cannot become smaller than Diminutive or larger than Huge. Size changes cause the same changes as detailed in the Size Change Alteration talent.

### Amorphous Creature (form)

You may spend an additional spell point to choose a different base form for your companion each time you *summon* it. Any (form) talents that cannot be applied to the new base form become inactive until a valid base form is chosen.

### Animal Creature (form)

Your companion has the qualities of a great beast. It gains a +20 feet bonus to its land speed, as well as the scent ability. It gains an additional +10 feet bonus to its land speed for every 2 Hit Dice.

### Armored Companion (form)

Your companion gains armor as appropriate for its form and appearance (a suit of armor, a tougher hide, buffeting winds, etc.). Your companion gains a +2 armor bonus, +1 at every odd Hit Die beyond 1st.

### Avian Creature (form)

Your companion gains wings and a 30 feet fly speed with a maneuverability of average. This increases by 10 feet per 2 Hit Dice. Alternatively, your companion may gain flight through magical means: it does not gain wings, instead gaining a maneuverability of perfect. This then becomes a supernatural ability, and is subject to anti-magic fields and other such limitations.

### Battle Creature (form)

Your companion is learned in the ways of war. It gains proficiency with all simple weapons and when *summoned*, appears with up to 2 weapons it is proficient with (masterwork, but of unremarkable composition). These weapons gain a +1 enhancement bonus for every 3 Hit Dice possessed to a maximum of +5. A companion may gain this form talent twice. If gained a second time, it gains proficiency with all martial weapons and treats its Hit Dice as fighter levels when meeting the prerequisites for feats.

### Bestial (form)

Your companion gains a new set of natural attacks chosen from the list below. A companion must possess the prerequisite limbs and cannot already have a natural attack attached to that limb. A companion may gain this talent multiple times. Each time they gain this talent, they gain a new set of natural attacks.

- **One bite attack** (primary, 1d6 Medium, 1d4 Small, requires head).
- **Two claw attacks** (primary, 1d4 Medium, 1d3 Small, requires arms or the front pair of at least 4 legs).
- **One gore attack** (primary, 1d6 Medium, 1d4 Small, requires head).
- **Two hoof attacks** (secondary, 1d4 Medium, 1d3 Small, requires 2 legs, but creature must possess at least 4).
- **Two pincers** (secondary, 1d6 Medium, 1d4 Small, requires arms).
- **Two slam attacks** (primary, 1d4 Medium, 1d3 Small, requires arms).
- **One sting** (primary, 1d4 Medium, 1d3 Small, requires tail).
- **One tail slap** (secondary, 1d6 Medium, 1d4 Small, requires tail).
- **Two talons** (primary, 1d4 Medium, 1d3 Small, requires 2 legs and creature must be airborne to use).
- **One tentacle attack** (secondary, 1d4 Medium, 1d3 Small, no requirement).
- **Two wing buffets** (secondary, 1d4 Medium, 1d3 Small, requires wings).

### Boon Companion (form)

Your companion's abilities and Hit Dice are determined as if your caster level were 1 higher, increasing by +1 per 5 Hit Dice you possess. This bonus cannot cause you to have an effective caster level greater than your own Hit Dice.

### Camouflaged Companion (form)

Your companion may shift its coloration to mimic its environment, granting a circumstance bonus on Stealth checks equal to 1 + 1/2 the companion's Hit Dice. Additionally, the companion gains 1 rank in the Stealth skill per Hit Die; if it already possesses ranks in the Stealth skill, those ranks may be immediately re-trained at no cost.

### Capable Companion (form)

Your companion gains a bonus feat for which it qualifies, chosen at the time this talent is taken. This talent may be taken more than once for each companion; each time it grants an additional bonus feat to that companion.

### Climbing Companion (form)

Your companion may climb virtually any surface, no matter how slick or sheer. It can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The companion must have at least 3 limbs free to climb in this manner. The companion gains a climb speed of 20 feet, including the +8 racial bonus on Climb checks from having a climb speed; furthermore, it need not attempt Climb checks to traverse a vertical or horizontal surface (even upside down). A companion climbing this way retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. If the companion already possesses a climb speed, it gains a +10 feet bonus to that climb speed.







### Crafting Creature (form)

You may treat your companion as if it had the Cooperative Crafting feat and possessed all your Craft skill ranks and item creation feats. All Craft and Profession skills are class skills for your companion. This talent does not remove the need for your companion to have appropriate anatomy in order to be capable of crafting.

### Draconic Creature (form)

Your companion is draconic in nature. It gains a breath weapon which it may use once per 1d4 rounds. You must decide when this talent is gained whether your companion will breathe a 30-foot cone or a 60-foot line and whether it deals acid, cold, electricity, or fire damage. It deals 1d8 damage per 2 Hit Dice (minimum 1d8), and creatures may attempt Reflex saves (DC 10 + 1/2 Hit Dice + Constitution modifier) for half damage.

### Earth Creature (form)

Your companion is a creature used to living in the ground. It gains a 15 feet burrow speed and tremorsense 10 feet. Its burrow speed and tremorsense increase by 5 feet per 2 Hit Dice.

### Elemental Creature (form)

Your companion is a being attuned to a particular element. Choose either acid, cold, electricity, or fire. Your companion deals 1d3 damage of that element's type with all of its natural attacks. This damage increases by one die size per 5 Hit Dice.

### Explosive Companion (form)

When your companion is reduced to 0 hit points or fewer, it explodes in a burst of energy, dealing 1d6 damage per Hit Die to all creatures within 5 feet + 5 feet per 5 Hit Dice. This damage is either acid, cold, electricity, or fire, chosen when this talent is gained. A successful Reflex save vs. your Conjunction sphere DC halves this damage.

### Extra Limbs (form)

Your companion gains one of the following sets of limbs: a head, 2 arms, 2 legs, a tail. This does not automatically grant any additional attacks. See the Alteration sphere for descriptions of bonuses gained from these limbs. A companion may gain this talent multiple times. The effects stack.

### Extreme Situations (form)

Your companion suffers no harm from being in a hot or cold environment and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to attempt Fortitude saves. The companion's equipment is likewise protected. This does not provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

If your companion also possesses Avian Creature, it is acclimated to living at high altitudes and additionally can treat its altitude zone as one lower, plus an additional 1 zone lower per 7 Hit Dice.

If your companion also possesses Water Creature, it is immune to the pressures of the ocean and takes no damage from water pressure.

### Fortified Companion (form)

Your companion's Constitution increases by 2, +1 per 2 Hit Dice.

### Implement Bearer (form)

Your companion appears with an implement of a sphere chosen when this talent is gained. This implement gains a +1 enhancement bonus for every 3 Hit Dice possessed to a maximum of +5 (minimum +1). The implement may take any desired shape (a staff, a ring, etc.), and if the companion possesses another talent that grants it equipment (such as Battle Creature or Shield Bearer), it may choose to combine the benefits of the implement and the summoned equipment, creating one item that functions as both.

### Infectious Creature (form)

Choose one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. When a creature takes damage from a manufactured or natural weapon attack made by your companion, it must succeed on a Fortitude save with a DC of 10 + 1/2 your companion's Hit Dice + Constitution modifier or contract the disease immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. Regardless of the success or failure of this save, the creature is immune to further applications of this ability by your companion for 24 hours.

### Lingering Companion (form)

When you spend a spell point to allow this companion to remain for 1 minute per caster level without concentration, you may spend an additional spell point to allow it to remain for 1 hour per level instead. If you also possess the Greater Summoning talent, your companion instead remains for 1 day or until you rest to regain spell points, whichever comes first. Once you have spent a spell point to *summon* such a creature for a full day, you may dismiss and *re-summon* this companion at will without having to spend any additional spell points that day.

### Magic Attacks (form)

Your companion's natural attacks are treated as magic weapons for the purpose of overcoming damage reduction. At 7 Hit Dice they are treated as cold iron and silver for this purpose, and at 14 Hit Dice they are treated as adamantine.

### Magical Companion (form)

Your companion possesses powerful, natural magic. It is considered to possess the casting class feature with no casting tradition (natural casting) and uses Charisma as its casting ability modifier. Its Charisma increases by 1/2 its Hit Dice (minimum +1) and it gains a spell pool equal to its Charisma modifier, and a caster level equal to 1/2 its Hit Dice. The companion does not gain 2 bonus magic talents like most casters do, but may select magic talents with its feats. A companion can never possess the Conjunction sphere.

### Monstrous Attacks (form)

Your companion gains one of the following traits: Constrict (as the Tentacles talent from the Alteration sphere), grab, lunge, pull, poison (as the Vermin Transformation talent from the Alteration sphere), or trip.

This trait applies an effect or ability to one of its natural attacks. A companion may gain this talent multiple times, gaining a new trait each time. It cannot attach the same trait multiple times to the same natural attack.



### Dount (form)

This talent may only be applied to companions with a base form suitable to serve as a mount (usually quadruped, serpentine, or vermin, though others may be allowed at the GM's discretion). Your companion always acts on your initiative while you are mounted upon it and always appears equipped with a suitable military saddle for its form that does not count against its carrying capacity. You may mount such a companion as part of casting *summon* if the companion appears within your natural reach. You gain a +1 insight bonus on Ride checks while mounted on your companion. This bonus increases by +1 per 5 caster levels.

If your companion possesses a burrow speed or the earth glide ability, you may travel with it while mounted. This does not grant any ability to perceive your surroundings or any ability to breathe while underground.

### Mystical Companion (form)

Your companion gains a pool of ki points, supernatural energy it can use to accomplish amazing feats, as the unchained monk class feature. The number of points in your companion's ki pool is equal to 1/2 his Hit Dice + its Wisdom modifier (total minimum 1). As long as it has at least 1 point in its ki pool, its unarmed strikes and natural attacks are treated as magic weapons for the purpose of overcoming damage reduction. It may take ki powers from the unchained monk list in place of feats, using its Hit Dice in place of unchained monk levels for meeting prerequisites.

### Natural Aspect (form)

Your companion gains one of the following special monster qualities: Fast healing 1, leaping attack, pounce, rend, rock catching, rock throwing, or trample.

A companion may gain this talent multiple times. Each time it is gained, they gain a new trait from the list. See the Alteration sphere for a description of each ability.

### Powerful Companion (form)

Your companion's Strength increases by 2, +1 per 2 Hit Dice.

### Quick Companion (form)

Your companion's Dexterity increases by 2, +1 per 2 Hit Dice.

### Raging Companion (form)

Your companion gains the ability to rage, as the barbarian class feature, for a number of rounds per day equal to the higher of its Constitution modifier and its Hit Dice. While in rage, the companion gains a +4 morale bonus to its Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, it takes a -2 penalty to Armor Class. The increase to Constitution grants the companion 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a companion cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

The companion can end its rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. The companion cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. The duration of the fatigue or exhaustion expires even when the companion is not *summoned*. If the companion falls unconscious, its rage immediately ends, placing it in peril of dismissal from hit point loss.

The companion may take rage powers in place of feats, if it qualifies for them, using its Hit Dice in place of barbarian levels.

**Special:** If your GM permits, you may instead use the rage ability per the unchained barbarian, modifying the above ability accordingly.

### Ravenous Creature (form)

Your companion gains the swallow whole ability, allowing it to make a grapple attempt to swallow a creature that it has grappled at the start of its turn as a standard action. If the companion possesses a bite attack, a successful grapple check to swallow whole deals bite damage.

Each round the creature remains swallowed, it is dealt 1d6 bludgeoning damage plus an additional 1d6 acid damage per 3 Hit Dice (minimum 0d6). Your companion may swallow creatures up to one size smaller than itself. This trait may be taken twice; the second time allows your companion to swallow creatures up to their own size and grants a bonus to CMB and CMD equal to 1 plus 1 per 3 Hit Dice on grapple checks made to swallow creatures or to prevent them from escaping once swallowed. More than one creature may be swallowed at a time, but you may not exceed the maximum total size that can be swallowed, counting two Tiny creatures as one Small creature, two Small creatures as one Medium creature, etc.

A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can try to escape the grapple. The amount of cutting damage required to get free is equal to 1/10 the companion's total hit points. This damage is inflicted on the companion as normal.

The armor class of the interior of a creature that swallows whole is 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the companion receives healing equal to the damage dealt. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten (if the companion possesses a bite attack) or swallowed again.

### Resistant Creature (form)

Choose one energy type from the following list: acid, cold, electricity, fire, or sonic. Your companion gains energy resistance to that element equal to 5 + its Hit Dice. You may select this talent multiple times, granting energy resistance against a different element each time.

### Roguish Creature (form)

Your companion is a creature of guile. Your companion deals +1d6 sneak attack damage as the rogue class feature, which increases to +2d6 at 7 Hit Dice and +3d6 at 14 Hit Dice. In addition, your companion may select rogue talents as feats. At 10 Hit Dice, it can select advanced talents as feats.



### Sage Companion (form)

Your companion's Intelligence increases by 2, +1 per 2 Hit Dice and gains a bonus on skill checks to identify the abilities and weaknesses of creatures equal to half its Hit Dice (minimum 1). This increase stacks with the Skillful Companion talent. Your companion gains additional skill points from this increased Intelligence as usual.

### Sanguine Creature (form)

Choose one of the following abilities. This talent may be taken more than once; each time a different ability may be gained:

**Bleed:** Choose one natural attack your companion possesses. That attack inflicts 1d2 bleed damage. This bleeding can be stopped by a successful DC 15 Heal check or through the application of any magical healing. The die size of this bleed damage increases by one size for every 4 Hit Dice the companion possesses (1d3, 1d4, 1d6, 1d8, etc.).

**Blood Drain:** Your companion drains blood at the end of its turn if it grapples a foe, inflicting 1 point of Constitution damage. This damage increases to 1d2 at 5 Hit Dice, then one die size for every 5 additional Hit Dice thereafter (1d3, 1d4, etc.).

**Thirst:** Your companion gains 1 temporary hit point per Hit Die of the grappled creature whenever it uses its blood drain ability. These temporary hit points last for 1 minute per Hit Die of the companion and do not stack with other uses of this ability. The companion must have the blood drain option of this talent to be eligible to gain this ability.

### Shadow Creature (form)

Your companion is a being made of shadow. It gains darkvision 60 feet, low-light vision, and a +8 racial bonus to Stealth checks made in dim light or darkness. Your companion takes half damage from attacks and magic originating from corporeal creatures and only deals half damage to corporeal creatures with its own attacks and magic. However, your companion deals full damage to incorporeal creatures and suffers full damage from incorporeal creatures.

### Shield Bearer (form)

Your companion gains the shield proficiency feat, and when *summoned*, appears carrying a type of shield it is proficient with. If the creature possesses the Tower Shield Proficiency feat, this may be a tower shield. The shield is masterwork, but of unremarkable composition. This shield gains a +1 enhancement bonus for every 3 Hit Dice your companion possesses, to a maximum of +5.

### Shocking Creature (form)

Your companion can shock others, like an electric eel. As a standard action, your companion may make a melee touch attack that deals 1d8 plus 1d8 per 2 Hit Dice electricity damage. This touch attack does not provoke attacks of opportunity. If a creature successfully grapples this companion, the companion may use this ability as an immediate action, inflicting the damage with no attack roll, but allowing a Fortitude saving throw for half damage. If this companion is in water, this ability instead functions as a 10-foot radius burst centered on the companion; affected creatures are allowed a Fortitude saving throw for half damage. Creatures beyond 10-foot but within a 30-foot

radius takes half damage, with a Fortitude save for half damage. Once used, this ability cannot be used again for 1d4 rounds.

### Skillful Companion (form)

Your companion's Intelligence increases by 3 (raising its base Intelligence to 10), and it gains an additional skill point per Hit Die (raising its total to 3 per level). In addition, it gains 3 new class skills of your choice.

### Spell-Warded Companion (form)

Your companion gains spell resistance equal to 10 + its Hit Dice. This spell resistance does not apply to any effects originating from you.

### Stinking Companion (form)

Your companion gains one of the abilities listed below.

This talent may be taken more than once; each time a different ability may be gained:

**Nauseating Spray:** As a standard action your companion may spray noxious chemicals in a 15-foot cone. Any creature in this cone must succeed at a Fortitude save with a DC of 10 + 1/2 Hit Dice + Constitution modifier or be sickened for 1d6 rounds. This is a poison effect.

**Stench:** Your companion secretes a stinking chemical offensive to most living things. Any creature other than you adjacent to your companion must succeed at a Fortitude save or be sickened until 1d6 rounds after they are no longer adjacent. A creature that saves against this effect is immune to any instance of it from the same companion for 24 hours. This is a poison effect.

### Superior Senses (form)

Your companion gains either darkvision 60 feet, low-light vision, or the scent ability. If your companion possesses darkvision from another source, increase its range by 30 feet. If it already possesses the scent ability, it may either increase its range to 60 feet or gain the keen scent ability.

**Keen Scent:** The companion can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Additionally, if you or your companion possesses any of the following spheres, you may choose the following special senses instead of one listed above:

**Dark Sphere:** Your companion may gain the see in darkness ability. You must spend 1 additional spell point as part of your *summon* to grant your companion the benefit from this ability.

**Life Sphere:** Your companion may gain lifesense 30 feet. The creature notices and locates living creatures within range, just as if it possessed the blindsight ability. You must spend 2 additional spell points as part of your *summon* to grant your companion the benefit of this ability.

**Mind Sphere:** Your companion may gain thoughtsense 30 feet. This ability functions similarly to blindsight. *Nondetection*, *mind blank*, and similar effects can block thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1-2) creatures, but otherwise provides no information about the creatures it detects. You must spend 2 additional spell points as part of your *summon* to grant your companion the benefit of this ability.

**Nature Sphere ((earth) package):** Your companion may either gain the ability to see through up to 5 feet of dirt and stone or gain tremorsense 30 feet. You must spend 1 additional spell point as part of your *summon* to grant your companion tremorsense. A companion with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

**Nature Sphere ((fire) package):** Your companion may gain the ability to see through both magical and mundane smoke, ignoring the miss chance for these obstructions, up to its normal range of vision.

**Nature Sphere ((metal) package):** Your companion gains the scent metal ability. This ability functions much the same as the scent ability, except that the range is 90 feet and the companion can only use it to sense metal objects (including creatures wearing or carrying metal objects). If the companion already has the scent ability, increase the range of this ability by the companion's scent range.

**Nature Sphere ((plant) package):** Your companion can see through thick plant matter as though it were transparent, with a range of 30 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the companion's sight, though solid wood still blocks its line of sight.

**Nature Sphere ((water) package):** Your companion may see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

**Telekinesis Sphere:** Your companion may gain touchsight 30 feet. You must spend 2 additional spell points as part of your *summon* to grant your companion the benefit from this ability. Your companion may ignore invisibility, darkness, and concealment, though it must have line of effect to a creature or an object to discern it. It does not need to attempt Perception checks to notice creatures; it can detect and pinpoint all creatures within 30 feet.

A companion may gain this talent multiple times. Each time it gains this talent, select a new sense or increase the range of their darkvision by 30 feet. If a selected ability requires an additional spell point cost, the caster must choose to grant the ability and pay the cost each time the companion is *summoned*.

### Thorned Companion (form)

The companion grows spines, quills, or thorns. These may be treated as armor spikes of their size (1d6 Medium, 1d4 Small, 20x2, piercing) but may be enhanced as natural weapons and may be wielded as a secondary natural weapon if beneficial. The companion is automatically proficient with these spikes. This talent may be taken a second time, allowing the companion to launch spines as a thrown weapon (1d6 Medium, 1d4 Small, 20x2, piercing) with a range increment of 20 feet. The companion may draw the spines as a free action and throw them for any attacks it is entitled to normally. Launched spines regenerate at the end of its turn.

### Transformative (form)

Your companion can change its appearance at will. It gains Disguise as a class skill and can attempt Disguise checks as a standard action. This is a spell-like ability, with a caster level equal to its Hit Dice.

### Trapbreaking Companion (form)

Your companion is a natural talent for the trapbreaker's art. The companion adds 1/2 its Hit Dice to Perception checks made to locate traps and to Disable Device checks (minimum +1). The companion can use Disable Device to disarm magic traps. It may take rogue talents in place of feats, if it qualifies for them, using its Hit Dice in place of rogue levels. At 10 Hit Dice, it can select advanced talents as feats.

### Water Being (form)

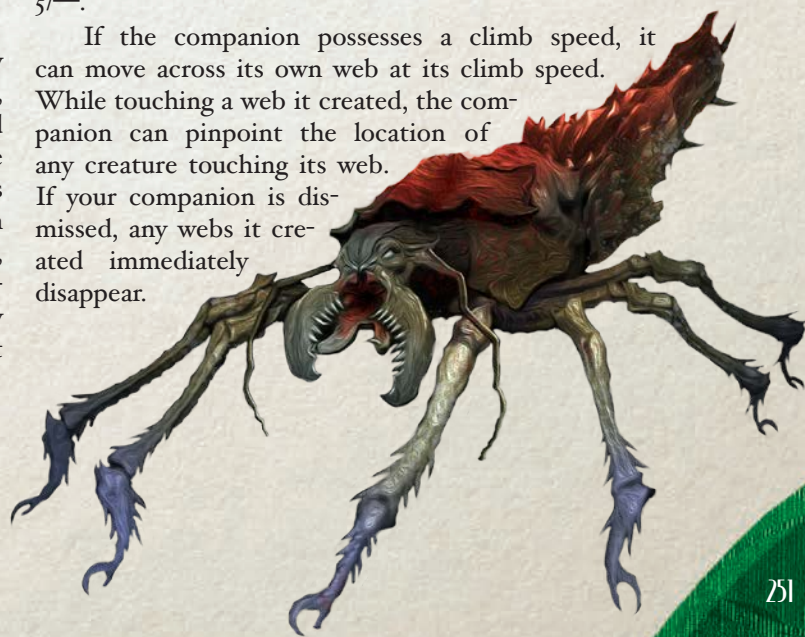
Your companion gains a 30 feet swim speed, the ability to breathe underwater, and blindsense 15 feet (only in water). For every 2 Hit Dice, the swim speed increases by 10 feet and the blindsense increases by 5 feet.

### Web Spinner (form)

Your companion gains the ability to use webs to support itself and up to one additional creature of the same size. In addition, it can throw a web up to once per minute as a standard action. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the companion. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 the companion's Hit Dice + the companion's Constitution modifier. Attempts to burst a web by those caught in it take a -4 penalty.

The companion can create sheets of sticky webbing in adjacent squares up to three times its size (so a Medium companion can create a sheet that is 15-foot-by-15-foot.). Doing so requires a full-round action and counts as having used its web. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the companion that created it and DR 5/—.

If the companion possesses a climb speed, it can move across its own web at its climb speed. While touching a web it created, the companion can pinpoint the location of any creature touching its web. If your companion is dismissed, any webs it created immediately disappear.





### Willful Companion (form)

Your companion's Wisdom increases by 2, +1 per 2 Hit Dice. In addition, whenever your companion rolls a Will saving throw, it may roll twice and take the higher result. If it may already roll twice and take the higher result, it instead rolls three times.

## Type Talents

### Constructed (type)

Your companion is mechanical in its nature, whether it is a full construct or a modified biological creature. The companion gains the construct creature type. The companion gains moderate fortification and DR 2/adamantine +1 per 3 Hit Dice.

You may take this talent twice. If taken twice, your companion gains heavy fortification, DR 3/+1 per 3 Hit Dice, and your companion no longer needs to breathe, granting it immunity to drowning, suffocation, or gas-based effects.

### Fey Companion (type)

Your companion has strong ties to the Faerie. The companion gains the fey creature type. The companion gains DR 2/cold iron +1 per 5 Hit Dice, +1 saves vs. charms and sleep +1 per 5 Hit Dice.

You may take this talent twice. If taken twice, your companion's bonuses improve to DR 3/cold iron +1 per 3 Hit Dice, +1 saves vs. illusions and mind-affecting effects +1 per 3 Hit Dice.

### Ooze Companion (type)

Your companion mimics the properties of oozes. The companion gains the ooze creature type. Your companion can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing. The companion gains moderate fortification.

You may take this talent twice for a given companion. If taken twice, your companion gains heavy fortification, and your companion can engulf creatures in its path. As a standard action, the companion may move up to its speed and attempt to engulf any creature smaller than itself that is in its path. It cannot make other attacks during a round in which it engulfs. The companion merely has to move over its opponents, affecting as many as it can cover.

Targeted creatures can make attacks of opportunity against the companion, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + 1/2 Hit Dice + Strength modifier) to avoid being engulfed—on a success, they are pushed back or aside (companion's choice) as the companion moves forward. Engulfed creatures gain the pinned condition, are in danger of suffocating, are trapped within the companion's body until they are no longer pinned, and take slam damage from the companion each round (1d4 Medium, 1d3 Small if no slam attack is possessed). An engulfed creature may attempt to escape as if escaping a pin.

### Planar Creature (type)

Your Conjunction companion is strongly tied to the alignment planes. Choose one of the following alignment groups. Your companion gains two of the options listed under that alignment group. Taking this talent a second time grants the remaining two options under that alignment.

### Anarchic

- DR 2/lawful (increasing by +1 per 5 Hit Dice)
- Energy resistance (acid, electricity, sonic) equal to 1/2 Hit Dice
- +1 saves vs. mind-affecting effects (increasing by +1 per 5 Hit Dice)
- Attacks count as chaotic for the purpose of overcoming damage reduction.

### Axiomatic

- DR 2/chaotic (increasing by +1 per 5 Hit Dice)
- DR vs. nonlethal damage equal to 1/2 Hit Dice
- +1 saves vs. death effects (increasing by +1 per 5 Hit Dice)
- Attacks count as lawful for the purpose of overcoming damage reduction.

### Celestial

- DR 2/evil (increasing by +1 per 5 Hit Dice)
- Energy resistance (acid, cold, electricity) equal to 1/2 Hit Dice
- +1 saves vs. disease (increasing by +1 per 5 Hit Dice)
- Attacks count as good for the purpose of overcoming damage reduction.

### Fiendish

- DR 2/good (increasing by +1 per 5 Hit Dice)
- Energy resistance (cold, fire) equal to 1/2 Hit Dice
- +1 saves vs. poison (increasing by +1 per 5 Hit Dice)
- Attacks count as evil for the purpose of overcoming damage reduction.

### Plant Creature (type)

Your companion mimics the properties of plants. The companion gains the plant creature type. The companion gains low-light vision and a +2 bonus on saves against paralysis, poison, polymorph, sleep, and stunning effects. This bonus increases by +1 per 2 Hit Dice.

You may take this talent twice. If taken twice, your companion gains a +2 bonus on saves against mind-affecting effects that increases by +1 per 2 Hit Dice, immunity to paralysis, poison, polymorph, sleep, and stunning effects, and no longer requires sleep.

### Undead Creature (type)

Your companion mimics the properties of undead. It is healed by negative energy and harmed by positive energy. The companion gains the undead creature type. The companion also gains +2 channel resistance, as well as a +2 bonus on saves against disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning. These bonuses and channel resistance increases by +1 per 2 Hit Dice. You may take this talent twice. If taken twice, your companion gains immunity to disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning, and your companion no longer needs to breathe, granting it immunity to drowning, suffocation, or gas-based effects.



# Creation

You may alter and create physical materials.

## Alter

*Altering* an object is a standard action and requires you to touch the object to be *altered*. *Alter* is subject to spell resistance. You cannot *alter* an animate target (such as a golem or animated object) and the object must be non-magical and unattended (not held, worn, or part of a creature's equipment). While some talents may affect these limitations, artifacts can never be *altered*.

When you gain the Creation sphere, you may *alter* objects in the following ways:

### Destroy

You deal damage to the object equal to  $1d4 + 1/2$  your caster level. This bypasses all hardness. An object reduced to less than half its hit points gains the broken condition.

### Repair

You may repair a damaged object, healing it for a number of hit points equal to  $1d4 + 1/2$  your caster level. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points.

This ability cannot restore warped or transmuted items, but it can still repair damage done to such items.

## Create

As a standard action, you may spend a spell point to *create* a non-magical, unattended object out of vegetable matter such as wood, hemp, or cotton in either your hand or an adjacent square. You may *create* objects with multiple materials, provided you can *create* all the materials required. Adamantine cannot be *altered* or *created*, except for the Repair and Destroy abilities.

The object may be of equivalent size to one Small object per caster level (see chart below) and lasts as long as you continue to concentrate, to a maximum of 1 minute per caster level. When *creating* an object you may spend an additional spell point to allow that object to persist for 1 minute per caster level without concentration. A *created* object may be dismissed as a standard action.

If the *created* object is especially large, it must begin in an adjacent square and must be completely contained within close range. You may choose to *create* objects that can be moved easily, or can *create* objects that are anchored to an unattended

surface large enough to hold that part of the object (such as a bridge being anchored to both sides of a gap, or a wall growing out of the ground). You cannot *create* an object directly onto a creature or attended object (summoning manacles onto someone's wrists, etc.).



When attempting to break an object that does not have a predetermined Break DC, the Break DC is equal to  $10 +$  the object's hardness  $+1$  per inch in the item's thickness. For example, a 2-inch thick stone wall would have a Break DC of  $10 + 8$  hardness  $+ 2$  inches, or DC 20.

Generally speaking, you cannot *create* alchemical items, poisons, materials that deal damage on contact or items that carry special properties or knowledge you do not possess (rare herbs, the key to a lock you did not construct, etc.). While simple objects such as candles, folds of cloth, simple furniture, or basic weapons are easy to *create*; particularly complex objects (mechanics, crossbows, objects with moving parts) require a Craft check made against the object's Craft DC. Likewise, non-magical common herbs can be *created* through a successful Knowledge (Nature) check, such as wolfsbane or the night tea plant. For herbs and items with no predetermined Craft DC, the check DC is assumed to be equal to  $10 +1$  per 5 gp in the item's cost, though any items with a DC above 15 cannot be made. Failure means the object comes into being broken and unusable, or otherwise incorrect.

A DC 15 Appraise check reveals the object as a magical fake. Fabricated objects have a lingering magical aura that can be detected as magic, although the objects themselves are not magical.

**Table: Object Materials**

Substance	Hardness	Hit Points
Glass	1	1/in. of thickness
Paper or cloth	0	2/in. of thickness
Rope	0	2/in. of thickness
Ice	0	3/in. of thickness
Leather or hide	2	5/in. of thickness
Wood	5	10/in. of thickness
Stone	8	15/in. of thickness
Iron or steel	10	30/in. of thickness
Mithral	15	30/in. of thickness
Adamantine	20	40/in. of thickness

There are dozens of ways a *created* object can interact with the world, and many of the details of those interactions are determined by the GM. The following notes, however, include clarifications about various types of *created* objects.

**Falling Objects:** Objects that fall upon characters deal falling damage based on their size according to **Table: Object Size**.

Objects made of stone or harder substances deal double falling damage, while soft object such as cloth deal half falling damage. An object falling less than 30 feet also deals half falling damage, while an object falling more than 150 feet deals double falling damage. These multipliers stack; a stone object falling

150 feet would deal  $\times 4$  damage, while a cloth object falling 20 feet would deal  $1/4$ th damage. A falling object takes the same amount of falling damage as it deals, and no falling object can deal more than  $20d6$  falling damage. Additional damage, such as through *enhancements*, acid coatings, etc., is not multiplied or divided by hardness or falling distance.

Dropping an object on a creature is considered an attack with a ranged weapon with a range increment of 20 feet. This distance is measured from the object's starting point to the target's square, rather than the distance between you and the target. When making an attack roll with a falling object, use your Intelligence instead of your Dexterity when calculating your attack bonus.

When dropping an object on a target that is larger than the dropped object, make an attack roll against their AC. This is similar to a weapon attack. When dropping an object that is the same size or larger than the target, make an attack roll against their touch AC. This is similar to using an indirect-fire siege weapon, and carries some additional rules:

When using a Large or larger object like an indirect-fire siege weapon, the object targets a creature in a square, but also deals half its falling damage as splash damage to additional creatures within 5 feet + 5 feet per size category above Large of the object being dropped.

When using a dropped object of Medium size or larger like an indirect-fire siege engine, you may target a grid intersection instead of a creature like you can with a splash weapon, in which case direct damage is not dealt and splash damage (if any) affects creatures as normal. Also, like a splash weapon, if you miss with a dropped object, the object veers off course one space per range increment. Roll a  $d8$  to determine the direction in which the object veered off-course, just as with a splash weapon.

A dropped, hard, non-wall/covering object larger than the creatures underneath it will push creatures out of the area where it fell to the nearest unoccupied spaces, while objects the same size or smaller would themselves move to the nearest unoccupied spaces. Walls and coverings larger than the objects underneath them function as catches, described below. A dropped soft non-covering object, such as a large bundle of cloth, that is larger than the creatures underneath it neither moves creatures nor becomes a catch, and instead forces the targets to pass a Reflex save or be knocked prone and buried underneath the object itself.

**Falling Weapons:** Weapons deal their normal damage instead of their object size damage when dropped on a target and their damage is not multiplied for hardness, although it is still multiplied for distance. Falling weapons are never treated as indirect siege weapons, and always target AC rather than touch AC. Dropping a giant spike is the same as dropping a greatsword.

**Buried:** When a target is buried in material, such as from large cloth objects as mentioned above, they suffer  $1d6$  points of nonlethal damage per minute while buried, which becomes lethal damage when their nonlethal damage equals their hit points. A creature may clear material equal to five times their heavy load limit per minute, or per 30 seconds if using an appropriate tool such as a pick, crowbar, or shovel. The amount of stone or heavier material that fills a 5-foot-by-5-foot area

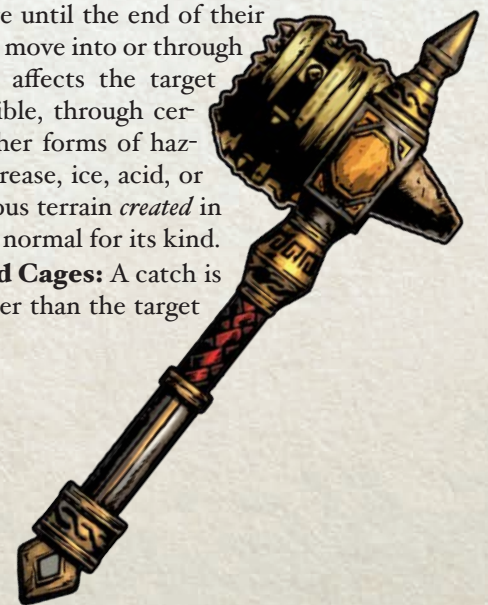
weighs about 1 ton (2,000 pounds), with wood and softer materials such as cloth weight half that amount. A buried character cannot unbury itself, but may attempt to free itself with a Strength check or Escape Artist check against a DC equal to 5 + the Reflex save DC they failed that buried them.

**Walls and Coverings:** When creating walls, coverings, or other objects that are particularly thin but cover a large area, a section of 20-foot-by-20-foot cloth is considered a Small object (1 hit point), while a wall 10-foot-by-10-foot and 1 inch thick counts as a Small object. Adding spikes or other such decorations to a 10-foot-by-10-foot wall makes it count as a Medium object, and doubling the thickness of a wall or covering counts as doubling its size. When dropping a wall or covering onto an area, damage is dealt to all spaces the wall or covering strikes, but damage is determined by the thickness, rather than the overall size, of the object (dropping a spikeless wall 1-inch thick onto a target counts as striking them with a Small object, no matter how large the wall may actually be in total). Additionally, you cannot target specific creatures with a wall or covering; only splash damage can be dealt over the affected area. Coverings made of soft materials such as cloth dropped less than 30 feet do not deal damage.

**Spikes and Hazardous Ground:** You may *create* spikes on an object or the ground that deal damage to targets who run into or pass over them. If a target is pushed onto spikes (such as through a successful bull rush) or steps onto them, make a touch attack roll against the target using your caster level as your attack bonus. If successful, the target suffers piercing damage equal to your caster level (minimum 1) and has its land speed reduced by half if the wound was administered to its feet. This movement penalty lasts for 24 hours or until the creature is treated with a DC 15 Heal check or receives at least 1 point of fast healing/magical healing/regeneration. A charging or running creature must immediately stop if it enters an area covered in spikes. A creature may move at half speed through this area without risking damage to itself. Spikes added to a dropped object do not increase the damage of the falling object, though spikes added to a wall count as increasing its size as mentioned above.

When placing spikes or any other form of hazardous terrain directly underneath a target, they are allowed a Reflex saving throw. Success means they suffer no effect from the hazardous terrain in that square until the end of their next turn. Attempting to move into or through such hazardous squares affects the target normally. It is also possible, through certain talents, to *create* other forms of hazardous terrain, such as grease, ice, acid, or other materials. Hazardous terrain *created* in this fashion functions as normal for its kind.

**Catches, Nets, and Cages:** A catch is any wall or covering larger than the target





underneath it that is dropped on a target and then rests on top of them to impede their movement. A net is a catch made from cloth, rope, chains, or other pliable materials that is the same size as the target underneath it. A cage is a wall or covering that is wrapped around a target so as to impede their movement without dealing falling damage first.

A net functions the same as the exotic weapon of the same name. A catch is similar to a net in that targets underneath it are entangled, but escaping a catch is as easy as moving out from underneath it, in addition to breaking it through dealing damage or making a Strength check.

Cages, on the other hand, do not deal damage, but are also much harder to escape. While it is possible to box someone in with walls and a ceiling, if those walls are not at least 10 feet away from the target on all sides, the target is allowed a Reflex save to immediately move to the nearest unoccupied space on the outside of the cages. Creating a cage 1-inch thick that occupies the same space as a creature is considered the same as creating an object one size larger than the target creature. No matter how small a cage might be, a target may always make attack rolls and Strength checks unimpeded against any cage *created* around them (with the usual DC of 10 + the object's Hardness +1 per inch in the item's thickness), though the inside may be covered in spikes as a wall at the usual cost of increasing its effective size (or be coated in acid or other harmful materials if you possess the appropriate talents) to discourage such attacks and checks. Targets are not damaged by the material unless they make such attacks or checks.

**Table: Object Size**

Object Size	Minimum Caster level (number of Small objects contained)	Example Objects	Maximum Weight (lbs.)	Falling Damage (to both object and target)
Small	1	Chair	25	1d6
Medium	2	Table	125	1d8
Large	4	Statue	625	2d6
Huge	8	Wagon	3,125	3d6
Gargantuan	16	Catapult	15,625	4d6
Colossal	32	Ship	78,125	5d6
Colossal+	64	Tavern	390,625	6d6

**Table: Weapon Sizes**

Weapon Type	Size Adjustment (From Size of Intended Wielder)
Shuriken, needles, etc.	Four sizes smaller
Ammunition, daggers	Three sizes smaller
Light weapons	Two sizes smaller
One-handed weapons	One size smaller
Two-handed weapons	Same size

## Creation Talent Types

Some Creation talents are designated (alter) talents. These grant you new ways to *alter* objects.

### Material

Some Creation talents are designated (material) talents. These talents expand the list of the types of materials that can be *altered* or *created*.

## Creation Talents

### Altering Burst

You may *alter* all unattended non-magical objects in a 10-foot radius around yourself. You may only affect objects half the size of your usual maximum. If you spend a spell point, you may *alter* objects up to your normal size limitation as per your caster level and increase the radius to 20 feet. You may choose any number of materials that you can *create* within this area to be affected. (For example, you may choose to Destroy a stone wall while leaving the wooden dresser resting against it unharmed.)

If you possess Distant Creation, you may center this effect anywhere within range. If you possess Potent Alteration, when spending a spell point to *alter* bigger objects in a larger area, you may *alter* up to one attended and/or magical object for every 4 caster levels you possess that remains within the size limitations of the effect in addition to other objects in the area.

### Created Momentum

When creating an object and dropping it on a target at the same time, the falling object never deals half damage for distance, no matter how short the fall, and only needs to fall 75 feet to deal double damage. Additionally, you may *create* an object and hurl it sideways or even upwards, making attacks with it in a manner similar to a projectile ranged weapon. When used in this way the weapon does not deal increased damage for distance fallen, but has a range increment of 40 feet when determining range penalties, determined from the location where it is *created*. If it is *created* adjacent to yourself, you may use Dexterity instead of Intelligence as normal when calculating your ranged attack bonus.

### Distant Creation [range]

When you *create* an object, you may *create* the object anywhere within close range, and the object needs to be completely contained within medium range. When you *alter* a target, you may do so with a ranged touch attack with a maximum range of close. You may select this talent multiple times. Each time it is taken, increase all of these ranges by 1 step (close to medium, medium to long).

### Divided Creation [mass]

When creating an object, you may instead *create* multiple objects within range. Each *created* object must be of the same general type (suits of armor, wall sections, catapults, etc.), and the total size of all *created* objects cannot exceed your maximum *creation* size. Alternatively, you may *create* a single 'object' that would normally consist of a multitude of parts (i.e., if creating a tavern with this talent, it would appear with chairs, beds, barrels, etc.).



Just as two Small objects counts as a Medium object and two Medium objects counts as a Large object, two Tiny objects count as a Small object, two Diminutive objects count as a Tiny object, etc. You may drop multiple objects as an attack, but each object must target a different square (up to 4 objects that are Tiny or smaller can target a single square, but any attack roll is done once for each object). A creature may be targeted only by as many falling objects as could target any square or squares the creature occupies.

Alternatively, you may attempt to drop enough small objects to bury a target, creating a cave-in or a similar effect on top of them. This deals damage as normal for a single falling object of whatever material is chosen, but also has the chance of burying the target as if the dropped material were a soft material such as cloth.

### Exquisite Detail

Items you *create* are more intricate, and much harder to identify as fakes. The DC 15 limitation on how high skill checks can reach is removed, allowing you to attempt skill checks of any difficulty. When making skill checks to *create* especially expensive and difficult objects you may use your casting ability modifier in place of your Intelligence for the Craft check, and the DC becomes 10 + 1 per 5 gp in its cost to a maximum of 50 gp, or DC 20 + 1 per 200 gp in its cost if its cost is above 50 gp. Additionally, you may add your caster level to the Appraise DC required to detect objects you *create* as magical fakes. Those attempting to detect magic on your *created* objects must attempt a magic skill check to detect any lingering creation auras.

### Instill Alteration [instill]

As a standard action you may touch a small container of liquid and instill an *alter* effect inside it, which functions as an oil. Effects that do not cost a spell point have their cost increased to 1 spell point when used in this manner.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is *created*. You cannot instill multiple effects in a single liquid, nor *create* multiple instilled liquids with a single action.

### Larger Creation

You may spend an additional spell point when *altering* or *creating* an object to double the size, letting you *alter* or *create* up to the equivalent of 2 Small objects (1 Medium object) per caster level.

### Lengthened Creation

When you *alter* or *create* an object, you may spend a spell point to make the object or effect remain for 1 hour per caster level without concentration.

### Mass Liquid Generation

You may *create* water even if you do not possess Expanded Materials.

When attempting to *create* a liquid, you can treat 5 cubic feet as a Small object. By spending an additional spell point when using *create* to fill an area with a non-harmful liquid, you may instead treat a full 5-foot cube (125 cubic feet) as a Small object.

### Potent Alteration

Increase the amount of damage dealt or damage healed when you use your Destroy or Repair ability to 1d6 + your caster level.

When *altering* an object, you may spend an additional spell point to affect magical objects, attended objects, or constructs. While this means you may Repair damaged or destroyed magical items, you cannot restore the magic to such an object unless your caster level is at least equal to the item's caster level. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be Repaired in this way.

If used against an attended object, this requires a touch attack, and the creature attending the object can attempt a Will save to negate. If used against an animate object, this is a touch attack but does not grant a saving throw. If the object or object's wielder is unwilling, they are also allowed a Fortitude save to halve the damage (in the case of Destroy) or otherwise negate the effect.

### Practiced Creation

You may increase the casting time of any *create* effect by 1 step to reduce the spell point cost by 1 (to a minimum of 0). An object *created* through Practiced Creation can only be maintained through concentration.

### Precise Destruction

When using your Destroy *alter* ability, you may target the moving components of a lock in lieu of targeting the whole





lock, allowing you to disable it without destroying the entire device. When attempting to disable a complex device or lock you may attempt Disable Device checks as if it was a class skill using your caster level in place of skill ranks and your casting ability modifier in place of Dexterity. Doing so requires a standard action, regardless of how long a typical Disable Device check would take. If you possess Potent Alteration you may spend a spell point to disarm magical traps.

### Replication

By spending an additional spell point when you *create* an object less than half of your maximum size, you may delay your creation so that rather than *create* a single object once, it *creates* a multitude of identical objects over time. The total size of all *created* objects cannot exceed double your *create* maximum size. You must set a parameter when this effect is *created* for when and where within range the items are *created*; (for example, creating a new arrow in a quiver whenever the previous arrow is removed, or dropping a new anvil each round onto a target location, determined at the time of casting). This continues for the duration of the *create* effect or until the maximum size (or another non-standard limit) has been reached, whichever comes first. A *replication* effect cannot *create* more than 1/4th of its maximum size in a single round, and cannot drop items on or encase a single target multiple times in the same round.

Using this talent allows the *create* effect to persist for 1 minute per caster level without concentration at no additional cost.

### Restrictive Casing

When attempting to *create* a cage that occupies the same space as a creature, you may spend an additional spell point to *create* a full-body confinement cage. Treat a 1-inch thick cage *created* in this fashion as an object the same size as the creature. The target may still breathe and may still attempt Strength checks to escape, but are otherwise unable to attack the cage or take any action which requires physical movement. If spikes or harmful materials are applied to the inside of such a full-body confinement cage, the target suffers damage each round they remain inside the cage.

Additionally, you may *create* non-harmful objects directly on a creature. An unwilling target is always entitled a Reflex save to avoid having an object *created* directly on them, causing the object to fall harmlessly to the ground. (For example, you may *create* manacles on a target's wrists, but if they succeed at a Reflex save the manacles miss and fall to the ground.)

When using this talent, *create* becomes subject to spell resistance.

## Alter Talents

### Change (Material) (alter)

You may spend a spell point to *alter* an object, changing its composition from one material to another for 1 round per caster level. Both the material you are affecting and the material you are changing it into must be materials you can *create* (i.e., you must possess the Expanded Materials talent to work with objects other than vegetable matter) and the object cannot exceed your maximum creation size, although you may target part of an object (such as a section of wall). When the duration expires, the object returns to its normal material, although any

damage sustained while *altered* remains after it returns to its original material.

### Forge (alter)

You may spend a spell point to shape material. This is an instantaneous effect, as you are literally changing the shape of the material in question (i.e., it has no duration, and cannot be dispelled once finished). You can only affect materials you can *create* (i.e., you must possess the Expanded Materials talent to work with materials other than vegetable matter), and you may only make crude changes such as forming walls, trenches, doors, coffers and other basic shapes. Detailed work (such as forging armor) is not possible, and there is a 30% chance that anything with moving parts simply does not work. You may affect targets up to your normal creation size, but when working with a mineral (stone, metals, gems, etc.) the size you may affect is reduced by half.

### Magnify/Minimize (alter)

You may *alter* an object's size for 1 minute per caster level. When using *alter* you may cause any object you may affect to increase or decrease by 1 size category. This doubles or halves the object's height and width and multiplies or divides its weight by 8.

By spending a spell point, you can increase the number of steps you may enlarge or shrink an object by 1 + 1 per 5 caster levels (to a maximum of Colossal and a minimum of Fine).

Effects which depend upon a target object's size which would not function due to size alterations are automatically suppressed, continuing to count down their duration as normal, when the object no longer meets the size requirements.

Worn items affected by Magnify/Minimize impede their wearer. Magical armor and clothing made too large or small make movement difficult and treat the wearer as if they were encumbered with a heavy load. Non-magical worn equipment made too small forces the wearer to attempt a Strength check (with a +2 bonus per size category change of the equipment) against the Break DC of the object. Success destroys the object while failure results in encumbrance as if it was a magical item. Non-magical equipment made too large may encumber the target or simply fall to the ground if made 2 or more sizes too large. Other effects of similar severity may occur at the GM's discretion.

If cast on a qualifying creature using Potent Alteration, the target creature gains the same adjustments as if the Size Change Alteration talent had been used on them to adjust them to the target size.

### Rigidity (alter)

You can spend one spell point to manipulate how rigid an object is. You cannot *alter* an object that is larger than you can *create* and the normal restrictions apply. This talent has no effect on gases or liquids, or creatures without hardness as a defensive ability.

Increasing an object's rigidity improves its hardness by up to 1 per two caster levels (minimum +1), but decreases its hit points by 2 per inch per point of hardness increase, as the object's structure becomes harder, but is in turn more prone to shattering. Objects cannot be reduced to less than 1 hit point (walls cannot have less than 1 hit point/inch of thickness), and



the bonuses to hardness stop when the minimum amount of hit points is reached.

Decreasing an object's rigidity lowers its hardness by up to 1 per 2 caster levels (minimum -1), but increases its hit points by 2 per inch per point of hardness lost, as the object's structure becomes more flexible, but it is no longer as able to resist damage as the original. Objects cannot be reduced to a hardness lower than 0, and the bonuses to hit points stop when the minimum hardness is reached.

This effect lasts for one minute per caster level. If you possess Lengthened Creation you may use it to extend the duration as normal. You may affect a *created* object with rigidity with the same action used to *create* the object.

### Transparency (alter)

You may convert any material into a more transparent version of itself as long as you concentrate for up to 1 minute per caster level, but you may always spend a spell point to allow the effect to remain without concentration for its maximum duration.

This does not affect the object's composition, hardness, or have any effect other than offer a clear view through the object. The object may be of any size of which you can *create* or, if larger, may be as large as a two square feet per caster level that can penetrate up to 1 foot of material per caster level.

You may choose to affect the object's opacity in a way that allows peering through an object while remaining unobserved from the other side. When used in this way, Perception checks through the object suffer a -4 penalty, but it requires a DC 15 Perception check to notice that the object is see-through from the other side. If you possess Exquisite Detail, the penalty to Perception decreases to -2 and the Perception DC to notice that the object is transparent increases by your caster level. If you possess Lengthened Creation you may use it to extend the duration as normal. You may affect a *created* object with transparency with the same action used to *create* the object.

## Material Talents

### Acidic Creation (material)

By spending an additional spell point when you *create* an object, you may work with material with basic acidic properties. You may *create* acidic liquids (3 cubic feet equals a Small creature, and is enough to cover a 5-foot square).

If used to coat an object, this deals 1d6 acid damage per round to any target that is touching the object. If used to coat the ground, this counts as a form of hazardous terrain, and

deals 1d6 acid damage per 5 feet of movement a creature makes across the affected ground. If applied to an object that is dropped on a target or used to make attacks, this deals +1d6 acid damage. You may coat an object in acid with the same action used to *create* that object.

When creating acid, you may attempt to spray or drop the acid in a way that covers a target. Attempting to cover a target in acid requires acid equal to the target's size, or double if you wish to spray both the target and cover the ground underneath it. Targets may attempt a Reflex save to avoid being covered in acid, and if they fail, suffer 1d6 acid damage +1d6 per 2 caster levels, per round. Targets may attempt one new Reflex save every round as a move action to clean away the acid and end the effect. They may also clear away the acid as a full-round action that provokes an attack of opportunity without requiring a saving throw.

Acid loses its potency and deals only minimum damage after 1 round per caster level. If you possess Lengthened Creation, this improves to 10 minutes per caster level.

If you possess Gaseous Generation you may *create* acidic gases. These follow the rules of Gaseous Generation for determining volume, but at half the normal size. This acidic gas deals 1d6 acid damage per round, and an additional 1d6 damage for every four caster levels beyond 1st. When an acidic gas loses its potency it is dispersed entirely.

### Alchemical Creation (material)

You may *create* items that require processing, such as alchemical items and poisons. You may spend 1 spell point to *create* an alchemical item or poison worth up to 25 gp per caster level. This functions exactly as the normal alchemical item or poison, except that any DC is 10 + your casting ability modifier + 1/2 your caster level and any hit point damage it deals is increased by your casting ability modifier. These alchemical items or poisons remain for the normal duration of a *created* object, at which point they disappear as usual (but any effects inflicted on creatures or objects remain). You may also *alter* mundane alchemical items or poisons up to a maximum value of 25 gp per caster level, enhancing their potency in the same way for the normal duration, at which point the items return to their normal damage and saving throw DC. This does not stack with other effects that increase the item's DC.

At 5th caster level and every 5 caster levels thereafter, the total value you may *alter* or *create* increases by an additional 25 gp per caster level, according to **Table: Alchemical Creation**.

If you possess Divided Creation, you may *create* any number of alchemical items or poisons whose total value is no more than half the maximum value you may *create* and whose total size is less than or equal to your

**Table: Alchemical Creation**

Caster Level	Max GP	Caster Level	Max GP	Caster Level	Max GP	Caster Level	Max GP	Caster Level	Max GP
1st	25	5th	250	9th	450	13th	975	17th	1,700
2nd	50	6th	300	10th	750	14th	1,150	18th	1,800
3rd	75	7th	350	11th	825	15th	1,500	19th	1,900
4th	100	8th	400	12th	900	16th	1,600	20th	2,500

maximum size (with each alchemical item or poison counting as a Small object), but only one object *created* this way increases its saving throw DC and damage. All others retain their base, non-magical statistics.

If you possess Plasma Production, then any time you *create* an alchemical weapon that includes a fuse as the method of activating it (such as with a fuse grenade and its variants, or fireworks), you may *create* it with the fuse pre-lit. This allows you to treat the weapon as if you had used it as provided in its description. (For example, creating a fuse grenade with this option causes the grenade to explode in 1d4 rounds.) You cannot *create* or *alter* poisons or formulae from the Alchemy sphere (see *Spheres of Might*), as those mixtures are simply too unstable.

### Expanded Materials (material)

When you *create* an object, you may work with any non-harmful material with a hardness of 5 or less, including glass, ice, or leather. You may *create* water (3 cubic feet equals a Small creature), but not gases or flesh. As you gain caster levels, you also gain the ability to steadily make more materials, as detailed in the table below. When creating objects made from stone, gems, or metal, double the maximum weight per size category of the objects you can *create*.

**Note:** Objects of stone or harder materials deal double damage when dropped on a target.

**Slippery Ice:** You may *create* hazardous ground made from slick ice, as detailed under the Freeze ability from the Nature sphere.



**Table: Rare Materials**

Caster Level	Materials
1st	Stone
5th	Basic metals (copper, iron, steel)
10th	Precious metals (gold, silver)
15th	Gems, specialty metals (cold iron, mithril)



### Gaseous Generation (material)

By spending a spell point when you *alter* or *create* an object, you may work with gaseous materials. You may *create* gases or change their composition into any other known substance with Change Material. A 5-foot cube equals a Medium creation. Half a cube equals a Small creature, but this decreases the DC of any *created* gaseous effect by 2 and halves any damage from harmful gases for any creature within that space. You must have line of sight to accomplish this, and as such cannot *alter* the air in a creature's lungs or other, similar situations.

As you gain caster levels, you also gain the ability to make more dangerous gases as detailed in the table below. Vacuums cannot be *altered* or *created*, and gases cannot be destroyed by damaging effects. Creatures standing in a square filled with unbreathable air must hold their breath or suffer the effects of suffocation, following the normal rules for doing so.

A half-filled square of non-transparent gas obscures sight beyond 10 feet. Any creature behind more than 10 feet of squares half-filled with a gas has concealment (attacks have a 20% miss chance). A square filled with a gas obscures sight beyond 5 feet. A creature within 5 feet has concealment and creatures further away have total concealment (50% miss chance and attackers cannot use sight to locate the target). If a square is filled with a condensed gas (by treating a single square as a Large object) it obscures vision as above and is difficult to move in, halving movement speed of all creatures within it as well as imposing a -2 penalty to melee attack and damage rolls, preventing normal ranged attacks (siege weapons and magic attacks function normally), and treats anyone standing in a harmful gas as if they were exposed to it twice. (For example, taking double damage from acidic vapors, or two doses of poison from poisonous fumes.)

A moderate wind (11+ mph) disperses any *altered* or *created* gas in 4 rounds. A strong wind (21+ mph) disperses the gas in 1 round.

**Note:** The Pathfinder Roleplaying Game is not designed to be a perfect simulation of reality, and attempting to interject real-world physics and chemistry into it is often disastrous. As such, the gases that may be *altered* or *created* have been simplified from what their real world counterparts would be. If you wish to *create* a more specific gas, you are encouraged to discuss the matter with your GM - its effects should not exceed those of the gases normally available at your caster level.

Table: Gaseous Generation

Caster Level	Gaseous Material
1st	Breathable air
5th	Unbreathable air, gaseous forms of non-harmful objects (for example, steam, smoke)
10th	Non-magical inhaled poisons (using your sphere DC rather than the standard poison DC)
15th	Highly flammable gases (1d6 fire damage per ignited 5-foot cube of gas to all targets within a 20-foot radius of that ignited cube, Reflex half).

### Object Of Force (material)

You may *create* solid objects made of force energy. Any solid object (such as something that could be *created* from wood) can be *created* out of force, but objects made from force have no weight (see the Lighten talent from the Enhancement sphere), however, if you choose you may ‘anchor’ an *object of force*, cause it to become immovable from the place it was *created*, even floating in the air. If broken through damage or a successful Strength check, objects of force immediately disappear.

Objects of force stop the movement of incorporeal creatures and can be used to harm them and other creatures vulnerable to force effects. Objects of force possess 10 hit points per inch and a hardness equal to your caster level. An *object of force* can be any one color and is translucent but easily noticeable, and require no Perception check to see while imparting a -2 penalty to Perception checks to see through them. If you possess Transparency you may make the object invisible (requiring a Perception check to detect with a DC equal to 10 + their size modifier + your caster level) or entirely opaque without spending an additional spell point, chosen at the time of its creation.

### Plasma Production (material)

You may *alter* or *create* non-magical fires with your normal limitations on size, as if it were an object. When creating

objects, you may *create* the object already on fire. Flaming objects deal 1d6 fire damage to any creature who touches the object, such as by having it dropped on them or used as a weapon against them. You may also light the terrain on fire or summon burning materials as a form of hazardous terrain. This behaves and deals damage as a fire *created* by the Nature sphere instead of as normal for hazardous terrain. A fire that has insufficient fuel quickly burns itself out if not maintained through concentration.

In addition, you may spend a spell point to *create* non-magical electricity. However, with no battery or other way to store electricity, the energy quickly dissipates. Electricity must be generated directly on a creature or object (not simply in a square) and instead of being calculated by size, is instead calculated by its charge, with 1 charge being equal to a Medium object. If used on a battery or other electrical storage object, the charges are stored safely. If used on any other creature or object, it instead deals 1d6 points of electricity damage per charge to the creature or object (Reflex negates). If the creature or object is made from a conductive material such as flesh or metal, targets touching the electrified creature or object (including touching the same body of water) are also affected, but the electricity loses 1d6 for every 10 feet the electricity must travel to reach these targets from the specific square designated as the center of the electricity (for example, if electrocuting a metal floor, all targets touching the floor would be affected, so long as they are close enough the damage is not reduced to 0). The charge deals damage again each round at the beginning of your turn, with the charge reducing by 1 each round. If affecting a creature or their attended objects, they may ground themselves or the object as a move action, harmlessly dissipating any charges that remain. Creating electricity is an instantaneous effect, and you cannot *create* an object charged with electricity as you can *create* an object on fire.

Repairing plasma restores it to the size (for fire) or stored energy (for electricity) it had in the previous round. This allows a fire to retain its size indefinitely without fuel so long as it is repaired every round. Destroying a plasma reduces its size or stored energy by 1 size category or 1d6 points of damage for every 5 points of damage dealt to it.

If you use Change Material to turn an object into a plasma which dissipates entirely before the duration expires, then the object is destroyed when it regains its normal form. Otherwise, when the duration expires, the object reverts to its previous form with no apparent difference or damage that was not preexisting.





# Dark

You may create and manipulate darkness.

## Darkness

As a standard action, you may create a sphere of *darkness* with a radius of up to 10 feet + 5 feet per 2 caster levels, centered anywhere within medium range. This *darkness* radiates from a central point, and cannot extend through walls. You must concentrate to maintain this sphere, but you may always spend 1 spell point as a free action to make the *darkness* last for 1 minute per level without concentration. You must remain within medium range of the *darkness* to sustain it through concentration.

In this *darkness*, bright light (including daylight) becomes dim light, imposing a 20% miss chance to attacks. Normal light and dim light become absolute darkness. Sources of normal light only produce dim light in a 5-foot radius, and sources of dim light disappear. This is not subject to spell resistance, but creatures with darkvision may see in this *darkness* as normal. You may always dismiss one of your *darkness* effects as a free action.

Talents designated as (darkness) add additional effects to a sphere of *darkness*. Only one such talent may be applied to an individual sphere of *darkness*, but areas of *darkness* with different effects may overlap. Individual *darkness* effects do not stack with themselves.

If an effect that creates light is created inside a *darkness* effect, the creator of the light effect must attempt a magic skill check against the creator of the *darkness* effect. If the check succeeds, the light effect functions normally. Otherwise, it functions as any other light source, as described above.

## Meld

Melds are effects that can be granted to a creature that alter the way they interact with darkness. The caster must touch a target as a standard action to grant them the benefits of a (meld) talent, and unwilling targets may attempt a Will save to negate. A dark caster begins with knowledge of the following *meld*:

## Darkvision (meld)

You may spend a spell point to grant the target darkvision 60 feet for 1 hour per caster level. If the target already possesses darkvision, this instead increases the range of their darkvision by 30 feet.

## Dark Talent Types

Some talents are marked (darkness). These talents add additional effects that can be added to a sphere of *darkness*. Only one such effect can be added to a single area of *darkness*, though areas of different *darkness* can overlap, provided they do not have the same (darkness) talent effect.

Some talents are marked (meld). These talents grant you additional *melds* you can grant to targets.

## Blot Talents

Dark talents listed with the (blot) tag are treated the same as talents with the (darkness) tag, except in addition to adding an effect, they cause the *darkness* to manifest as a *blot*. A *blot* is a *darkness* effect created on a two-dimensional surface, such as the ground or a wall, appearing as an inky coating rather than a volume of decreased illumination. *Blots* do not affect the light level of the area.

Only one (blot) talent may be applied to an individual *blot*, and a single *darkness* effect cannot be affected by both a (blot) and (darkness) talent at the same time, but *blots* and *darknesses* with different effects may overlap. Individual *blots* do not stack with themselves, nor do they stack with similar (darkness) talents.

If a talent is labeled as (blot) and (darkness), the caster may decide which tag to use when applying the talent to an area of *darkness*.

In order for a *blot* to affect a target, it must be in contact with the *blot*. *Blots* count as areas of *darkness* with respect to *melds* and interactions with Light sphere effects and talents.

## Shadow Talents

Talents with the (shadow) tag manipulate a target's own shadow directly, without manifesting an area of *darkness* at all. Unless otherwise indicated, a (shadow) talent may be applied to a target within medium range as a standard action. Only one (shadow) talent may be applied to any one target at a time, and an unwilling target is allowed a Will save to negate a *shadow*. The duration of each *shadow* is specified in its description. If a *shadow* can be maintained through concentration, you must remain within your *shadow* range of the target to do so.

Shadows function normally within areas of *glows*, neither suppressing nor being suppressed by areas of *glows* simply by entering them. If a *glow* and *shadow* are cast directly upon the same target, however, the caster of the second effect must attempt a magic skill check against the MSD of the *shadow's* caster. If the check succeeds, the second effect functions normally and the first effect is suppressed. Time spent suppressed counts against the duration of the effect in either case.



## Dark Talents

### Clinging Darkness

You may center an area of *darkness* or *blot* on a creature or item rather than an area, causing it to cling to and move with that creature or item. If targeting a creature or its attended item, it is subject to spell resistance and that creature may attempt a Will save to negate the effect initially and again each round at the end of its turn. A successful save ends the *darkness* or *blot* immediately.

### Dampen Light

You can dampen light in an area. This functions similarly to creating *darkness*, using the same range and area, but it lasts for 1 minute per caster level without the need for concentration and only lowers light levels by one step within the area. In addition, you cannot apply (darkness) talents to these areas, though (meld) talents function within them as if they were an area of *darkness*. You may also apply talents that would change the area or duration of your *darkness* (such as Greater Darkness or Eternal Darkness) to use of this talent.

You may take this talent twice; when taken a second time, you may choose to lower light levels by two steps when you use this talent.

### Dappled Shadows

You may reduce the radius of your *darkness* or *blot* in 5 feet increments to create a second area of *darkness* or *blot* with a radius equal to the subtracted amount. You may do this multiple times to create multiple areas of *darkness* or *blot*. These spheres may be placed anywhere within your range that you can see, but do not overlap each other. If used in conjunction with the Wall Of Darkness talent, your cubes no longer need to be placed contiguously.

### Dual Darkness

By spending an additional spell point you can apply two (darkness) or (blot) talents to a single area of *darkness* (but not one of each). The effect of each talent is resolved separately, and you must pay the spell point costs of each one individually, though other costs (such as metamagic or other talents) are only paid once.

### Extinguish

You may opt to instantly extinguish all non-magical light sources within your areas of *darkness*, not merely suppress them. This includes fire, incandescence, and alchemical sources. Coals turn cold, glowing-hot metal is made cool, and luminous chemicals are rendered inert. Additionally, your *darkness* can be used to dispel sources of magical light and flame (such as an Energy Wall consisting of fire) with a magic skill check. This is an instantaneous effect that occurs when the area of *darkness* is created. Creatures made of flame or other luminous materials or energies are not harmed by this talent.

### Flowing Darkness

Your areas of *darkness* and *blot* flow through cracks and crevices like a viscous liquid, allowing them to extend around corners and pass through small cracks and crevices to reach their full radius. Your *blot* and *darkness* can flow through porous obstacles such as the gaps around a typical door, a wall

rife with rodent holes, or ill-fitting masonry, but not through sealed structures like a ship's hull, a secure safe, or a properly mortared wall.

### Gaze Into The Abyss

You tap into a well of blackness so deep that it extends beyond the merely visible, threatening to draw in anyone attempting to examine your spellwork with magically enhanced vision. Anyone attempting to *divine* or determine magical, alignment, or psychic auras of a person or object under the effect of your (blot), (darkness), or (shadow) talents must succeed at a magical skill check against your MSD or becomes stunned as if viewing an overwhelming aura (see the Divination sphere). Those who fail this check gain no information and automatically fail any further attempt against any target protected by the same caster's Gaze Into The Abyss for 24 hours.

### Greater Darkness

When creating an area of *darkness* or *blot*, you may spend an additional spell point to increase the affected area. This allows you to create a sphere of *darkness* with a radius of up to 20 feet + 5 feet per caster level. If combined with the Wall Of Darkness talent, this allows you to create six 10-foot cubes, +2 cubes per caster level.

### Greater Darkvision

When granting the Darkvision *meld*, increase the range of the granted darkvision by 30 feet. You may gain this talent multiple times. Each time this is taken beyond the first, it increases the range of the granted darkvision by an additional 30 feet.

### Greater Meld

Your (meld) talents that only work in areas of your *darkness* instead function in all areas of dim light or darkness.

### Instill Dark [instill]

As a standard action you may touch a small container of liquid and instill a *meld* or *shadow* effect inside it, which functions as a potion or oil.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Insinuate

You are skilled at slipping your magic into the natural surroundings, subtly manipulating natural murk and shadows to fit your purpose. You may overlap an area of *blot* with the natural shadows in an area in such a way that it is indistinguishable without magically augmented senses. This ability functions in any lighting condition so long as there are shadows present, and does not change the prevailing lighting condition. This area of *blot* may be imbued with a Dark sphere talent as normal, though talents with obvious or harmful effects will immediately reveal the ruse. If the lighting in an area is such as to eliminate the casting of any shadows, then Insinuate cannot be used. Otherwise, a *blot* created using this feat covers its normal area of effect.

## Lingering Darkness

When you cease concentrating on a *darkness* or *blot* effect, you may choose to have the effect remain for two rounds before dissipating.

## Mass Meld [mass]

When using a *meld*, you may spend an additional spell point to affect an additional 1 creature per 2 caster levels (minimum 1) with the *meld* at the same time. Each target must be within range and must be affected by the same *meld*. Once created, each *meld* is considered a separate sphere effect. When using Mass Meld, the duration of each *meld* is decreased by one step to 10 minutes per caster level.

## Obfuscation

You may treat creatures and items within your area of *darkness* or subject to one of your (shadow) talents as if shielded by a veneer of lead, and any attempt to locate them via scrying fails. Divination talents benefiting from a single instance of Penetrating Divination may bypass Obfuscation with a successful magical skill check. Those benefiting from a second instance of Penetrating Divination bypass Obfuscation automatically.

You may take Obfuscation a second time, increasing protection to the equivalent of 1 foot of lead. Scrying attempts using a single instance of Penetrating Divination automatically fail. Attempts using two instances of Penetrating Divination require a magical skill check. Obfuscation does not affect the caster's own divinations.

## Quick Meld

You may use (meld) talents on yourself and only yourself as a swift action instead of a standard action.

## Ranged Darkness [range]

You may create and maintain *darkness*, *blots*, or use (shadow) talents on shadows anywhere within long range instead of medium range. You may apply (meld) talents to targets within close range. You may take this talent multiple times, increasing the range by one step each time (close to medium, medium to long).

## Rolling Blackout

You gain the ability to move your areas of *darkness* or *blot*. You can move one instance of *darkness* or *blot* up to 25 feet + 5 feet per 2 caster levels as a move action, within the maximum range of the effect. If moving an area of *darkness* or *blot* causes a creature to leave its area of effect, any ongoing effects the creature is under related to that area of *blot* or *darkness* end immediately.

## Shadow Coterie

You have learned to manipulate a target's shadow more efficiently, allowing you to apply one additional (shadow) talent to a target for every 5 caster levels, up to 5 at 20th caster level. You may not apply the same (shadow) talent to a single target more than once, save for the Shadow Lurk talent. Using the Shadow Lurk talent or Shadow Double advanced talent no longer removes the target's shadow or renders its Shadow Stash inaccessible unless you wish it to.

## Shadow Stash

You may stash items in your shadow, storing each as a move action. The items appear on your shadow as if you were wearing or using them. A small item (a ring or a key) might be

unnoticeable, while a larger item (a greatsword, a tower shield) would be quite obvious. Your shadow can store non-wearable items, but it must either hold such items in its hands or in a backpack, if you or your shadow is carrying one. You may store up to 5 lbs. of non-living material per caster level. Items have no weight while stashed and can not be used, activated, or provide passive bonuses.

You can retrieve an item worn by your shadow or stashed in its backpack as a move action, or an item carried in its hands as a free action, or spend a spell point to retrieve any item as an immediate action. Items stored in your *shadow stash* cannot be the subject of pickpocket attempts, sunder attempts, or the steal or disarm combat maneuvers unless the creature attempting the maneuver also has the Shadow Stash talent. If your shadow is removed or animated, such as by shadow theft class ability or Shadow Lurk talent, you may not access your *shadow stash* until your shadow returns. If you die or enter an antimagic area, the contents of your *shadow stash* immediately appear in the nearest unoccupied space.

Investing a second talent in Shadow Stash allows you quicker access to your stashed items, allowing you to withdraw any worn item as a free action. Furthermore, your shadow gains the ability to don items in your place. For example, if you store a *cloak of resistance* in your shadow you gain the benefit as if you were wearing it.

If your shadow dons armor, you gain its bonuses, though also suffer any armor check penalty or movement penalty it would provide. This does not increase your number of magic item slots. If you and your shadow don an item in the same slot, you only gain the benefit of the item your physical body is wearing. You may activate magic items worn by your shadow as normal. This does not allow your shadow to wield weapons or shields, or to activate hand-held magic items.

Your shadow can only don items in slots that your physical body possesses. If you are subject to a polymorph effect that would normally remove your armor and equipment, armored donned by your shadow mannequin does not provide any benefits and you may not activate magic items that would otherwise meld with your body.

## Shadowing Darkness

When creating an area of *darkness* you can choose to have your *darkness* cling to anyone who passes through it and trail from them like smoke. Anyone who leaves the area of your *darkness* treats areas of bright light as areas of dim light and all other light levels as total darkness for the purposes of determining concealment when it would not be beneficial to them. In addition, they continue to be affected by any (darkness) talents as if they were still in an area of your *darkness*. These lingering effects last for one round after a creature leaves an area of your *darkness*.

In addition, you may increase the effects of this talent by spending a spell point when you create an area of *darkness*. If you do so, the effects of this talent linger for an additional round per two caster levels, though a creature can attempt a Reflex save at the end of each of these turns as a move action to remove the clinging shadows.





## Shifting Shadows

As a free action at the beginning of your turn or when you first create an area of *darkness*, you may remove up to one 5-foot square plus an additional 5-foot square per 2 caster levels from anywhere within the area, and may add one 5-foot square plus an additional 5-foot square per 2 caster levels to an existing area of *darkness*, so long as the addition is contiguous. At the beginning of each turn, you may change which squares are removed or added, but may never add or remove more at one time than your caster level would allow.

### Sinister Surprise

When spending a spell point to create an area of *darkness* or *blot* that persists without concentration, you may opt to create a *darkness* or *blot* effect that remains dormant until triggered by a creature entering the 10-foot square area at the center of your dormant *darkness* or *blot* effect.

A *sinister surprise* can be spotted and disabled as a magical trap, with a Perception DC and Disable Device DC equal to the effect's save DC. You may also trigger the *sinister surprise* as an immediate action as long as it is within medium range. You may have multiple *sinister surprises* active, but their trigger areas may not overlap. An untriggered *sinister surprise* persists for 10 minutes per caster level or until disabled or dismissed. A triggered *sinister surprise* has the duration of a typical area of *darkness* or *blot*.

You may take this talent a second time to add extra conditions to the trigger of your *sinister surprise*. You may trigger it yourself from up to long range as an immediate action. Additionally, you may choose any of the following additional conditions: You may allow a number of specific individuals up to your caster level, designated at the time of the casting, to pass through the *sinister surprise* without setting it off. You may set it to be triggered only by a certain creature type or specific individual with whom you are familiar. You may set your *sinister surprise* to go off at a specified time within the effect's duration.

### Umbral Burst

You may spend a spell point to create an area of *darkness* as a swift action. This *darkness* is temporary, lasting only for one round before the effect ends. You cannot concentrate to maintain it, or spend a spell point to maintain it without concentration. Talents and abilities that would normally extend its duration (such as Lingering Darkness or Eternal Darkness) cannot be applied to areas of *darkness* created by this talent.

### Wall Of Darkness

Rather than create a sphere of *darkness*, you may arrange your *darkness* as up to three 10-foot cubes, +1 cube per caster level. These cubes must be arranged contiguously, but otherwise may assume any shape. You must be able to perceive all areas your *darkness* will inhabit.

## Blot/Darkness/Shadow Talents

### Black Lung (darkness)

Your *darkness* takes on a foul, miasmatic quality that causes creatures to choke and retch. Creatures within must succeed at a Fortitude save or become sickened until they leave the area of Black Lung. Creatures who succeed at this save but remain in the *darkness* must save again at the end of their turn. If any creature enters this area of *darkness*, they must save or immediately become sickened. Creatures with the Verbal Casting drawback suffer 50% spell failure while they are sickened by Black Lung. Creatures that do not breathe are unaffected by Black Lung.

By taking this talent a second time, you may imbue your Black Lung with a dose of contact or inhalation poison held in your hand. Using this ability consumes the dose of poison. Any creature that fails its save against the Black Lung talent must succeed at an additional Fortitude save against the poison's DC or suffer its effects. Those immune to your Black Lung are also immune to the poison. There is no chance of accidentally poisoning yourself when using this ability.

### Creeping Lethargy (blot, darkness)

Your *darkness* fogs the mind, causing those within to slip towards slumber. By spending a spell point you may create a *darkness* or *blot* effect that forces creatures within it to succeed at a Will save or become staggered. Creatures that fail this save and remain staggered must succeed at another Will save at the beginning of your next turn or fall asleep for 1 round per caster level or until the *darkness* expires, whichever happens first. A successful save negates all effects and the target is immune to that instance of Creeping Lethargy. Leaving the area of *darkness* automatically rouses the creature and removes the staggered condition, but does not render the creature immune should it re-enter the area of effect. This is a mind-affecting, sleep effect.

### Directional Darkness (darkness)

Your area of *darkness* only blocks the light from one vantage point. If your *darkness* is in the form of a wall, it hampers vision from one side and appears clear from the other. If it is spherical, the caster may choose either for those within the area of *darkness* to see clearly or for those outside to see within clearly. The boundaries of the area of *darkness* remain obvious to those who can see through it unhindered.

### Disorienting Darkness (darkness)

You may create a *darkness* effect that has a chance to disorient anyone who enters it. When a creature within this area attempts to move, or when a creature first enters this area, they must succeed at a Will save or become disoriented. A creature must attempt this Will save every time they enter the area of *darkness*. If the creature fails this saving throw, they must roll a d8 to determine direction: 1 is their intended direction, with 2-8 rotating around the creature in a clockwise direction. The target moves that direction as if it were their intended course. The target does not realize they are off-course until their next turn or until they leave the area of *darkness*.

You may take this talent a total of three times. If taken twice, you gain a portion of control over your targets' delusions. When a creature that has failed its save against your *disorienting darkness* attempts to move, you may spend an immediate action to choose their direction of travel instead of rolling randomly.

If taken three times, you gain even more influence over your victims. When a creature that has failed its save against your *disorienting darkness* makes an attack, casts a targeted spell or spell-like ability, or uses a supernatural or extraordinary ability with a specified target, the attack or ability is randomly directed to another legal target within range (excluding the attacker itself). If there is no other legal target within range, the attack or ability is not affected. If the affected spell or ability has more than one target, all its targets are randomly chosen from among the legal targets within range. Alternatively, you may select the new target or targets as an immediate action instead of determining them randomly. Chosen targets must be legal and you must be able to perceive them.

### Fearful Darkness (blot, darkness)

You may create a *darkness* or *blot* effect that plays with the fears of any who enter it. Creatures within this area of *darkness* or *blot* must succeed at a Will save or become shaken. Creatures who succeed at this save but remain in the *darkness* must save again at the end of your subsequent turns. If any creature enters this area of *darkness*, they must immediately save or become shaken. When a creature fails their saving throw, they remain shaken for as long as they remain within the area of *darkness* +1d4 rounds. This is a mind-affecting effect.

### Flat Black (blot)

Your *blot* causes its area of effect to appear as a flat, featureless plane of blackness, masking any terrain, traps, or unattended objects within at the time it is cast. Some types of terrain may easily be deduced from context (e.g., a river flowing in one side and out the other). This talent does not hide creatures or hamper attempts at non-visual detection. The DCs for all vision-based Perception checks to find something obscured by Flat Black are increased by 10. Darkvision does not pierce Flat Black unless augmented with the *Clearsight meld*.

### Hungry Darkness (blot, darkness)

You may create a *darkness* or *blot* effect that saps away the life force of those inside. Any creature inside the *darkness* or *blot* must succeed at a Fortitude save or suffer 1 point of Constitution damage, +1 per 10 caster levels. Creatures who remain within this area of *darkness* or *blot* must save at the end of your subsequent turns or suffer another point of Constitution damage. If a creature enters this area of *darkness* or *blot* after it is created, they must immediately save or also suffer this damage. A creature may only be affected by Hungry Darkness once per round, regardless of how many times they enter or exit the area that turn.

### Imbue Shadow (shadow)

You may imbue a target's shadow with the power of your darkness magic. As *shadow* ability, you may spend a spell point to cause a target's shadow to wrap itself around the target, creating a band of supernatural darkness across their eyes, rendering the target blinded. The blindfold lasts as long as you concentrate to a total of 1 round per caster level, but you may spend an additional spell point as a free action to allow the effect to endure for this duration without concentration. Darkvision has no effect on this blindfold, but creatures with the see in darkness ability are immune.

Additionally, if a talent is usable as both a (*darkness*) and (*blot*), you may now use it as if it also possessed the (*shadow*) tag. Talents used in this fashion cost an additional spell point to use and have a duration of 1 round per caster level.

### Intoxicating Darkness (blot, darkness)

You may create a *darkness* or *blot* effect that erodes the mental capacity of those inside. Any creature inside the *darkness* must succeed at a Fortitude save or suffer 1 point of Wisdom damage, +1 per 10 caster levels. Creatures who remain within this area of *darkness* must save at the end of your subsequent turns or suffer another point of Wisdom damage.

If a creature enters this area of *darkness* or *blot* after it is created, they must immediately save or also suffer this damage. A creature may only be affected by Intoxicating Darkness once per round, regardless of how many times they enter or exit the area that turn.

### Looming Darkness (blot, darkness)

You may create a *darkness* or *blot* effect that erodes the resolve of those who enter it. Creatures within this area of *darkness* or *blot* must succeed at a Will save or suffer a -1 penalty to all saving throws so long as they remain within this area of *darkness*. This penalty increases by 1 per 5 caster levels. If any creature enters this area of *darkness* or *blot*, they must immediately save or suffer this penalty. This is a mind-affecting effect.



### Numbing Darkness (blot, darkness)

You may create a *darkness* or *blot* effect that subtly anesthetizes those inside. Any creature inside the *darkness* must succeed at a Fortitude save or suffer 1 point of Dexterity damage, +1 per 10 caster levels. Creatures who remain within this area of *darkness* must save at the end of your subsequent turns or suffer another point of Dexterity damage. If a creature enters this area of *darkness* or *blot* after it is created, they must immediately save or also suffer this damage. A creature may only be affected by Numbing Darkness once per round, regardless of how many times they enter or exit the area that turn.

### Obscure Passage (blot)

By spending a spell point, you modify your *blot* to serve as a portal through a surface, passing through up to 5 feet of material per caster level. Multiple castings can penetrate deeper into a surface, and creatures can move through both openings.

Obscure Passage can not penetrate a surface with a hardness greater than 5 plus its caster level. Attempting to create an *obscure passage* through a surface that is too thick or too hard causes the spell to fail and all spell points spent to be lost. An *obscure passage* has a maximum diameter of 1 foot per caster level, and leaves the surface whole and unmarred when it expires. Light does not pass through an *obscure passage*, nor do low-light vision or darkvision allow a creature to peer through it, though the Clear sight *meld* and see in darkness do.

A creature standing above an *obscure passage* as it opens may attempt a Reflex save to avoid falling in.

### Pure Darkness (darkness)

You may create a *darkness* effect that negates low-light vision. Darkvision is reduced to 5 feet. In addition, all other senses (blindsight, scent, etc.) are reduced by half. See in darkness is unaffected.

### Shadow Lurk (shadow)

As a standard action you may spend a spell point to have a target's shadow split off from them and form a *shadow lurk* that acts as an independent creature unwaveringly loyal to you for 10 minutes per caster level. A *shadow lurk* appears as a shaded, obviously spurious version of the target. It is weightless and its equipment is entirely illusionary. It has the same skills, feats, and attributes as the target, except that its Strength score is 3, and only has a number of hit points equal to your caster level. The *shadow lurk* cannot attack, use extraordinary or supernatural abilities, cast spells or use spell-like abilities, or employ its target's class features, though it can manipulate objects and use skills. A *shadow lurk* must remain within long range of its original source or it ceases to exist. The target lacks a shadow while this effect is active.

Retracting a *shadow lurk* is a move action that does not provoke attacks of opportunity. Either the target or the *shadow lurk* may spend this action. If a *shadow lurk* is killed or exceeds its range, it winks out of existence and the target's shadow returns to them with a surge of energy that causes them to be stunned for 1 round. In either case, the target immediately gains the knowledge of everything their *shadow lurk* observed and did while it was detached.

You may gain this talent a total of twice. If gained a second time, you may weave shadowstuff into your *shadow lurks*, giving them and their equipment increased substance. Your

*shadow lurks* use the full Strength score of their source, have 2 hit points per caster level, and possess non-magical versions of their sources' equipment. It may flank, threaten, and make a single attack per turn using non-magical versions of whatever weapons or natural attacks its source possesses. It attacks using its source's full base attack bonus, Strength score, feats, and proficiencies, but deals only half damage. A shadowstuff-imbued *shadow lurk* may not attempt non-attack combat maneuvers, cast spells, or use its source's class features. Alchemical items created as part of your *shadow lurks* do not function.

### Shadow Slick (blot, shadow)

Your *blot* takes on a slick, nearly frictionless quality. Any creature attempting to move more than half their speed through the *blot* must attempt a Reflex save to avoid falling prone.

If used as a (shadow) talent through Imbue Shadow, the target must also attempt a Reflex save to avoid dropping what is in its hands, and must spend a full-round action to retrieve stored or dropped items as they fumble with compromised grip, but gains a +10 bonus to CMD to avoid a grapple and on Escape Artist checks and CMB rolls made to escape a grapple.

### Shadow Gag (blot, darkness, shadow)

You may create an area of *darkness* or *blot* that seeps into the shadows of anyone who enters their area. This lets you know their relative direction and status (alive, unconscious, dead) for 1 hour per caster level. If used as a (shadow) talent, you cast this ability directly upon a creature instead, gaining the same benefits.

You may track up to 1 creature per caster level in this way. If you are at this limit, you may choose to cease tracking an old target in order to begin tracking a new one. The effect immediately ends for a target that moves more than one mile away from you.

### Shadowed Mien (shadow)

As a standard action you cloak the target in an aura of menacing shadow that conceals its appearance, subtle movements, and intentions behind a curtain of disconcerting murk. This dark aura hides distinguishing features from observers and grants a competence bonus of 1/2 your caster level to Bluff checks to lie or feint, as well as to Intimidation checks to demoralize. Sense Motive checks to get a hunch about Shadowed Mien's target have their DC increased by your caster level. The target has no problem seeing out of Shadowed Mien, but the effect cannot be penetrated by darkvision. Clear sight and see in darkness allow the target of Shadowed Mien to be seen clearly, negating its bonuses against creatures with those abilities. Shadowed Mien lasts for as long as you concentrate or, if you spend one spell point at any time as a free action, ten minutes per caster level.

You may spend an additional spell point as part of the action to initiate Shadowed Mien to grant substance to the shadowy aura. The target gains a number of temporary hit points equal to your caster level for the duration of the effect. Exhausting these temporary hit points does not end the other effects of Shadowed Mien.

### Silent Darkness (darkness)

You may spend a spell point to create an area of *darkness* that dims sound as well as light. Creatures within the area cannot speak or converse, and spells or magical sphere effects with

verbal components suffer a 20% chance + 5% per caster level of spell failure. All Perception checks made to hear noises originating from within the area of your *darkness* suffer a penalty equal to your caster level. Creatures attempting to use sonic or language-based attacks, spells, or effects while within the area of this *darkness* or affecting creatures within the area of this *darkness* must attempt a magic skill check against this *darkness* as if the effect were a magical light effect; on a failure, the sonic or language-based effect fails.

### Snagging Darkness (blot)

You may spend a spell point to create a *blot* effect filled with dark tendrils that reach out and snare anything that passes. The entire area is considered difficult terrain, and every creature within the area is the target of a grapple check when the *blot* is created and each round it is maintained. Creatures who enter this area are also immediately subject to a grapple check. The CMB for this check is equal to your caster level + your casting ability modifier. If successful, the target gains the grappled condition, suffers 1d6 bludgeoning damage per 2 caster levels (minimum 1d6), and cannot move without first breaking free of the grapple (the CMD of this effect is equal to its CMB + 10). Just as with a normal grappler, this effect gains a +5 circumstance bonus on grapple checks made against targets it is already grappling.

### Stygian Immersion (blot)

You may spend a spell point to create a *blot* that acts as if it were a pool of water. This volume of liquid is an extradimensional space 5 feet deep per caster level, and does not damage the surface the *blot* has been cast upon. Creatures underneath the blot when it is created can attempt a Reflex save to avoid falling in, and if a creature possesses the ability to breathe underwater, it can breathe within the *blot*. Light does not pass through the *blot* liquid, and those within have their senses limited in the same manner as the Pure Darkness talent. Creatures are deposited safely on the surface of the *blot* directly above their position when the duration expires.

### Tenebrous Legerdemain (blot, darkness)

You create an area of *darkness* or *blot* which you may manipulate to perform minor feats of legerdemain. Once per round as a free action you may make a pickpocket attempt or a Steal combat maneuver against a target that is within your *darkness* or *blot*. You may use your own Sleight of Hand modifier or Steal CMB or your caster level + your casting ability modifier, whichever is higher.

You may instead retrieve one unattended item that is within your area of *blot* or *darkness* once per round as a free action. Whether the item is retrieved or stolen, it appears in your hands or in the nearest adjacent space if your hands are full. An item retrieved or stolen cannot weigh more than 5 lbs. per caster level.

### Thick Darkness (darkness)

You may spend a spell point to create a *darkness* with substance that becomes difficult to move through. Creatures move at half their speed through this area, cannot make 5-foot steps,

and suffer a -1 penalty to all weapon attacks and damage rolls made within or that pass through this area -1 per 10 caster levels. Objects that fall within this area are slowed so that each 10 feet of *darkness* reduces the falling damage by 1d6, +1d6 per 10 caster levels.

## Meld Talents

### Clearsight (meld)

You may spend a spell point to grant a target immunity to all negative effects from your (darkness) or (blot) talents for 1 hour per caster level. This does not grant the target the ability to see in your *darkness* if it does not already possess the means to do so, but it does allow creatures with darkvision to see in Pure Darkness.

You may gain this talent a total of twice. If gained a second time, you may choose to have your *clearsight* apply to (darkness) and (blot) talents cast by allies. If you or your ally gains the benefit of Clearsight from another source, you may choose to allow it to apply to your own *darkness* and *blot* effects as well. Status as an ally is determined at the time Clearsight is cast and does not change for its duration.

### Dark Slaughter (meld)

You may spend a spell point to grant the target the ability to make precision strikes for 1 hour per caster level. Whenever the target attacks a creature it is flanking, that is denied its Dexterity bonus to AC, or that is not able to perceive the creature (such as through a successful Stealth check), it deals an additional 1d6 points of precision damage to the target, +1d6 per 10 caster levels. This damage is not multiplied on a critical hit, but it does stack with a rogue's sneak attack. This only functions while within an area of your *darkness*.

### Feed On Darkness (meld)

You may spend a spell point to grant a target fast healing 1 for 1 minute per caster level. The amount of fast healing increases by +1 per 10 caster levels. This fast healing only functions so long as the target remains within an area of your *darkness*. You may take this talent up to 5 times. Multiply the granted fast healing by the number of times you gain this talent.

### Hide In Darkness (meld)

You may spend a spell point to grant the target the ability to attempt Stealth checks to hide in areas of dim light or *darkness* even while being observed. This lasts for 1 hour per caster level, and only functions when within an area of your *darkness*.

### Step Through Darkness (meld)

You may spend a spell point to grant the target and up to a heavy load of carried equipment the ability to step into one patch of dim light or *darkness* and emerge in another. As a move action, the target may teleport up to 30 feet, +10 feet per 5 caster levels. This lasts for 1 hour per caster level. Both the location they are in and the location they are teleporting to must be within an area of your *darkness*.





# Death

You may command the powers of unlife.

## Ghost Strike

As a standard action, you may make a *ghost strike*, summoning negative energy as a melee touch attack or a ranged touch attack within medium range. A *ghost strike* is considered a negative energy death effect, and as such has no effect on undead, constructs, elementals, and other creatures immune to such things (although some talents provide exceptions). *Ghost strike* effects do not stack with themselves, and are subject to spell resistance.

Some Death talents are designated (ghost strike), which provide you with additional types of *ghost strikes*. You gain the following *ghost strike* when you gain the Death sphere:

### Exhausting Strike

The subject of your *ghost strike* becomes fatigued for 1 round per caster level (Fortitude negates). You may spend a spell point to increase this effect to making the target exhausted for 1 minute per caster level (Fortitude negates). On a successful save, the target is still fatigued for 1 round. Unlike regular fatigue and exhaustion, these conditions end as soon as the duration expires.

## Reanimate

As a standard action, you may touch an intact dead body and spend a spell point to *reanimate* it as a zombie or skeleton (depending on the composition of the body in question) for 1 minute per caster level. This creature gains the zombie or skeleton template and obeys your commands, although only basic commands such as “go”, “stay”, “follow me”, “attack”, or “guard” are understandable. While specifics can be given (“guard this area against humans but let goblins pass”), undead are unintelligent and easily fooled.

A *reanimated* body cannot speak and has no knowledge or ability to think and so cannot answer questions or reveal anything it knew in life. When the duration expires, the body collapses until *reanimated* again. It does not regain hit points between *reanimations*. If reduced to 0 hit points, the body collapses and is destroyed; it cannot be *reanimated* again.

You may have a total number of *reanimated* creatures active at any one time whose combined Hit Dice does not exceed twice your caster level. If you attempt to *reanimate* a creature

that would push your total beyond this limit, you must choose which creatures cease to be *reanimated* or are released from your control. You cannot *reanimate* a creature with more Hit Dice than twice your caster level. Temporary increases to caster level (such as from implements or the thaumaturge’s forbidden lore class feature) do not increase the statistics, maximums, or number of undead the caster controls.

### Animate Dead

Undead created through the Death sphere count against the total amount of undead that can be controlled by the *animate dead* spell, if using both spells and spheres in the same game.

## Death Talents Types

Some Death talents are designated (ghost strike), which provide you with additional types of *ghost strikes*.

## Death Talents

### Corpse Bomb

You may make any of your *ghost strikes* against any corpse capable of being raised as a skeleton or zombie, or against any corporeal mindless undead under your control. The corpse explodes in a 20-foot radius, affecting all creatures in range as if they had been struck by the chosen *ghost strike*; if the *ghost strike* does not allow a saving throw, creatures affected are allowed a Reflex save to negate its effects.

The corpse or undead collapses and is destroyed; it cannot be *reanimated* or targeted by another Corpse Bomb.

### Corpse Manipulation

You can alter a corpse in one of the following ways by touching it as a standard action:

- You grow flesh on a decomposed or skeletonized corpse, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did just before death. The new flesh is not fit for eating.
- You decompose the flesh from a corpse, leaving behind a perfectly cleaned skeleton.
- You can spend a spell point to touch a collapsed or destroyed undead corpse, mending it so it is a valid target to be *reanimated* again.
- You can spend a spell point to preserve the remains of a dead creature for 1 day per caster level so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead. Days spent under the influence of this spell do not count against the time limit. Additionally, this makes transporting a slain (and thus decaying) comrade less unpleasant. This ability also works on severed body parts and the like.
- You can reshape the dead body to look like another creature or even a specific person so long as you have firsthand knowledge of how that creature or person



actually looks. You can make the corpse one size larger or smaller or change its apparent type, gender, or age. Attempt a Disguise check to determine how convincing the change is, though you may substitute your caster level for ranks in Disguise if desired.

### Cryptic Strike [strike]

As a standard action, you may make a single weapon attack in conjunction with making a *ghost strike*. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also struck by the *ghost strike*. If using a scatter weapon, the strike only applies to a single target, chosen at the time of attack.

### Dark Sacrifice

Whenever you would take hit point damage that would reduce you to 0 hit points or less, you can spend 1 spell point as an immediate action to sacrifice a mindless undead creature you control within close range (or the range of your Master's Presence, whichever is greater), destroying it instantly; reduce the damage you take by the sacrificed undead's current hit points (to a minimum of 0).

### Empowered Reanimate

All creatures you *reanimate* gain a +4 enhancement bonus to their Strength and Dexterity.

### Expanded Necromancy

When you *reanimate* a creature you may *reanimate* it as a variant skeleton or zombie, such as a bloody skeleton, burning skeleton, fast zombie, or plague zombie. When *reanimating* a creature in this way, they count as twice their Hit Dice against the total amount you may have *reanimated* at once.

### Gravetongue

You may spend a spell point as a standard action to gain the ability to speak with undead and corpses for 1 minute per caster level. You can communicate with, ask questions of, and receive answers from them. A mindless undead or corpse spoken to with *gravetongue* does not maintain any memory of its life or death - only the time that has elapsed since its death (and reanimation). A normal corpse's sense of its surroundings is limited, so it will not be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell does not make undead creatures any more friendly or cooperative than normal, and while mindless undead and corpses will always answer truthfully, their ability to answer more than simple questions is restricted. You do not need to share a language with the target.

### Greater Ghost Strike

When making a *ghost strike*, you may spend an additional spell point to form your *ghost strike* into a close-range cone, allowing you to make an attack roll against every target within this area.

### Greater Reanimate

Increase the total Hit Dice of creatures you may have *reanimated* at once by an additional 1 per caster level. You may select this talent up to 3 times.

## Haunting Apparition

You may place a *ghost strike* of your choice onto an adjacent, unoccupied area up to one 5-foot square per two caster levels (minimum one 5-foot square), that lashes out at the first creature who enters its area, similar to a haunt.

The first creature who steps onto an affected square is affected by your *ghost strike*. If the *ghost strike* does not allow a saving throw, the creature affected is allowed a Will save to negate its effects. After activation, this haunt disappears.

A *haunting apparition* lasts for 10 minutes per caster level before becoming inert. It shares your alignment, and its Perception DC and hit points are equal to its save DC. You may only have one active haunt apparition at a time; placing a second *haunting apparition* deactivates the first. You may select this talent multiple times. Each time it is taken, increase the number of *haunting apparitions* you may have active at once by 1.

### Icy Grip

When you use a *ghost strike*, instead of unleashing an attack yourself, you may have an undead you control within range deliver the attack as a melee touch attack sometime within the next round. This charge is 'held' through the round; if the undead gets multiple attacks, it can attempt to deliver the touch attack additional times if the first attempt failed. If you spend an additional spell point, you may grant a use of this *ghost strike* to each undead you control, but multiple undead cannot affect the same target with the same *ghost strike* that round.

### Instill Death [instill]

As a standard action you may touch a small container of liquid and instill a *reanimate* inside it, which functions as an oil. This cannot be combined with Sustained Reanimation, and undead created through an instilled liquid still consider you their creator, counting against your totals and following your commands.

Alternatively, you may spend a spell point to instill a *ghost strike*. As a standard action, this can be primed and thrown as a splash weapon. All targets affected by the splash (5-foot radius) must save against any *ghost strike* effect requiring a saving throw, but any target not affected by a direct hit treats any dice rolls from the effect as if they had rolled their minimum.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Killing Curse

Your *ghost strikes* can rip the very soul from the living. If a target fails their saving throws against your *ghost strikes* 3 times within a 1-minute period, they immediately die (Fortitude negates). If a *ghost strike* does not allow a save, it is not usable with this talent.

### Lingering Necromancy

When you *reanimate* a corpse or corpses, they remain for 1 hour per caster level instead of 1 minute per caster level.



### Mass Reanimate [mass]

When using your *reanimate* ability, you may spend an additional spell point to *reanimate* multiple creatures at once. Your Hit Dice limits apply to the total number you may *reanimate* at once with this ability.

### Master's Presence

You can telepathically order and communicate with undead creatures within close range that you control. You do not need line of sight or effect to maintain this connection. Only targets completely under your control are valid; charmed undead are not truly under your control, and as such do not qualify.

Giving basic commands to an undead is a free action, but your increased control allows you to master complex commands for your undead as well. Choose any 2 tricks + 1 per 5 caster levels that can be taught to an animal or the Pose as Scenery trick (see the Handle Animal skill). Mindless undead you control are able to perform these tricks when ordered to as a move action. This does not allow you to train undead for a purpose, “push” an undead to perform a task it normally would not be able to, or accomplish other effects of the Handle Animal skill.

You can select this talent up to 3 times; each time you do after the first, increase its range by one step (close to medium, medium to long) and increase the number of tricks your undead can perform by 2.

Additionally, so long as an undead you control is within this range, you may, as a full-round action, concentrate on that undead to perceive that creature's surroundings as if you were standing where that creature was. While you may use the creature's special sense (i.e., darkvision, etc.), you must use your own Perception skill if attempting a check.

### Ranged Death [range]

Increase the range at which you can *reanimate* corpses to close, and increase the range of your *ghost strike* to long. You may select this talent multiple times. For each additional time this talent is taken, increase the distance at which you can *reanimate* corpses by one category (close to medium, medium to long).

### Reanimated Warriors

Choose a combat talent, combat feat, or teamwork feat you possess. Undead you *reanimate* and control gain the benefit of this talent or feat when they are within close range of you (or the range of your Master's Presence, whichever is greater). You cannot choose a feat that has another feat as a prerequisite nor feats that grant open-ended bonuses (such as Extra Combat Talent), but your undead do not otherwise need to meet the feat's prerequisites.

Whenever you rest and recover spell points, you may change the feat or talent chosen. You may take this talent multiple times; each time you do, you may grant an additional combat talent, combat feat, or teamwork feat to your undead.

### Shroud

Whenever you succeed on an attack roll made as part of a *ghost strike*, you can choose to mark the affected creature with necrotic energy as a free action. If a marked creature dies within close range (or the range of your Master's Presence, whichever is greater) within 1 round per caster level, you can spend 1 spell point as an immediate action to *reanimate* its body. If you possess Sustained Reanimation, you may use this talent to *reanimate* the body without spending a spell point if you sustain it via that talent. You can only have a number of creatures marked at a time equal to your casting ability modifier (minimum 1).

### Sustained Reanimation

When you *reanimate* a corpse, you may do so without spending a spell point, but the duration is changed to ‘concentration’. A sustained undead only counts as half their Hit Dice (rounded up, minimum 1) against the total amount you may have *reanimated* at once. You can never have more than 1 sustained undead at a time.

### Taint Soul

Whenever a target fails their saving throw against your *ghost strike*, the creature affected has all healing effects used on it halved for 1 round per 2 caster levels. If you spend an additional spell point, it cannot heal hit point damage by any means for the duration, including fast healing and regeneration.

In addition, you can touch a willing creature as a standard action to cause them to be healed by negative energy and harmed by positive energy for 1 minute (Fortitude negates if unwilling); as normal, fast healing is unaffected.





## Tomb Of Flesh

You can make a melee touch attack against a living creature up to your size to attempt to absorb it into your body, similar to the swallow whole ability (Reflex negates).

Being absorbed causes a creature to take negative energy damage each round equal to  $1d6 + 1d6$  for every three caster levels you have (undead are not affected). An absorbed creature gains the grappled condition, while you do not. An absorbed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to  $1/10$  your total hit points), or it can just try to escape as if escaping a grapple (using your CMD or your MSD, whichever is higher). The armor class of your interior is  $10 + 1/2$  your caster level, with no modifiers for size or Dexterity. If an absorbed creature cuts its way out, you cannot use this talent again until the damage is healed.

Alternatively, you can touch a corpse or undead that you control as a move action to absorb it into your body or to expel an absorbed corpse or undead into an adjacent square. While absorbed, an undead cannot use any of its senses or take any actions, and time passes normally - corpses rot and *reanimate's* duration continues to pass.

You can have a number of corpses or controlled undead absorbed at a time equal to  $1$  plus  $1$  for every 3 caster levels you have. You can spend a spell point to expel all absorbed corpses and undead with a single swift action. While you have at least one undead absorbed, you give off an aura that can be detected by Divine Undead equal to the highest Hit Dice undead absorbed, but your appearance is not otherwise changed.

Creatures and bodies stored within your *tomb of flesh* are stored in an extradimensional space; you do not increase in size no matter how many creatures and bodies are stored inside you.

## Undead Whisperer

Undead you *reanimate* and control gain one skill rank per caster level. These skill ranks cannot be spent on a Knowledge skill, but otherwise any skill is valid as long as either you or the creature (when it was alive) possess ranks in the chosen skill. The undead cannot possess more ranks in a skill than either you possess or that it possessed in life. You may command these undead to use their skills as a basic command.

If you possess Master's Presence, your undead may use your skill ranks in place of their own for any valid skill check, so long as they are within your Master's Presence range.

## Ghost Strikes

### Bleeding Wounds (ghost strike)

You may make a *ghost strike* that deals  $1$  bleed damage per caster level (minimum  $1$ ; no save). Targets take damage on the round they are hit, plus each additional round until the bleed effect stops (usually through the Heal skill or an application of magical healing). You may spend a spell point to improve this effect to  $2$  bleed damage per caster level (minimum  $2$ ).

### Command Undead (ghost strike)

You may spend a spell point to make a *ghost strike* that grants you a measure of control over an undead creature (Will negates). For  $1$  minute per caster level, an unintelligent undead creature falls under your control or an intelligent undead

becomes friendly toward you. You can give an intelligent undead creature orders, but you must win an opposed Charisma check to convince it to do anything it would not ordinarily do. Retries are not allowed. An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks this effect. Your commands are not telepathic; the undead creature must be able to hear you. Intelligent undead remember they were manipulated and may seek revenge.

### Curse (ghost strike) [curse]

You may spend 2 spell points to make a *ghost strike* that bestows a permanent curse on the target (Will negates). Curses may be removed with the Break Enchantment Life talent, rituals such as *break enchantment* or *remove curse, wishes*, upon your death, or by your choice as a free action, but otherwise cannot be dispelled.

Choose one of the following curses to bestow upon the target:

- The target suffers a  $-4$  decrease to an ability score plus an additional  $-2$  per 5 caster levels (minimum  $1$ ).
- The target suffers a  $-3$  penalty on all attack rolls, saving throws, ability checks, and skill checks plus an additional  $-1$  per 5 caster levels.
- Each turn the target has a  $25\%$  chance to take no action. This chance increases by  $5\%$  per 2 caster levels (maximum  $75\%$ ).

Curses do not stack with themselves, but a target can be afflicted by multiple different curses. With GM permission, you may invent your own curse, but it should be of equal power to those listed. The following effects would be considered appropriate:

**Clumsy:** The target cannot move faster than half their speed without an Acrobatics check vs. the curse's DC. On a failure, the target falls prone.

**Extreme Hunger:** The target must eat and drink three times as much as normal every day or begin suffering from thirst and starvation.

**Fumble:** Anytime the victim picks up or retrieves an object (including drawing a weapon or ammunition), there is a  $50\%$  chance that he immediately drops it. If ammunition is dropped, the attack being made is lost. Any remaining attacks in a full attack action may still be attempted.

**Greater Pain:** Whenever the victim takes damage, he is staggered for  $1$  round.

**Magically Conductive:** When the victim is adjacent to the area of a damaging spell or spell-like effect, the area expands to include the victim.

**Old Age:** The target gains the penalties (but not the benefits) of advancing to the next age category. This does not actually increase their age.

**Repel Healing:** The victim cannot heal naturally, and magical healing heals the victim by only half the usual amount (minimum  $1$  point). Fast healing and regeneration are likewise halved.





**Unfocused:** The target suffers a penalty equal to your casting ability modifier to all skill checks governed by an attribute of your choice.

### Drain (ghost strike)

You may spend a spell point to make a *ghost strike* that imposes 1 temporary negative level on the target for one hour per caster level (no save). This increases by 1 die size per 5 caster levels (1d2, 1d3, 1d4, and 1d6). Unlike with other *ghost strikes*, negative levels stack. While normally negative levels have a chance to become permanent and can kill a target whose negative levels equal its Hit Dice, these negative levels do not last long enough to become permanent, and if a negative level from this *ghost strike* would reduce the creature to 0 Hit Dice, the creature instead takes 4 points of Constitution drain for the duration of the effect. If a negative level lasts longer than 1 day, the target must succeed at a Fortitude save per negative level or have the negative level become permanent. If this ability is used on an undead creature, it instead grants the creature 5 temporary hit points per negative level, which last for 1 hour.

### Hunger (ghost strike)

You may spend a spell point to make a *ghost strike* that saps a creature of its energy (Will negates). On a failed save, the subject is fatigued and takes nonlethal damage equal to 1d8 per caster level. This is considered starvation damage, and as such the fatigue and nonlethal damage cannot be healed, even by magic, until the target consumes some sort of food (a standard action, assuming the food is on hand and need not be dug out of a backpack first). If no food is available, the target begins to attempt Constitution checks per day as normal for starvation. Multiple applications of hunger do not stack; only the highest nonlethal damage applies.

### Inflict Disease (ghost strike)

You may spend a spell point to make a *ghost strike* that causes the target to contract a disease (Fortitude negates). The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects.

### Lich Strike (ghost strike)

You may spend 2 spell points to make a *ghost strike* that paralyzes the target for 1 round per 2 caster levels on a failed Fortitude save. A creature is allowed a new saving throw each round as a full-round action to end this effect early. Anyone paralyzed by a *lich strike* seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

### Manipulate Undeath (ghost strike)

You may make a *ghost strike* that harms undead, dealing 1d8 damage per 2 caster levels (minimum 1d8, Will half). You may spend a spell point to instead heal the undead for this amount.

### Necrotic Feeding (ghost strike)

You may make a *ghost strike* that causes a living creature that is below 0 hit points but stabilized to resume dying. You may also spend a spell point to make a *ghost strike* that, when it strikes a target below 0 hit points, kills it instantly (Will negates). If the target fails their saving throw, you gain temporary hit points equal to twice the target's Hit Dice, as well as a +2 enhancement bonus to Strength and Dexterity, which increases by +2 for every 8 Hit Dice the target possesses. These effects last for 10 minutes per Hit Die of the slain creature. Bonuses from multiple creatures do not stack; only the highest bonuses apply.

### Poltergeist (ghost strike)

You may make a *ghost strike* that attaches a vengeful *poltergeist* to the target, disrupting their actions. Whenever the target makes a d20 roll within 1 round per caster level, you can choose for them take a -3 penalty to the roll, ending this effect. This penalty is increased by 1 for every 6 caster levels you have. If you spend a spell point when you use this *ghost strike*, you can impose the penalty on up to one d20 roll the target makes each round for the effect's duration, and imposing the penalty does not end the effect. A creature can only be affected by one *poltergeist* at a time.

### Sickening (ghost strike)

You may make a *ghost strike* that causes the target to be sickened for 1 round per caster level (Fortitude negates). You may spend a spell point to cause the target to instead become nauseated. On a successful save, the target is still sickened for 1 round.

### Vampiric Strike (ghost strike)

You may spend a spell point to make a *ghost strike* that deals 1d6 damage per 2 caster levels to the target (minimum 1d6) and grants yourself an equal number of temporary hit points that last 1 minute per caster level (Fortitude half). You cannot gain more temporary hit points in this manner than the subject's current hit points + their Constitution score. If you strike multiple targets at once with the same *vampiric strike* (for example, through the Greater Ghost Strike talent) you cannot gain more temporary hit points than 3 per caster level (minimum 6).

### Weakening (ghost strike)

You may make a *ghost strike* that inflicts a 1d4 point penalty to the target's Strength or Dexterity (your choice, Fortitude negates) for 1 round per level. You may spend a spell point to increase this reduction by half your caster level (minimum 1) and cause a successful Fortitude save to only halve the effect instead of negate it. This cannot reduce the target's Strength or Dexterity scores to less than 1.



# Destruction

You can use destructive power.

## Destructive Blast

As a standard action, you may deliver a burst of blunt magical force as a melee touch attack or a ranged touch attack within close range. A *destructive blast* is subject to spell resistance, and while it bypasses DR/magic, it does not automatically bypass other forms of damage reduction if it deals physical damage (bludgeoning, slashing, or piercing). A ranged *destructive blast* counts as a ray attack.

A basic *destructive blast* deals 1d6 bludgeoning damage for every odd caster level.

**Table: Destructive Blast Damage**

Level	Damage
1st	1d6
3rd	2d6
5th	3d6
7th	4d6
9th	5d6
11th	6d6
13th	7d6
15th	8d6
17th	9d6
19th	10d6
21st	11d6
23rd	12d6
25th	13d6

You may spend 1 spell point when making a *destructive blast* to increase the damage dealt to one damage die per caster level (minimum 2d6).

## Destruction Talent Types

When augmenting a *destructive blast* with Destruction talents, you may only apply 1 (blast type) talent and 1 (blast shape) talent to each individual *destructive blast*. If a blast type or blast shape grants a combat maneuver check, that maneuver ignores normal size limitations.

### Blast Type Groups

Each (blast type) talent belongs to a blast type group with others of similar theme. For all purposes, the basic, unmodified *destructive blast* counts as its own blast type group.

Blast Type Group	Blast Types
Acid	Acid Blast, Adhesive Blast, Alkali Blast
Air	Air Blast, Gale Blast, Hurricane Blast
Cold	Drowning Blast, Frost Blast, Numbing Blast
Crystal	Crystal Blast, Living Crystal Blast, Razor Blast
Electric	Electric Blast, Shock Blast, Static Blast
Fire	Blistering Blast, Fire Blast, Searing Blast
Force	Force Blast, Invigorating Blast, Mana Siphon
Holy	Paradigm Blast, Smiting Blast
Light	Blinding Blast, Incandescent Blast, Radiant Blast
Negative	Gloom Blast, Nether Blast, Tenebrous Blast
Sonic	Reverberating Blast, Shattering Blast, Thunder Blast
Stone	Battering Blast, Shrapnel Blast, Stone Blast

## Destruction Talents

### Admixture

You may either increase the casting time of your *destructive blast* by one step or spend an additional spell point to apply two (blast type) talents instead of 1. The resultant blast does half of its damage of each type and any additional effects of the blast types are applied normally. If the die size for the two blasts are d8 and d6, use d8; if d8 and d4 use d6; if d6 and d4, use d4. If two blast types have different caster levels, then use the lower caster level for determining the admixed blast's caster level.

**Special:** You do not increase the casting time or spend an additional spell point when using the Admixture talent with two blast types from the same blast type group.

### Cascade Failure

When a creature receives damage from your *destructive blast*, it suffers a -1 penalty on all saving throws against your *destructive blasts* until the end of your next turn. This penalty stacks with itself if a target is damaged by your *destructive blast* more than once in a round.





### Clinging Blast

You may spend an additional spell point to have all damage from the *destructive blast* be treated as continuous for the purposes of any concentration checks until the start of your next turn (Fortitude negates).

### Crafted Blast

When making a *destructive blast* unaltered by a (blast type) talent, you may change the damage of the *destructive blast* to be either bludgeoning, piercing, or slashing, and may change all rolled 1's and 2's to 3's.

### Damage Control

You may choose to have all damage dealt by a *destructive blast* be nonlethal damage. Damage dealt is calculated as if the *destructive blast* was its original damage type as well as nonlethal (for example, an *acid blast* would still be subject to acid resistance), but the resulting damage is added to the target's nonlethal damage total and not subtracted from their hit points. When using a (blast type) talent that already deals nonlethal damage, your *destructive blast* damage increases by +1 damage per die.

Alternatively, you may choose to deal no damage at all, only inflicting secondary effects, such as from (blast type) talents, or only expressing minor, controlled effects of the damage type you would normally deal with your *destructive blast*. For example, you might create a spark with a Fire Blast, drive a nail into wood with the bludgeoning force of a standard *destructive blast*, or make an indistinct sound with a Thunder Blast. These effects should never be powerful, and the GM is the final arbiter of what can be accomplished this way.

### Demolition

You can tune your *destructive blast* more towards inanimate objects rather than creatures. When you use your *destructive blast* this way, you deal +1 damage per die and deal full damage to objects, ignoring any reduction that would normally apply from being an energy attack, ranged attack, ineffective weapon type, or similar effect, though hardness still applies. Anything other than an inanimate object struck by this kind of *destructive blast* only takes half damage from it.

### Energetic Response

You can make attacks of opportunity with your *destructive blast*, as if it were a melee weapon. You are considered armed with your *destructive blast*, and if you possess the ability to make attacks of opportunity with ranged weapons, you may do so with a *destructive blast*. Using a *destructive blast* to make an attack of opportunity is considered a (blast shape), and you cannot use any effects that would increase its casting time, nor spend a spell point to increase its damage. Using your *destructive blast* this way does not provoke an attack of opportunity for the casting, though it may still provoke if used to make ranged attacks.

### Epicenter

You are immune to any damage and other effects of your own *destructive blasts*. This includes ignoring difficult terrain from your Crystal Blast and immunity to your own Energy Wall, Energy Cloud, and any other blast shape with a non-instantaneous duration.

### Extended Range [range]

Increase the range of your *destructive blast* by 1 range level (close to medium, medium to long). You may select this talent multiple times. The effects stack.

### Focused Blast

When making a *destructive blast* unaltered by a (blast shape) talent, your *destructive blast* damage increases by +1 damage per die.

### Gather Energy

You may increase the casting time of your *destructive blast* by one step to reduce its spell point cost by 1 (to a minimum of 0).

### Selective Blast

You may exclude one creature plus one per 10 caster levels from the area of your *destructive blasts* that have an instantaneous duration. You may spend a spell point to increase the number of excluded creatures by your casting ability modifier (minimum +1).

### Spirit Blast

You can choose to have your *destructive blasts* affect spiritual targets. When used this way, your *destructive blasts* extend into the Ethereal Plane to affect ethereal targets normally, and does not halve damage or suffer a 50% failure chance against incorporeal targets.

### Wingbind

When using a blast type that entangles, flying entangled targets that are entangled must succeed at an additional Reflex save or be unable to fly and fall to the ground. This does not affect creatures with magical flight.



## Blast Shape Talents

### Blast Trap (blast shape)

You may place a *destructive blast* onto an adjacent, unoccupied 5-foot square. Any creature who steps onto that square is affected by your *destructive blast*, and is allowed a Reflex save for half damage. A *blast trap* lasts for 10 minutes per caster level before becoming inert. This is a magical trap with a Perception DC and Disable Device DC equal to the blast's save DC. You may have one active *blast trap* at a time, +1 per 10 caster levels; placing a trap beyond this limit deactivates an earlier trap of your choice.

### Chain Blast (blast shape)

You may spend a spell point to arc your *destructive blast* between multiple targets. Choose a number of targets no greater than 1 + half your caster level (minimum 2 targets total). Make a ranged touch attack against each of them in order. No target can be farther than 10 feet + 5 feet per 5 caster levels from the previous target and no target can be targeted more than once. Should any of the targets fail to take damage, either by a missed attack, resistances, or other method, the chain stops and no further targets are damaged.

### Energy Aura (blast shape)

As a move action, you may spend a spell point to surround yourself with an aura of elemental energies for a number of rounds equal to your casting ability modifier; any creature that ends its turn within 5 feet + 5 feet per 10 caster levels of you is affected by your *destructive blast*, though the damage is reduced to its minimum (so a 4d6 blast would deal 4 damage, or 12 with Crafted Blast). A Reflex save negates this damage. You may only have one aura active at a time; casting it again ends the previous instance.

### Energy Bomb (blast shape) [instill]

As a standard action, you may touch a small container of liquid and spend a spell point to instill a *destructive blast* inside it. As a standard action, this can be primed and thrown as a splash weapon. A direct hit deals the *destructive blast's* damage to the target and damage equal to the minimum blast damage is dealt in a 5-foot splash radius. Any creature taking damage from either the direct hit or the splash must save against any additional effects of the blast type.

This cannot be used with the Gather Energy talent. An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food (in which instead of a splash weapon it affects the target who consumes it) but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Energy Leap (blast shape)

You may spend a spell point to move in a straight line up to your *destructive blast's* range. This movement provokes attacks of opportunity as normal. You may pass through occupied spaces by making an overrun maneuver as a free action against the targets, using your caster level + your casting ability modifier

in place of your base attack bonus + your Strength modifier for this check. If a target attempts to impede you during this overrun, they suffer the effects of your *destructive blast* (Reflex half), whether or not they succeed in stopping your movement. You may also attempt to crash through objects or barriers, dealing your *destructive blast* damage to them, and passing through unimpeded if this successfully destroys them. If, however, a target successfully stops you during an overrun or you are unable to destroy an object or barrier, your movement immediately stops at the nearest unoccupied space and you are staggered for one round.

### Energy Satellite (blast shape)

You may spend a spell point to form your *destructive blast* into a sphere that orbits your body that lasts for one minute per caster level or until used. This cannot be combined with Gather Energy or spending a spell point to increase the *destructive blast's* damage. As an immediate action, you may discharge the sphere against any creature within 5 feet + 5 feet per 10 caster levels, dealing your *destructive blast* damage. A Reflex save halves this damage. You may only maintain one satellite at a time, +1 per 10 caster levels. Each satellite requires a separate immediate action to discharge.

### Energy Sphere (blast shape)

You may shape your *destructive blast* into a non-instantaneous sphere that fills a 5-foot square. Any creature within this space is dealt damage from your *destructive blast* (Reflex negates). This sphere has a 20 feet fly speed + 5 feet per 2 caster levels and perfect maneuverability, and wind does not affect its course. The sphere has a duration of concentration, but you may spend a spell point to increase this duration to 1 round per caster level.

As a move action, you may direct this sphere to move to a new location and strike a new target. Your sphere stops to attempt to deal damage whenever it enters a space with a creature, and cannot attempt to directly damage more than one target in this manner per round. Your sphere has no mass and does not impede movement, but creatures moving through its space must succeed at a Reflex save or suffer damage. Your sphere must stay within your *destructive blast* range or disappear.

### Energy Strike (blast shape) [strike]

As a standard action, you may make a single weapon attack in conjunction with making a *destructive blast*. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also struck by the *destructive blast*. If using a scatter weapon, the blast only applies to a single target, chosen at the time of attack.

### Energy Tether (blast shape)

You may send out a tendril of energy to bind your foe to you. Make a ranged touch attack against a target within range. If successful, the target suffers your *destructive blast* damage (Fortitude half). You may concentrate to maintain this *tether* each round, or may spend a spell point as a free action to allow it to persist for 1 round per caster level without concentration.

Each round a target remains bound by the *tether*, they suffer its damage (Fortitude half). The *tether* has 10 hit points plus 2 hit points per caster level, an AC of 5, hardness equal to 1/2 your caster level, and a Break DC equal to the blast's DC. Neither





you nor the *tethered* target may move further away from each other without first breaking the *tether* (you may dismiss a *tether* as a free action) or succeeding on a drag or reposition combat maneuver, pulling the other along with them. If you or the *tethered* target move closer to each other you may, as a swift action, shorten the *tether*; the new distance between you becomes the new length of the *tether*. You may also lengthen the *tether* as a swift action, but only to your maximum distance. Swarms may not be targeted with this blast shape. You cannot have more than one *tether* active at any one time; creating a second *tether* dismisses the first.

### Energy Wall (blast shape)

You may craft your *destructive blast* into a 5-foot-by-5-foot cubic wall with a duration of concentration, so long as it is fully contained within your *destructive blast* range. You may spend a spell point to increase this effect and create a wall up to 20 feet high and up to 20 feet wide per caster level in a straight line, or a hemisphere with a radius up to 5 feet per 2 caster levels (minimum 5 feet). If used in either way, the duration increases to 1 round per caster level.

The wall does not block line of effect, line of sight, projectiles, or thrown objects. Creatures passing through your wall suffer your *destructive blast's* damage and effects as normal. Creatures standing in the wall's space when it is created are allowed a Reflex save to avoid damage.

### Explosive Orb (blast shape)

You may transform your *destructive blast* into a burst effect centered anywhere within range. This *destructive blast* fills a single 5-foot square (Reflex negates). You may spend a spell point to increase this burst to a radius of up to 10 feet + 5 feet per 5 caster levels (Reflex half).

### Guided Strike (blast shape)

You may spend a spell point to add a +20 circumstance bonus to your *destructive blast's* attack roll.

### Mutable Blast (blast shape)

You may give your *destructive blast* any array of strange shapes, as you require. Making a *mutable blast* costs 1 additional spell point. Each time you use *Mutable Blast*, you create any area you desire out of contiguous 5-foot cubes, up to a maximum of 5 cubes + 1 cube per 2 caster levels. At least one of these cubes must be in a square adjacent to you. All targets in the area are affected by your *destructive blast*, and can attempt a Reflex save to take half damage.

### Rebuff (blast shape)

You may use your *destructive blast* to shield a target within range from ranged weapons, area effects, or even other *destructive blasts* for 1 round, giving them the benefits of evasion, a +2 cover bonus to AC vs. ranged attacks, and a +1 cover bonus to their Reflex saves. These bonuses increase by +2/+1 respectively for every 5 caster levels you possess.

By spending a spell point, you may perform a *rebuff* as an immediate action, or provide the benefits to all targets within 10-foot of you + 5 feet per 5 caster levels. You may spend 2 spell points to gain both of these benefits with the same *rebuff*.

### Retributive Blast (blast shape)

Whenever a creature misses with a melee or melee touch attack against you, you may spend a spell point as an immediate action to affect that creature with a *destructive blast*. This does not provoke an attack of opportunity, and cannot be combined with Gather Energy or spending a spell point to increase its damage. The creature may attempt a Reflex save to negate the damage. You must be aware of the attack and able to act.

### Sculpt Blast (blast shape)

You may spend a spell point to create a *destructive blast* as an area effect, affecting your choice of either a 10-foot radius + 5 feet per 5 caster levels burst, a close-range cone, or a medium-range line, each emanating from yourself but excluding yourself from the effects. You do not need to make any attack roll for area attacks, but creatures in the effect are allowed a Reflex saving throw for half damage. These ranges are not increased by the Extended Range talent or similar effects.





## Blast Type Talents

### Acid Blast (blast type, acid)

Your *destructive blast* deals acid damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required suffers 1 point of acid damage per damage die the following round.

### Adhesive Blast (blast type, acid)

You transmute your *destructive blast* into a sticky, acidic sap. Your *destructive blast* deals acid damage, and any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Reflex save or be entangled and unable to move for 1 round.

### Air Blast (blast type, air)

You may change your *destructive blast* into a blast of air. An *air blast* deals nonlethal bludgeoning damage. You may make a bull rush as a free action at range against the target or targets struck by your *air blast* or that failed their Reflex saving throw if one was required. Your CMB for this check is your caster level + your casting ability modifier, and all targets are pushed from the point of origin of the effect. (This is usually yourself, but if using a talent such as Explosive Orb, it would be the center of the blast. If using Energy Wall, each square of wall is considered the center of effect for those who enter that section. If using Guided Strike, you may choose from which direction you want to push the target, even pushing them up or down if you should desire. Pushing a target into the ground knocks them prone if the bull rush is successful.)

If the target is knocked into a solid object, they suffer 1d6 bludgeoning damage, +1d6 for every 5 feet they would have continued past the barrier. You do not move with the targets of your bull rush.

### Alkali Blast (blast type, acid)

Your *destructive blast* deals acid damage, using d4 instead of d6 as its damage die. You may make a trip attempt as a free action at range against the target or targets struck by your *alkali blast* or that failed their Reflex saving throw if one was required. Your CMB for this check is equal to your caster level + your casting ability modifier.

### Battering Blast (blast type, stone)

Your *destructive blast* becomes a hail of smooth stones, dealing bludgeoning damage and using d4 instead of d6 as its damage die. You may make a bull rush as a free action at range against the target or targets struck by the attack or that failed their Reflex saving throw if one was required. Your CMB for this check is equal to your caster level + your casting ability modifier, and all targets are pushed from the point of origin of the effect. (This is usually yourself, but if using a talent such as Explosive Orb, it would be the center of the blast. If using Energy Wall, each square of wall is considered the center of effect for those who enter that section. If using Guided Strike, you may choose from which direction you want to push the target, even pushing them up or down if you should desire. Pushing a target into the ground knocks them prone if the bull rush is successful.)

If the target is knocked into a solid object, they suffer 1d6 bludgeoning damage, + 1d6 for every 5 feet they would have

continued past the barrier. You do not move with the targets of your bull rush.

This blast ignores spell resistance, spell turning, and can penetrate a globe of invulnerability, antimagic field, or other forms of antimagic, and is not treated as a spell or magical for the purpose of bypassing damage reduction, damaging incorporeal creatures, or for creatures or classes that gain a bonus to saving throws against magic.

### Blinding Blast (blast type, light)

You may spend a spell point to have your *destructive blast* deal untyped damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Fortitude save or be blinded for 1 round. The damage die size increases to d8 against undead creatures and any creatures vulnerable to sunlight.

### Blistering Blast (blast type, fire)

Your *destructive blast* deals fire damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required suffers a -2 penalty on Fortitude saves for 1d4 rounds.

### Crystal Blast (blast type, crystal)

Your *destructive blast* becomes an explosion of crystal, growing where it strikes. A *crystal blast* uses d4 instead of d6 as its damage die and deals piercing damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Reflex save or be entangled and unable to move. In addition, the target's square (or the blast's affected area) becomes overgrown with crystal and counts as difficult terrain. Breaking free of the entangled condition is a move action, requiring either a Strength check or an Escape Artist check against the *crystal blast's* save DC. A target may also destroy the crystal on a square or creature by dealing 3 damage per caster level to the crystal. This removes the entangled condition from the creature and destroys the difficult terrain. Crystal disappears after 1 minute.

### Drowning Blast (blast type, cold)

You may spend a spell point to have your *destructive blast* become a stream of water, pounding your foe, disorienting and choking them. This deals bludgeoning damage and any creature struck by the attack or that failed their Reflex saving throw if one was required are considered wet and must succeed at a Fortitude save or be nauseated for 1 round. The water disappears at the end of your turn, but fires extinguished or creatures soaked by the water continue to be so.

### Electric Blast (blast type, electricity)

You may change the damage type of your *destructive blast* from bludgeoning to electricity. Targets wearing metal armor or primarily comprised of metal suffer a -3 penalty to AC and to saving throws against an *electric blast*. An *electric blast* can ignite combustibles, and melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

### Fire Blast (blast type, fire)

Your *destructive blast* deals fire damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Reflex save or catch fire. A burning creature takes 1d6 damage the following round, plus 1d6 per round until the flames are extinguished. Each round the target may attempt another Reflex save to attempt to extinguish the



flames. Rolling on the ground or using a blanket to smother the flames (a full-round action) grants the target a +4 bonus to that round's saving throw.

### Force Blast (blast type, force)

You may spend a spell point to change the damage type of your *destructive blast* to force. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Reflex save or fall prone.

### Frost Blast (blast type, cold)

You may change the damage type of your *destructive blast* to cold. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Fortitude save or be staggered for 1 round.

### Gale Blast (blast type, air)

You may change your *destructive blast* into a forceful wind that deals nonlethal bludgeoning damage. You may make a trip combat maneuver as a free action at range against any creature struck by the attack or that failed their Reflex saving throw if one was required. Your CMB for this check is equal to your caster level + your casting ability modifier. If this check fails, you are not tripped in return.

### Gloom Blast (blast type, negative)

Your *destructive blast* deals negative energy damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Fortitude save or be sickened for 1 round. Undead creatures take no damage, but are instead blinded for 1 round on a failed Fortitude save. This bypasses the immunities of the undead type.

### Hurricane Blast (blast type, air)

You may spend a spell point to change your *destructive blast* into swirling winds that swirls around the target, dealing nonlethal bludgeoning damage. The target suffers a penalty to ranged attacks and Fly checks equal to 1/2 your caster level for 1d4 rounds.

### Incandescent Blast (blast type, light)

Your *destructive blast* deals untyped damage using d4 instead of d6 as its damage die and any creature struck by the attack or that failed their Reflex saving throw if one was required suffers a -2 penalty on Perception checks and Will saves for 1d4 rounds. The damage die size increases to d8 against undead creatures and any creatures vulnerable to sunlight.

### Invigorating Blast (blast type, force)

You may spend a spell point to have your *destructive blast* deal positive energy damage to non-living creatures using d4 instead of d6 as its damage die. Living creatures instead of taking damage gain an equal number of temporary hit points (which cannot exceed their maximum hit points) which last for 1 hour, but also must succeed at a Fortitude save or become dazed for 1 round.

### Living Crystal Blast (blast type, crystal)

You may spend a spell point to create a *living crystal blast*, covering the target and their space in a mass of ever shifting and clinging crystals. Your *destructive blast* deals piercing damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Reflex save or be entangled and unable to move.

In addition, the target's square (or the blast's affected area) becomes overgrown with living crystal. Any creature entering an affected square must succeed at a Reflex save or become entangled and unable to move. Breaking free of the entangled condition is a move action, requiring either a Strength check or an Escape Artist check against the *living crystal blast's* save DC. A target may also destroy the crystal on a creature by dealing 3 damage per caster level to the crystal. This removes the entangled condition from the creature. The crystal disappears after 1 minute.

### Mana Siphon (blast type, force)

You may cause your *destructive blast* to sap the magic energy from your target, funneling it to you. A *mana siphon* does nonlethal force damage using d4 instead of d6 as its damage die and any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Fortitude save or lose 1 spell point. This loss increases by one die size (1d2, 1d3, 1d4, 1d6, etc.) for every five caster levels. You gain an equal number of temporary spell points that last for one round per caster level, though you cannot receive more spell points than your target loses. These temporary spell points do not stack with spell points from other targets, other instances of this ability, or any other source and expire after 1 round per caster level.

### Nether Blast (blast type, negative)

You may change the damage type of your *destructive blast* to negative energy. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Will saving throw or be shaken for 1 round. A *nether blast* does not damage undead; instead, the undead must succeed at a Will save or become frightened for 1 round.

### Numbing Blast (blast type, cold)

Your *destructive blast* deals cold damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required suffers a -2 penalty on Reflex saves for 1d4 rounds.

### Paradigm Blast (blast type, holy)

If you are of lawful alignment, you may spend a spell point to make your *destructive blast* deal axiomatic damage. If you are of chaotic alignment, you may spend a spell point to have your *destructive blast* deal anarchic damage. You cannot use this blast type if you are of neither alignment.

Note: Axiomatic damage comes from attacks that are heavily infused with the power of sheer law and carry this orderly power over as a form of harmful energy to chaos-aligned beings. Axiomatic damage deals full damage to incorporeal targets, and deals damage as if the weapon were law-aligned. As it is not a weapon damage type, it automatically bypasses all damage reduction.

Anarchic damage comes from attacks that are heavily infused with the power of sheer chaos and carry this disorderly power over as a form of harmful energy to law-aligned beings. Anarchic damage deals full damage to incorporeal targets and deals damage as if the weapon were chaos-aligned. As it is not a weapon damage type, it automatically bypasses all damage reduction.



### Radiant Blast (blast type, light)

Your *destructive blast* deals untyped damage, and uses d4 instead of d6 as its damage die. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Fortitude save or treat all creatures as if they had concealment (20%) for 1 round. This bypasses the immunities of the undead type. The damage die size increases to d8 against undead creatures and any creatures vulnerable to sunlight.

### Razor Blast (blast type, crystal)

You craft your *destructive blast* into a series of jagged crystal shards, dealing slashing damage and using d4 instead of d6 as its damage die. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Reflex save or have its movement speed reduced in half until 24 hours pass, or it receives at least 1 point of fast healing/magical healing/regeneration. This effect may also be healed as a caltrop wound. In addition, every space affected by the *razor blast* becomes covered in jagged crystals. Any creature who moves over such a space must succeed at a Reflex save or suffer 1 point of damage and have its speed reduced by half, as detailed above. A charging or running creature must immediately stop if it fails this saving throw. Any creature moving at half speed or slower can pick its way through the area with no trouble. A creature need only attempt one saving throw per round to avoid this effect, no matter how many affected spaces they cross over that round. Crystals can also be destroyed by dealing 1 point of damage per caster level to the crystal in a particular space. Crystal also disappears after 1 minute.

### Reverberating Blast (blast type, sonic)

You may spend a spell point to make your *destructive blast* become a thundering sonic boom, dealing sonic damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Fortitude save or suffer a penalty to concentration checks and all mental skill checks equal to 1/2 your caster level for 1d4 rounds.

### Searing Blast (blast type, fire)

Your *destructive blast* deals fire damage using d8 instead of d6 as its damage die.

### Shattering Blast (blast type, sonic)

Your *destructive blast* becomes a sonic lance, shattering whatever it strikes. A *shattering blast* uses d4 instead of d6 as its damage die and deals sonic damage. The blast does full damage to objects and ignores up to half your caster level in hardness.

### Shock Blast (blast type, electricity)

You may spend a spell point to have your *destructive blast* deal electricity damage. A *shock blast* uses d4 instead of d6 as its damage die. Any creature struck by the attack or that failed their Reflex saving throw if one was required must succeed at a Fortitude save or be dazed for 1 round.

### Shrapnel Blast (blast type, stone)

Your *destructive blast* becomes a stream of jagged blades, dealing slashing damage, and using d4 instead of d6 as its damage die. Any creature struck by the attack or that failed their Reflex saving throw if one was required suffers bleed damage equal to 1/2 the number of damage die rolled (minimum 1).

The blast ignores spell resistance, *spell turning*, and can penetrate a *globe of invulnerability*, antimagic field, or other forms of antimagic, and is not treated as a spell or magical for the purpose of bypassing damage reduction, damaging incorporeal creatures, or for creatures or classes that gain a bonus to saving throws against magic. These blades disappear after 1 minute.

### Smiting Blast (blast type, holy)

If you are of good alignment, you may spend a spell point to make your *destructive blast* deal sacred damage. If you are of evil alignment, you may spend a spell point to have your *destructive blast* deal profane damage. You cannot use this blast type if you are of neither alignment.

**Note:** Sacred damage comes from attacks that are heavily infused with the power of sheer good and carry this holy power over as a form of harmful energy to evil-aligned beings. Sacred damage deals full damage to incorporeal targets, and deals damage as if the weapon were good-aligned. As it is not a weapon damage type, it automatically bypasses all damage reduction.

Profane damage comes from attacks that are heavily infused with the power of sheer evil and carry this unholy power over as a form of harmful energy to good-aligned beings. Profane damage deals full damage to incorporeal targets and deals damage as if the weapon were evil-aligned. As it is not a weapon damage type, it automatically bypasses all damage reduction.

### Static Blast (blast type, electricity)

You may spend a spell point to have your *destructive blast* deal electricity damage. You may make a disarm attempt at range against any creature struck by the attack or that failed their Reflex saving throw if one was required. Your CMB for this check is equal to your caster level + your casting ability modifier. You receive a +4 bonus on this check against any target that is wielding a metal weapon.

### Stone Blast (blast type, stone)

You may change the damage type of your *destructive blast* to slashing, piercing, and bludgeoning. A *stone blast* ignores spell resistance, *spell turning*, and can penetrate a *globe of invulnerability*, antimagic field, or other forms of antimagic, and is not treated as a spell or magical for the purpose of bypassing damage reduction, damaging incorporeal creatures, or for creatures or classes that gain a bonus to saving throws against magic. These stones disappear after 1 minute.

### Genebrous Blast (blast type, negative)

Your *destructive blast* deals negative energy damage. Any creature struck by the attack or that failed their Reflex saving throw if one was required suffers a -2 penalty on attack rolls for 1d4 rounds. Undead creatures take no damage, but are instead sickened for 1 round. This bypasses the immunities of the undead type.

### Thunder Blast (blast type, sonic)

You may change the damage type of your *destructive blast* to sonic. Targets who take damage from your *thunder blast* must succeed at a Fortitude saving throw or be deafened for 2d4 rounds.





# Divination

You can predict the future and gain information not available to the usual 5 senses.

## Divine

You may *divine* to gain information. To *divine*, you must spend 1 minute meditating, although you may spend a spell point to decrease this time to a single standard action. *Divining* always has a duration of concentration, but you must spend a full-round action concentrating (you can take no other action except free actions); you are flat-footed while concentrating on *divining*. *Divining* reveals information from sources within medium range of you as an emanation; it reveals information each round the effect it is maintained. *Divining* can penetrate most barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, a thin sheet of lead blocks it.

When you gain the Divination sphere, you gain the ability to *divine* for magical auras, learning their strength and location. You do not know the exact caster level of an item or spell, but you may sense the aura's general strength according to the chart below. To determine the spell school or sphere of the effect, you must succeed at a Knowledge (arcana) check with a DC equal to  $15 + 1/2$  the caster level.

**Table: Aura Strength**

Caster Level	Aura Strength
1-5	Faint
6-11	Moderate
12-20	Strong
21+	Overwhelming

A magical aura lingers after its original source dissipates (in the case of a spells and sphere effects) or is destroyed (in the case of a magic item). In such a case, *divining* reveals an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

**Table: Lingering Aura**

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

When using Spellcraft to identify the properties of a magic item or ongoing effect, you may use *divine* in place of the *detect magic* spell. Outsiders and elementals are not magical in and of themselves, but if they are summoned, the conjuration effect registers.

## Overwhelming Auras

Whenever an individual *divines* or *senses* an aura whose strength is overwhelming, from a source whose Hit Dice or caster level is equal to or greater than the caster's character level + 10, that individual become stunned for 1 round.

## Alternate Divinations

If you possess certain other spheres, you may *divine* for information other than magical auras. These alternate divinations are detailed below.

### Alteration

**Divine Shapechanger:** You may *divine* for creatures with the shapechanger type. The strength of a shapechanger aura is determined according to **Table: Shapechanger**. If a creature is not a shapechanger but is under the effect of a *shapeshift* Alteration sphere (or similar) ability, it shows up with a dim aura.

**Table: Shapechanger**

HD	Strength	Lingering Aura Duration
Under a polymorph effect	Dim	1 round
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6 x 10 minutes
11+	Overwhelming	1d6 days

### Blood

**Divine Bleeding:** You may *divine* the location of any creature that has taken bleed damage in the last 10 minutes per caster level or that is under half its maximum hit points. Creatures immune to bleed damage cannot be detected with this divination.

### Conjuration

**Divine Unnaturals:** You may *divine* the presence of outsiders and aberrations. In all other ways, this functions as *divining* for shapeshifters.

## Creation

**Divine Components:** You may *divine* for a material of which you can *create* using the Creation sphere.

## Dark

**Divine Dark:** You may *divine* the light levels of the surrounding area within range. When using this alternate divination, you may spend an additional spell point to also *divine* the location and size of shadows cast by creatures or objects. You do not gain additional information, such as whether the shadow was cast by a creature or an object, or the size of said creatures or objects.

**Divine Shadow:** You may *divine* the presence of creatures or objects native to the Plane of Shadow. In all other ways, this functions as *divining* for shapeshifters. Shadowstuff, such as that created from the fey adept class or those with the sphere-specific drawback Limited Creation (shadowstuff) count as originating from the Plane of Shadow for the purpose of this divination.

## Death

**Divine Undead:** You may *divine* for undead creatures. In all other ways, this functions as *divining* for shapeshifters.

## Destruction

**Divine Hostility:** You may *divine* whenever a creature or an object within range takes hit point damage. In addition, you gain knowledge as to the amount and type of damage dealt and from what direction the damage was dealt from. If the source of the damage is inside the area of your *divine* effect, you also learn what square the source occupied.

## Enhancement

**Divine Enhancement:** You may *divine* what short-term effects creatures you have pinpointed are undergoing. You may *divine* all creatures you can see within range and determine which (if any) are benefiting from temporary bonuses, and the sources of the bonuses be they magical, alchemical, supernatural, etc.

## Fallen Fey

**Detect Faetouched:** You may *divine* the location of any creature that possesses the elf, fey, gnome, sidheir, or similar

types or subtypes. In all other ways, this functions as *divining* for shapeshifters.

## Fate

**Detect Loyalties:** You may *divine* the top three general things that matter most to the creatures you can see within range. Examples of base loyalties may include but are not limited to: Country, Faith, Family, Power, and Self. Subcategories for base loyalties may also exist where appropriate such as Self (survival) or Self (perfection), but they are generally not revealed with Detect Loyalties. While you do not learn specific details such as proper names of the associated loyalties, you do acquire the order in which the loyalties stand. For example, a paladin might have loyalties of Country, Power, and Self, but would not reveal the particular country they are loyal to or the particular power they serve. Mindless creatures might have only 1 loyalty such as Self (survival), whereas creatures with low animal-like intelligence might only have 2 loyalties such as Family (pack) and Self (survival). Only the top three loyalties are revealed, even if they have more.

**Divine Alignment:** You may *divine* for a specific part of the alignment spectrum: evil, good, lawful, or chaotic. The strength of these auras are determined according to Chart: Alignment.

Traps, poisons, and other potential perils have no alignment. Creatures with aligned intents (killing in anger, aiding those in need for their own sakes, etc.) may temporarily detect according to their actions.

**Divine Fate:** You may *divine* the alignment auras of creatures you can see within range. Such creatures emit a colored aura depending upon what alignments or loyalties you share with them. Creatures that share the same moral alignment (good/neutral/evil) emit a red aura. Creatures that share the same ethical alignment (lawful/neutral/chaotic) emit a blue aura. Creatures that share a primary base loyalty (see Detect Loyalties) emit a yellow aura. Creatures that share multiple colors have their colors combined, i.e. a creature that shares the primary base loyalty of family and the ethical alignment of chaos will emit a green aura. Creatures that share all three primary colors (red, blue, and yellow) emit a glowing white aura. Refer to

**Table: Divine Fate** below for more information on how colored auras combine. Creatures that do not share any alignment or loyalties do not emit any aura that you can see.

Creature/Object	Aura Power				
	None	Faint	Moderate	Strong	Overwhelming
Aligned Creature <sup>^</sup> (HD)	4 or lower	5-10	11-25	26-50	51 or higher
Aligned Undead (HD)	-	2 or lower	3-8	9-20	21 or higher
Aligned Outsider (HD)	-	1 or lower	2-4	5-10	11 or higher
Cleric* or paladin of an aligned deity (class levels)	-	1	2-4	5-10	11 or higher
Aligned magic item or spell (caster level)	5 or lower	6-10	11-15	16-20	21 or higher

<sup>^</sup> Except for undead and outsider, which have their own entries on the table.

\* Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.



**Table: Divine Fate**

Primary Colors	Secondary/Combination Color
Blue and red	Purple
Blue and yellow	Green
Red and yellow	Orange
Blue, red, and yellow	White

### Illusion

**Divine Illusions:** You may *divine* for illusions. This grants you a free Will save or Perception check (in the case of illusionary disguises or invisibility) against any illusions or invisibility within the area.

### Life

**Divine Life:** You may *divine* the wound thresholds and conditions of seen living creatures. In addition to learning the creature's wound status, you also learn which creatures, if any, are afflicted with a disease. The strength of Divine Life's aura reveals a creature's current wound threshold and condition according to **Chart: Divine Life**.

**Chart: Divine Life**

Aura Strength	Wound Threshold	Current Hit Points
None	Dead	Dead
Dim	Disabled	0 or fewer hit points remaining.
Faint	Critical	Less than 25% of full normal hit points remaining.
Moderate	Wounded	25% to 50% of full normal hit points remaining.
Strong	Grazed	50% to 75% of full normal hit points remaining.
Overwhelming	Healthy	Has at least 75% of full normal hit points

### Light

**Ultravision:** You may *divine* to give yourself an added level of perception. Once per round you may attempt a Perception check as a free action (normally a move action) with a circumstance bonus to Perception checks equal to your caster level.

### Wind

**Divine Charm:** You may *divine* for the presence of charm, compulsion, possession, and Mind sphere effects. You do not need to attempt a Knowledge (arcana) check to identify the school or sphere of these abilities.

### Nature

**Divine Elements:** You may *divine* for the elements, depending on which packages you possess.

- If you possess the (air) package, you may *divine* and identify the presence of breathable air, and toxic gases or vapor (or lack thereof if in a vacuum).
- If you possess the (earth) package you may *divine* and identify the presence of dirt, gems, sand, and stone.

- If you possess the (fire) package you may *divine* the presence and strength of fires.
- If you possess the (metal) package, you may *divine* and identify the presence of ore deposits and metals.
- If you possess the (plant) package you may *divine* the location of plantlife and plant creatures. In all other ways, this functions as *divining* for shapeshifters.
- If you possess a Nature (spirit) talent, you may *divine* the location of animal creatures. In all other ways, this functions as *divining* for shapeshifters.
- If you possess the (water) package you may *divine* the location and size of bodies of water.

### Protection

**Divine Protection:** You may *divine* all creatures you have pinpointed within range and determine which of those creatures have the lowest and highest armor class. Alternatively, you may *divine* the lowest and highest saving throw each of these creatures has. You do not however determine the values for any of these attributes.

### Telekinesis

**Divine Density:** You may *divine* the density and weight of nearby objects and creatures that you can see. Utilize the following chart when determining density:

**Chart: Divine Density**

Density	Example	Aura Strength
Weightless	Balsa wood, feathers, shredded paper	Faint
Light	Charcoal, cork, darkwood, flour, hay, snow	Moderate
Dense	Flesh, iron, mithral, sand, soil, stone, water, wood	Strong
Superdense	Adamantine, lead, gold, silver	Overwhelming

**Divine Force:** You may *divine* the presence or absence of creatures with the incorporeal subtype. For the purpose of this ability, creatures such as unseen servant and other similar creatures of force are considered to have the incorporeal subtype. This ability will not not reveal the general location or direction in which the incorporeal creatures are, it will, however, give you knowledge of the incorporeal creature's aura utilizing the same table as *divining* for shapeshifters.

### Time

**Divine Time:** You may *divine* the events that happened within range. You can only *divine* what occurred up to 1 hour per caster level in the past. When you *divine* time you are only given the following details: The number of creatures that were in the area, their size, how long they remained in the area, and any movements they made while in the area. In addition, if objects were left unattended or unattended objects were moved during this time, you learn the size and vague shape of such objects.

## War

**Divine Allegiance:** You may target an individual within range which allows you to *divine* through mud, blood, sweat, and wear or tear upon cloth or armor as if such was not there, revealing any colors, patterns, or insignia it may have previously bore. In addition, other creatures within range of the target glows with a particular aura allowing the caster to know who they openly allied with and who are not. Creatures under the affect of mind-affecting effects (such as charms and compulsions) are shown to be loyal to their controller and their allies. This does not properly function on those who are using subterfuge or are pretending to be on someone's side, as it will present them as who they pretend to side with. Once each round as a free action while maintaining concentration on this effect, you may target a different individual within range with this *divine* ability.

## Warp

**Divine Warp:** You may *divine* the presence of portals, rifts (including extradimensional spaces), and teleportation circles, both active and inactive within range. If you perceived a target teleport within the last hour, this also reveals to you the general direction and distance of their teleportation. If the creature teleports to a different plane, you immediately learn this, but you do not learn to what plane the creature teleported unless your caster level is at least 10. Should you find yourself on that plane before the hour is up, you can *divine* their general direction and distance.

## Weather

**Divine Weather:** You may *divine* the weather at your location for the next 24 hours, providing you with advance warning of storms, tornadoes, and so on. This reveals only the weather that would arise naturally and does not take into account any magical occurrences that might change the weather.

## Sense

As a standard action, you may grant yourself paranormal senses for 1 hour/level. When you gain the Divination sphere, you gain the following *sense*.

### Read Magic

You may spend a spell point to gain a *sense* that allows you to decipher all magical writings, such as those found in books, scrolls, on weapons, or in other places intelligible to you. This does not invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once you have read a magical inscription through this ability, you are thereafter able to read that particular writing even without this *sense*. You can read at the rate of one page (250 words) per minute. You can identify glyphs, runes, and symbol spells with a Spellcraft check (DC 10 + 1/2 caster level).

## Divination Talent Types

Some talents are marked (divine). These grant you different things you may *divine* for in place of magic.

Some talents are marked (sense). These talents grant you additional *senses* you may grant.

## Divination Talents

### Expanded Divinations

Pick any three alternate divinations which you do not currently possess. You gain access to those alternate divinations as if you possessed the requisite spheres. If the alternate divination has an additional prerequisite such as the Nature sphere's Divine Elements, you pick which one you gain access to upon acquiring it. This talent may be taken multiple times. Each time you may pick three alternate divinations which you do not possess.

### Fast Divinations

*Divining* takes 1 round instead of 1 minute to perform without a spell point.

### Grant Divination

You may grant your *senses* to a touched target instead of only yourself. You may also spend a spell point to grant a *divine* ability to a touched target. The touched target must concentrate to maintain the *divine* ability.

### Greater Divine [range]

Your *divine* ability works out to long range instead of medium range.





### Instill Divination [instill]

As a standard action you may touch a small container of liquid and instill a *sense* inside it, or spend a spell point to instill a *divine* ability inside it. This liquid functions as a potion or oil. If you do not have the ability to grant *divine* or *sense* effects to other creatures, the instilled liquid is only usable by you.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Lingering Divination

When you *divine*, the ability lasts 2 rounds after you stop concentrating.

## Divine Talents

### Augury (divine)

You may spend a spell point to *divine* whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly.

A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that do not have especially good or bad results).

If the check fails, you get the “nothing” result. A caster who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future up to one hour per caster level, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person, in the same day about the same topic, use the same die result as the first casting.

### Detect Secrets (divine)

You may spend a spell point to *divine* for things expressly designed to be hidden. This includes secret doors, hidden caches, and secret compartments. Not only does this detect the presence of such secrets, but it also gives you knowledge of their trigger mechanisms. This only detects doors, passages, and openings specifically designed to avoid detection.

### Detect Spellcaster (divine)

You may spend a spell point to *divine* the spellcasting capabilities of a creature you can see within range, utilizing the chart below. Targeted individuals who only have extraordinary and supernatural abilities show up as having no spellcasting aura, whereas those who have spherecasting, spells, or spell-like abilities show an aura depending on the highest effective spell level of an ability they can use. As always, treat a spherecaster’s caster level divided by 2 as their effective spell level. You may also attempt a Spellcraft check to discover the caster’s casting tradition, even if they have not produced any magical effects for you to observe.

Multiclass core spellcasting classes only reveal as the highest aura between the two. Spherecasters with varying caster levels depending on spheres show auras according to their current highest sphere casting ability. If you are participating in a setting with other forms of magic or spellcasting systems, they are detected as appropriate.

**Chart: Detect Spellcaster**

Class Example	Highest Effective Spell Level	Aura Strength
Core human fighter	Only natural, (Ex), or (Su) abilities	None
Armourist (CL 1)	Level 0-1 spells	Dim
Hedgewitch (CL 5)	Level 2-3 spells	Faint
Mageknight (CL 10)	Level 4-5 spells	Moderate
Eliciter (CL 14)	Level 6-7 spells	Strong
Fey adept (CL 18)	Level 8 or higher spells	Overwhelming

### Detect Thoughts (divine)

You may *divine* the emotions of creatures you can see within range (Will negates), and you gain a circumstance to Sense Motive checks equal to 1/2 your caster level vs. creatures you have thus successfully *divined*. You do not know the motivation or source behind why a creature is feeling the emotion. If you spend an additional spell point, you *divine* not only the emotions of those within range, but also the surface thoughts (Will negates).

### Divine Future (divine)

You may *divine* for a glimpse of the future, giving yourself insight into the happenings of that day. At any time during that day, you may add an insight bonus equal to 1d4 + 1 per 5 caster levels to one attack roll, skill check, saving throw, ability check, initiative roll, or combat maneuver roll you are about to make. As an immediate action, you may instead grant this benefit to an ally who can both see and hear you. You may take this talent multiple times, to a maximum of 5 times. You can only have one use of this ability waiting to be used at a time per time you have taken this talent. Every time you *divine* for the future, you regain all your uses of this ability for that day.

### Divine Information (divine)

You may spend a spell point to *divine* for information. This grants you the ability to reroll a failed Knowledge check (or to attempt a Knowledge check untrained), with an insight bonus

equal to 1/2 your caster level. You may only *divine* for information once per Knowledge check.

### Dowsing (divine)

You may spend a spell point to *divine* the location of a creature or object within range. This may be a specific creature or object or a kind of creature or object, but either way you must have a clear mental image of the creature or object to *divine* for it (thus, you could not *divine* broadly for traps, creatures of a broad creature type, etc.). If *divining* for a kind of creature or object, you only locate the closest item of that kind. This method of using *divine* is not blocked by wood or stone, but is still blocked by lead.

### Object Reading (divine)

You may perform psychometry on a target object you touch gaining information about its history or previous owners, including its creator. In addition to the information you acquire below, you gain a circumstance bonus to Appraise checks with that object equal to 1/2 your caster level for as long as you continue to *divine* the object. For every 1 minute you *divine* the object you gain one additional piece of information found in the following order: Last owner's race, last owner's gender, last owner's age, last owner's alignment, how the last owner lost or gained the object. Upon learning this last piece of information, you may spend a spell point, if you do you begin to learn information on the owner before the last at the same rate in the same order. Should *object reading* be interrupted for 2 or more consecutive rounds, you must start again at the beginning unless you spend 1 spell point per past owner.

### Sensory Overload (divine)

You may spend a spell point and target a creature you can see within range; instead of gaining information, you instead flood all of its senses (and temporarily granting senses that it does not normally have) to overload it with information. The target cannot take any actions, not even walking, and is considered flat-footed. When first casting Sensory Overload and at the end of each round that you continue to concentrate on the effect, the targeted creature takes your caster level in nonlethal damage (Fortitude negates), and may attempt to end Sensory Overload with a Will save. Creatures that are mindless are particularly vulnerable to this effect and take a -2 penalty on their saves.

### Viewing (divine)

You may spend a spell point to *divine*, transferring your point of view to any point within range. You may see and hear from this location. This method of using *divine* is not blocked by wood or stone, but is still blocked by lead. However, the locale must be known—a place familiar to you, or an obvious one such as a distance and direction. Once you have selected the locale, the sensor does not move, but you can rotate it in all directions to view the area as desired, in all ways as if you were standing where your sensor is located. This ability creates a scrying sensor, which can be detected (Perception DC 20 + caster level) and dispelled.

### Witness The City (divine)

You may spend a spell point to see, hear, smell, feel, and even taste a torrent of past scenes and pieces of conversations related to anything in a settlement you are currently in. At the end of each of your turns for the duration of this divination, attempt a single Diplomacy check to gather information as though you had spent 1d4 hours talking to local people, without having to use an action to do so. Multiple Diplomacy checks made to gather information on the same topic always grants the same information as the first check. You can use your Perception bonus in place of your Diplomacy bonus if you so wish, but with a -5 penalty.

**Note:** Settlements range in population size from fewer than 20 (thorp) to greater than 25,000 (metropolis). In order to maintain the balance of this talent, it is suggested that when working with particularly large settlements that GMs restrict the use of the talent to districts of the settlement.

## Sense Talents

### Battlefield Sense (sense)

You may spend a spell point to grant yourself greater perception. You can no longer be flanked, except by a creature with 4 more rogue levels than your caster level.

### Blindfolded Oracle (sense)

You may spend a spell point to grant yourself blindsense to a range of close. You must close your eyes to use this ability. For the purpose of this ability, opening or closing your eyes is a free action you may take once per round. You may spend an additional spell point to upgrade this ability to blindsight.

### Detect Scrying (sense)

You may spend a spell point to detect the scryings of others. Any attempt to scry or *divine* on a location or creature within close range of you (unless you purposefully lower this defense) becomes impossible unless the caster succeeds in a magic skill check against you. In addition, you sense if any creature within range is using the *divine* ability or a divination spell, as well as the location of any sensors in the area (such as with the Viewing talent or the *clairaudience/clairvoyance* spell). You become aware of any attempt to scry on you, such as with a divination (scrying) school spell or the Scrying advanced Divination talent. If these spells and effects originate within your *sense's* area, you immediately know their location. Otherwise, if you match or exceed the other caster in an opposed magic skill check, you gain a visual image of the diviner and know their direction and distance from you. You may suppress or resume this *sense* as a free action.

### Discern Individual (sense)

You may spend a spell point to gain a *sense* granting an insight bonus to monster lore equal to 1/2 your caster level (minimum 1). You may attempt monster lore checks untrained.





### Foreshadow (sense)

You may spend a spell point to gain a *sense* that warns you of impending danger. You are not flat-footed during the surprise round or the first round of combat before you act, and gain a +1 dodge bonus to AC, and a +2 bonus to Reflex saves and initiative checks. These bonuses increase by 1 for every 10 caster levels possessed.

**Normal:** You are flat-footed until you have acted once in the initiative order.

### Ghost Sight (sense)

You may spend a spell point to gain a *sense* that adds your caster level to Perception checks made to notice invisible or ethereal creatures. If you succeed at this check, the creature's outline becomes visible to you. This negates both the usual penalties you would suffer attacking an invisible creature, and the bonuses the creature would normally gain against you. This continues until you lose line of sight to the creature, in which case you must succeed at a new Perception check to see them.

### Logos (sense)

You may spend a spell point to understand all spoken and written words, regardless of language. You may spend an additional spell point to also be understood by any creature with a language. You do not learn the creature's language, but instead every creature hears you speak in whatever language is most comfortable for it.

### Nature Sense (sense)

You may spend a spell point as a standard action to gain a special *sense* that grants you a +1 bonus on Knowledge (nature) and Survival checks. This bonus increases by +1 every 5 caster levels. You may dismiss this *sense* at any time as an immediate action to reroll any failed Survival check avoiding natural hazards or getting lost, gaining a bonus to the roll equal to that granted by Nature Sense. This stacks with any class features with the same name.

### Prescience (sense)

You may spend a spell point to gain a special *sense* granting a +1 insight bonus to attack rolls. This bonus increases by +1 every 10 caster levels. In addition, you may dismiss this *sense* before making an attack or combat maneuver to instead gain an insight bonus of 10 + 1/2 your caster level to the roll as a free action.

### Scent (sense)

You may spend a spell point to gain scent. You may spend an additional spell point to upgrade this ability to keen scent (which functions both inside and outside of water).

### See Hazard (sense)

You may spend a spell point to gain a free Perception check to notice traps and hazards when you are within 10 ft of them, be they mechanical (trip wires, dart throwers, etc.) magical (rune spells, sigils, etc.) or natural (quick sand, pit falls, etc.). This does not give you insight into disabling such traps or hazards.

### Sense Magic (sense)

You may spend 2 spell points to grant yourself the ability to sense magic, as if using your basic *divine* ability as a constant ability, but only to a distance of close.

### Shared Perception (sense)

You may spend 2 spell points, instead of 1, to grant a special *sense* to two touched creatures. The maximum number of targets increase by +1 per 5 caster levels. As long as the targets remain within long range of each other, the first target shares perception with the second, and vice versa. This grants the targets the ability to see, smell, hear, etc. whatever the other targets do. This *sense*, while not requiring line of sight, is blocked by dense materials just like the *divine* ability. Once created, each character is considered to be under a unique *sense* effect.

### Sniper's Eye (sense)

You may spend a spell point to gain a *sense* that reduces the distance-based DC adjustment for Perception checks by an amount equal to your caster level. (For example, if the DC would normally increase by 10 due to being 100 feet away and you have caster level of 3, the DC increase would only be by 7.)

While this *sense* is active, you also reduce environmental- and range increment-based penalties to your ranged attack rolls by an amount equal to half your caster level. This can only ever reduce penalties, and can never grant a bonus.

### Tremorsense (sense)

You may spend a spell point to gain the tremorsense ability with a range of close. You gain sensitivity to vibrations in the ground allowing you to automatically pinpoint the location of anything that is in contact with the ground; or if underwater, you can instead pinpoint the location of creatures moving through the water.

### Unhooded Sight (sense)

You may spend a spell point to gain a *sense* that grants you a bonus equal to 1/2 your caster level (minimum 1) to all Will saves, Perception checks, or magic skill checks made to disbelieve an illusion.



# Enhancement

You may place enhancements on creatures and objects, altering their properties.

## Enhance

As a standard action, you may *enhance* a creature or object within close range for as long as you concentrate. You may always spend a spell point to allow an *enhancement* to continue for 1 minute per caster level without concentration. If targeting a creature or intelligent item that does not want to be *enhanced* (or an item in a creature's possession that does not want their item *enhanced*), the target is allowed a Will save (DC 10 + 1/2 caster level + casting ability modifier) to negate the effect. *Enhancements* are subject to spell resistance.

Each time you use enhance, you choose one *enhancement* to bestow. When you gain the Enhancement sphere, you gain the following *enhancement*:

### Enhance Equipment

You may *enhance* a weapon, suit of armor, shield, or as many as 50 pieces of ammunition grouped together (in the same container or quiver), granting it a +1 enhancement bonus. This bonus increases by 1 for every 4 caster levels possessed (maximum +5). This does not stack with any enhancement bonus already possessed by the item.

## Enhancement Talents Types

Some talents are marked (enhance). These talents grant you new *enhancements* you may bestow.

## Enhancement Talents

### Crippling Strike [strike]

You may deliver *enhancements* through a melee touch attack. As a standard action, you may make a single weapon attack in conjunction with making an *enhancement*. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also struck by the *enhancement*. If using a scatter weapon, the *enhancement* only applies to a single target, chosen at the time of attack.

### Deep Enhancement

When you *enhance* an object or creature, the *enhancement* remains for 2 rounds after you stop concentrating. When you spend a spell point to make an *enhancement* last 1 minute per caster level without concentration, it lasts for 10 minutes per caster level instead.

### Dual Enhancement

Whenever you use an *enhancement* that gives you multiple options, you may spend a spell point to select two options. For example, you could use Physical Enhancement to provide a bonus to Strength and Constitution simultaneously, or Steal Senses to steal two senses instead of one.

### Greater Enhance Equipment

When using the Enhance Equipment *enhancement*, increase the enhancement bonus granted by 1, and raise the maximum enhancement cap to +6. Additionally, when spending a spell point to allow Enhance Equipment to endure for 1 minute per caster level without concentration, it instead lasts for 10 minutes per caster level. If you possess Deep Enhancement, this *enhancement* instead lasts for 1 hour per caster level.

### Instill Enhancement [instill]

As a standard action you may touch a small container of liquid and instill an *enhancement* inside it, which functions as a potion or oil. You must spend a spell point to make the *enhancement* endure without concentration. *Enhancements* that create creatures (such as Animate Object) still consider you their creator, counting against your totals and following your commands.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Mass Enhancement [mass]

When bestowing an *enhancement*, you may spend an additional spell point to *enhance* an additional 1 target per 2 caster levels (minimum 1) at the same time. Each target must be within range and must gain the same *enhancement* (thus, if using the Physical Enhancement talent to increase a target's Strength, you could only target creatures, all of which would gain increased Strength). Once created, each *enhancement* is considered a separate sphere effect.

### Natural Enhancement

You may *enhance* a creature with *enhancements* that normally only apply to weapons or armor. If it applies to weapons, it applies to one of the creature's natural weapons as well as its unarmed strikes; if it applies to armor, it applies to any natural armor bonus that the creature possesses (creatures without natural armor are considered to have a natural armor bonus of +0).

### Ranged Enhancement [range]

You may *enhance* targets within medium range. You may take this talent multiple times. Each time it is taken, increase the range by an additional step (close to medium, medium to long).







## Enhance Talents

### Alter Movement (enhance)

You may *enhance* creatures, increasing or decreasing their speed.

When increasing, you granting the target a +10 feet enhancement bonus to one movement speed, as well as a +2 enhancement bonus to any Acrobatics, Climb, Fly, or Swim checks they might attempt while using that movement speed. These bonuses increases by +10 and +2, respectively, per 5 caster levels.

When decreasing a target's movement, you halve all of the target's movement speeds (minimum 5 feet). In addition, the target provokes an attack of opportunity whenever it makes a 5-foot step unless it succeeds at an Acrobatics check against your MSD.

### Animate Object (enhance)

You may spend a spell point to *enhance* an object, bestowing movement and a semblance of life. The object obeys your command and understands your language, but as it is not intelligent, it can only obey simple commands such as 'move', 'fight', 'guard', 'stop', etc.

If you animate an enemy's weapon, the weapon cannot move and attack while it is being held, but the wielder must succeed at a Reflex save (DC 10 + 1/2 caster level + casting ability modifier) each round they hold the item or lose their action fighting their weapon for control. If you animate an enemy's armor or clothing, the enemy becomes entangled and must succeed at a Reflex save each round or be staggered for that round.

Animated objects are constructs, and gain Hit Dice according to their size. The maximum sized object you may animate depends on your caster level, according to **Table: Animate Object**.

You can only have a number of animated object Hit Dice at once equal to twice your caster level.

**Table: Animate Object**

Caster Level	Size	Sample Object	Hit Dice	Maximum Construction Points
1	Tiny	Candelabra	1d10	1
3	Small	Chair	2d10+10	1
5	Medium	Cage	3d10+20	2
8	Large	Statue	4d10+30	3
11	Huge	Wagon	7d10+40	4
15	Gargantuan	Catapult	10d10+60	5
20	Colossal	Ship	13d10+80	6
30	Colossal+	House	16d10+100	7
36	Colossal++	Warehouse	19d10+120	8
42	Colossal+++	Cathedral	22d10+150	9

### Animated Object Special Qualities

All animated objects possess construction qualities and construction flaws. However, these are not options the player has the power to choose; an animated object's construction qualities and flaws are instead chosen by the GM to reflect the item in question. For example, animating an object made from cloth grants it the 'cloth' construction flaw, while animating a slingshot would create an animated object with the ranged attack construction quality.

For more information on animated objects, see Animated Objects in the Appendix.

### Bestow Intelligence (enhance)

You may spend a spell point to *enhance* an animal, plant, object, or mindless creature, granting it temporary intelligence. The target becomes a magical creature (or intelligent item if an object), and gains an Intelligence, Charisma, and Wisdom score of 6 + 1/2 your caster level (or its original score, whichever is higher), as well as an alignment equal to your own, and the ability to speak and understand one language of your choice which you also speak and understand, +1 language you know per point of Intelligence bonus. It also gains normal senses to 60 feet if it did not previously possess any. However, temporary minds do not grant skill points or feats, nor the ability to move. However, a target with a bestowed mind no longer counts as mindless for purposes such as immunities.

For the most part, the new mind has a beginning disposition of friendly towards you, unless the creature already had a different disposition (for example, a hostile creature would still be hostile). The target does not gain greater insight into its surroundings before it gained intelligence (thus, an intelligent rock could not tell you who passed by it before it gained sentience, nor an intelligent tree describe a creature who climbed it the day before), nor does it automatically obey your commands, although it will usually provide favors and aid that is not too dangerous. Mindless creatures must attempt a Will saving throw against this effect unless it is a creature already under your control, such as an animated object or undead minion. When bestowing a mind onto a creature under your control, it still continue to obey you explicitly even though it is now intelligent.

### Cripple (enhance)

You may apply an *enhancement* to a creature, giving it a -2 penalty to all of its attack rolls, saving throws, ability checks and skill checks. This penalty increases by 1 for every 5 caster levels you possess.

### Deadly Weapon (enhance)

You may *enhance* a weapon, granting it the *keen* special ability if it does not already possess it and a +1 bonus to critical hit confirmation rolls for every 3 caster levels possessed (minimum 0).

Alternatively, you may instead alter the physical properties of a weapon, enabling it to bypass damage reduction of one of the following types: bludgeoning, cold iron, piercing, silver, or slashing.



### Emphasize Belief (enhance)

You may *enhance* creatures, granting them alignment subtypes corresponding to the non-neutral components of their alignment. While under the effects of this *enhancement*, that creature gains damage reduction equal to 1/3 of your caster level (minimum 1), bypassed by attacks made with weapons aligned to the alignment opposed to their new subtype. This damage reduction stacks with any other source of damage reduction they might have.

### Energize Body (enhance)

You may *enhance* a target's physical resilience. This suppresses the fatigued condition or reduces the exhausted condition to fatigued for the duration. You may spend a spell point to instead completely suppress the exhausted condition for the duration. The target is still considered to be suffering those conditions for the purposes of effects that would render them fatigued or exhausted. If the target is sleeping, this *enhancement* causes them to immediately wake up.

Additionally, the target adds your caster level to their Constitution score for the purpose of how long it may hold its breath or run before attempting Constitution checks. The target also doubling their carrying capacity. This multiplier increases by 1 for every 5 caster levels possessed (thus becoming x3 at 5th caster level, x4 at 10th caster level, etc.).

### Energy Enhancement (enhance)

You may *enhance* a weapon, granting it the *corrosive*, *flaming*, *frost*, or *shock* weapon special abilities. The weapons deal an extra point of elemental damage for every 2 caster levels possessed.

You may also apply this *enhancement* to a consumable item, a splash weapon, or a dose of poison. Targets who consume the item, suffer direct or splash damage from the splash weapon, or are struck with the poison (whether or not they fail their saving throw) also suffer acid, cold, electricity, or fire damage (chosen at the time the *enhancement* is created) equal to your caster level.

### Enhance Focus (enhance)

You may *enhance* creatures, allowing them a higher standard of skill. Choose one skill when you grant this *enhancement*. The target gains an enhancement bonus to that skill equal to 5 + 1 per 4 caster levels you possess.

### Harden/Weaken (enhance)

You may *enhance* an object to either increase or decrease its hardness, or *enhance* a creature to grant it or lessen its damage reduction. You may increase or decrease an object's hardness by an amount equal to your caster level (minimum 1). Decreasing an object's hardness gives it the fragile quality if it does not already have it. When targeting a creature, you may either grant it DR/adamantine equal to 1/2 your caster level (minimum 1), or decrease its current damage reduction by the same amount. This only affects damage reduction that can be bypassed (so it could decrease DR/cold iron, but not DR/-).

### Improved Flexibility (enhance)

You may *enhance* a creature, allowing it to attempt Escape Artist checks that normally require a full minute to perform as a full-round action, and that normally take a full-round action as a standard action. At 6th caster level, it ignores all penalties while squeezing through narrow spaces, and may move through such spaces at full speed. At 12th caster level, it may squeeze through tight spaces at its full speed, and does not lose its Dexterity bonus to AC when doing so. At 18th level, it may use Escape Artist to squeeze through any space large enough to fit one of its fists.

### Lighten (enhance)

You may spend a spell point to *enhance* an item or creature, reducing its weight or even making it weightless. The maximum sized object you can affect is given on **Table: Lighten Object**. An *enhanced* object weighs half as much as normal, but if you choose, you may make objects up to one size category smaller than your limit completely weightless, or up to 2 size categories smaller float up or down as you choose at a rate of 20 feet per round. While you cannot make an object or creature move any direction other than up or down, this can easily be combined with *telekinesis*, wind power, or pushing off a wall (at half the target's usual speed) to create flight-like effects. Unwilling creatures are allowed a new saving throw each round to negate this effect, but they may suffer falling damage if successful.

When determining things such as penalties for using oversized weapons, damage dealt from dropping an object like an indirect siege engine, affecting an object with *telekinesis*, etc., a 1/2 weight object counts as being one size category smaller and a weightless object counts as being two size categories smaller.

1/2-weight creatures suffer a -2 penalty to their CMD vs. bull rush, drag, and reposition combat maneuvers, and

**Table: Lighten Object**

Caster Level	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
1	Weightless	1/2 weight	-	-	-	-	-
3	Float	Weightless	1/2 weight	-	-	-	-
5	Float	Float	Weightless	1/2 weight	-	-	-
8	Float	Float	Float	Weightless	1/2 weight	-	-
11	Float	Float	Float	Float	Weightless	1/2 weight	-
15	Float	Float	Float	Float	Float	Weightless	1/2 weight
20	Float	Float	Float	Float	Float	Float	Weightless
25	Float	Float	Float	Float	Float	Float	Float



1/2-weight armor has its spell failure chance decreased by 5%, its max Dexterity bonus increased by 1, and its armor check penalty decreased by 1 (minimum 0). Weightless or floating creatures/armor double these bonuses/penalties. Additionally, a levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full-round action spent stabilizing allows the creature to begin again at -1.

Creatures floating above the ground cannot use a land speed to move without a wall or some other method of pushing themselves horizontally.

### Magic Sink (enhance)

You may *enhance* creatures or objects, protecting any other magic they might be subject to. Whenever a creature attempts to Counterspell or otherwise dispel a magical effect on the target, they must first roll their check against your *magic sink*, only rolling against the intended magical effect if this first check was a success. While Magic Sink can be countered when first cast, it is not considered its own magical effect once applied to a target and cannot be dispelled; instead, it is considered an augment to the other magical effects the target is affected by.

### Mental Enhancement (enhance)

You may *enhance* creatures, granting them a +2 enhancement bonus to either their Intelligence, Wisdom, or Charisma scores. This increases by +2 per 7 caster levels.

### Physical Enhancement (enhance)

You may *enhance* creatures, granting them a +2 enhancement bonus to either their Strength, Dexterity, or Constitution scores. This increases by +2 per 7 caster levels.

### Ragged Edges (enhance)

You may apply an *enhancement* to a weapon, causing attacks made with it to deal additional bleed damage equal to half your caster level (minimum 1). You may spend a spell point to have the weapon deal additional bleed damage equal to your caster level instead.

### Staunch Resistance (enhance)

You may *enhance* creatures, granting them a +2 untyped bonus to one saving throw. This bonus increases by +1 per 5 caster levels.

### Steal Senses (enhance)

You may spend a spell point to apply an *enhancement* to a creature, causing it to become either blind or deaf (your choice), or to lose one special sense such as blindsense, blindsight, the scent ability, tremorsense, etc.

### Steal Capacity (enhance)

You may spend a spell point to apply an *enhancement* to a creature, rendering it incapable of performing some action it normally could. This can be used to rob the character of the power of speech, or some other form of communication it possesses, such as telepathy, writing, or performing sign language. This can also be used to rob a target of one of its special movement speeds, such as flight or burrow; if the creature in question has a natural flight speed, they glide safely to the ground. This cannot be used to rob a target of its base land speed, nor of its only movement speed (for example, robbing an air elemental of its fly speed).

### Superior Poison (enhance)

You may *enhance* a dose of poison, increasing the number of successful saving throws necessary to cure the poison by 1.

### Superior Reflexes (enhance)

You may *enhance* creatures, giving them a +1 bonus to initiative and allowing them to make an additional attack of opportunity each round. In addition, they may make attacks of opportunity while flat-footed.

At 5th caster level, and every 4 levels thereafter, increase to bonus to initiative by +1 and the number of additional attacks of opportunity by 1.

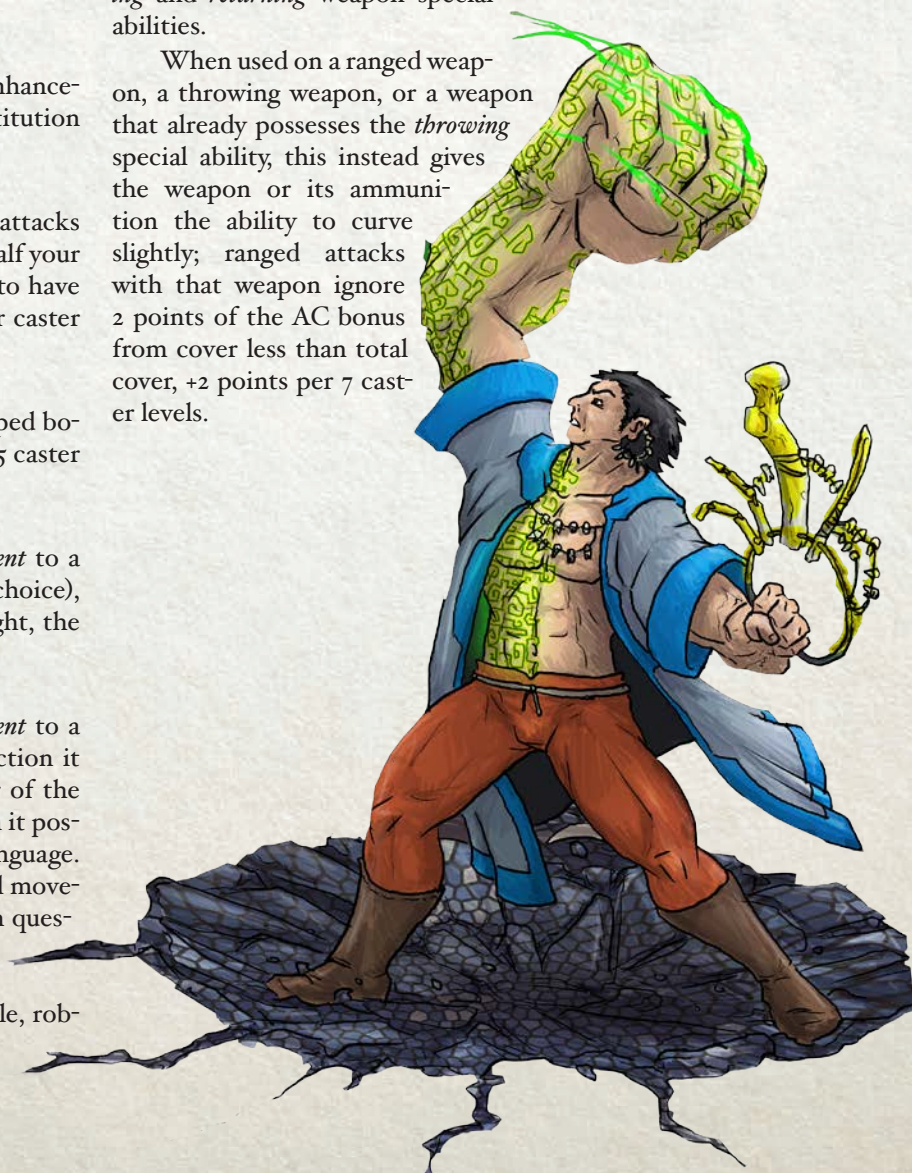
### Supply Vigor (enhance)

You may *enhance* creatures, allowing them to ignore 2 points of ability damage, drain, or penalty they have suffered to one of their ability scores (chosen when using this talent), and reducing any such damage or drain they would suffer during the duration by half this amount. This reduction does not affect any ability damage or drain taken as part of a cost. This increases by 2 points per 7 caster levels. If you possess Physical Enhancement or Mental Enhancement, the benefits of this talent are supplied to any ability score *enhanced* with those talents at no extra cost.

### Traveling Weapon (enhance)

You may *enhance* a melee weapon, granting it the *throwing* and *returning* weapon special abilities.

When used on a ranged weapon, a throwing weapon, or a weapon that already possesses the *throwing* special ability, this instead gives the weapon or its ammunition the ability to curve slightly; ranged attacks with that weapon ignore 2 points of the AC bonus from cover less than total cover, +2 points per 7 caster levels.





## Fallen Fey

In its original publication in *Player's Guide to Skybourne*, the Fallen Fey sphere was limited to elves (and, with GM permission, other fey-related races). While a GM is well within their rights to limit this sphere in a similar fashion depending upon the role of fey within their setting, no such limitation is included here.

### Fey-Link

As a swift action, you change your creature type to fey for 1 minute per caster level. You are treated as a fey and no longer count as your previous creature type for all purposes including spells, magic items, etc., but you do not gain any of the benefits of the fey type or lose the benefits of your previous creature type, and still possess any subtypes you previously possessed (thus, an elf using this ability would be treated as a fey with the elf subtype).

Whenever *fey-link* is active, you may spend 1 spell point as a free action to gain the benefits of a fey-blessing until the end of the *fey-link*. There is no limit to the number of fey-blessings you may have active at a time, but each one must be activated separately, and all only endure until the end of the *fey-link*. Renewing a *fey-link* does not increase the duration of a fey-blessing, and ends all fey-blessings you currently possess.

When you gain the Fallen Fey sphere, you gain the following fey-blessing:

#### Nature-Connection (fey-blessing)

You gain a +1 bonus on initiative checks and Knowledge (geography), Survival, Stealth, and Perception checks made within one terrain of your choice (chosen when this fey-blessing is cast). This bonus increases by +1 for every 5 caster levels you possess. Consult the ranger list of favored terrains to see potential terrain types.

### Rule Notes

**Alteration Sphere:** Some fey-blessings belong to the polymorph subschool. A willing creature under the effects of one of these abilities may still be targeted by the *shapeshift* ability of the Alteration sphere or vice-versa. Each such fey-blessing maintained during the *shapeshift* reduces the number of traits that may be assigned as part of the *shapeshift* by 1. Unthreatening Form functions as a base transformation and may have traits added to it as if it were Blank Transformation.

**Fey creatures and Fey-Blessings:** Creatures with the fey type are unaffected by the base function of *fey-link*, but its duration is still needed for determining the length of time fey-blessings remain active. Due to their inherent connection, creatures of the fey type (naturally, not via *fey-link*) may begin a *fey-link* on themselves (and only themselves) as a free action.

**Fey-Blessing with Differing Caster Levels:** *Fey-link* and the fey-blessings applied to it do not necessarily have to have the same caster level. The duration and any other parameters based on the caster level of the *fey-link* are determined by the caster level with which it was cast. Likewise, any variable parameters of each individual fey-blessing are determined by the individual casting.

### Fallen Fey Talent Types

Some talents are marked (fey-blessing). These talents grant additional fey-blessings.

## Fallen Fey Talents

### Greater Fey-Link

Your *fey-link* endures for 10 minutes per caster level rather than 1 minute per caster level. You may spend a spell point to increase this duration to 1 hour per caster level instead.

### Share Link

As a standard action, you may grant a creature within close range the benefit of your *fey-link*. To target an unwilling creature, you must spend a spell point and it is allowed a Will save to negate the effect.

You may grant fey-blessings to a creature under the effects of your *fey-link* as a free action as long as it is within close range. If the creature is under the effects of a fey-blessing that requires the use of spell points, your spell points are used, though if you are not willing you can prevent the activation and end the *fey-link* as an immediate action.

If a fey-blessing summons an object (such as Aelfwine, Crown Of The Courts, Enchanting Music, or Fairy Dust), the creature you share the fey-blessing has the object appear in its possession and is treated as the caster for the purpose of using that object.

You may gain this talent multiple times. Increase the range by one step each time this is gained beyond the 1st (close to medium, medium to long). Taking this talent multiple times counts as a [range] talent.

### Fey-blessing Talents

#### Aelfwine (fey-blessing)

You summon a flask, gourd, stein, or wineskin filled with fairy liquor, which replenishes itself after each drink. The flask is weightless and has hardness 5 and 5 hit points per caster level. If the flask is destroyed, this fey-blessing ends immediately.

You may determine the quality of the brew with a Craft (alcohol) or Profession (brewer) check made as part of activating this fey-blessing, but the result has no impact on its efficacy. You may drink from it as a move action; you may allow a creature whom you are within the natural reach of to drink from it as a standard action on their turn with no action required.





on your part. This counts as consuming an alcoholic beverage. Choose one of the following effects when the flask is created:

**Bolstering Brew:** The imbiber gains temporary hit points equal to your caster level that last for 1 minute.

**Brawling Booze:** The imbiber gains the Barroom sphere or a (drunk) talent of your choice from that sphere for 1 minute.

**Calming Sip:** You may attempt a magic skill check against any ongoing effects with the emotion descriptor currently affecting the imbiber. If successful, that effect is suppressed for 1 round per caster level. If you spend a spell point as part of the drink (no action required), the effect is instead dispelled.

**Liquid Courage:** The imbiber gains a +2 (+1 per 7 caster levels) circumstance bonus on saves vs. fear effects for 1 minute.

If the flask is not in your possession at the start of your turn, you may summon it into your possession as a move action as long as you have line of sight to it. You may have multiple instances of this fey-blessing active at one time; select a different effect for each. Creatures that are immune to the effects of alcohol cannot benefit from this effect.

### Animate Hair (fey-blessing)

Your hair grows long and animates. You may activate the following abilities as fey-blessings:

**Entangling Locks:** Any hostile creature must succeed on a Reflex save any time it becomes or starts its turn adjacent to you. A creature that fails its save cannot move away from you without first succeeding on a Strength check or an Escape Artist check against your sphere DC made as a move action.

**Grasping Tresses:** You may use your hair to grab objects. Your hair grants a slam attack (primary, 1d4 Medium, 1d3 Small, bludgeoning damage), but may not assist in wielding weapons, activate magic items, or wield a shield. It may hold items and as a swift action you can use it to draw a sheathed or hidden weapon, ready a shield, retrieve a stored item, load a crossbow, open a door, pick up an unattended item within your natural reach, sheathe or store an item, or take other non-offensive actions involving manipulating objects.

### Beastward (fey-blessing)

You may activate the following abilities as fey-blessings:

**Animal Affinity:** Wild animals have a default disposition toward you of neutral and domestic animals have a default disposition of friendly. Creatures of the animal type will not attack you unless compelled to do so by a Handle Animal check or a compulsion effect.

**Repel Beast:** Creatures of the animal type will not approach closer to you than 30 feet unless compelled to do so by a Handle Animal check or a compulsion effect. Creatures of the animal type within this range are shaken as long as they remain within it. This does not apply to animal allies such as animal companions, summoned creatures of the animal type, or creatures that are tame per the Beastmastery sphere (see *Spheres of Might*).

**Repel Vermin:** Creatures of the vermin type will not approach closer to you than 30 feet unless compelled to do so by a Handle Animal check or a compulsion effect. Creatures of the vermin type within this range are shaken as long as they remain within it. This ignores the immunity to the shaken condition granted by the vermin type. This does not apply to vermin under your control such as vermin companions, summoned

vermin, or creatures that are tame per the Beastmastery sphere (see *Spheres of Might*).

**Vermin Affinity:** Vermin have a default disposition toward you of neutral. Creatures of the vermin type will not attack you unless compelled to do so by a Handle Animal check or a compulsion effect.

If you spend an additional spell point, the chosen effect extends to all allied creatures within 30 feet. You may not have the affinity and repel options for the same creature type active at the same time; attempting to do so ends the previous effect.

### Beckoning Call (fey-blessing)

You gain the ability to, as a standard action, sing, speak, or dance in such a manner as to cause any creature of one non-fey specific form of creature (humans, rats, orcs, birds, etc., chosen when this fey-blessing is activated) within 60 feet who can see and hear you to become fascinated with you (Will negates). A creature that successfully saves cannot be targeted with your beckoning call for 24 hours. If a creature fails its saving throw, it approaches to sit before you, and follows you if you move, so long as you take a standard action each round to maintain the effect. As normal, fascinated creatures suffer a -4 penalty to Perception, but cease to be fascinated if attacked or approached with an obviously hostile intent, such as someone drawing a weapon. This is a mind-affecting effect.

### Crown Of The Courts (fey-blessing)

You conjure and don a crown representing a chosen court, usually seelie or unseelie (though others may be available depending on setting), gaining an aura of authority over the fey. The fey-blessing gains the descriptor matching the chosen court. The crown is weightless and has hardness 5 and 5 hit points per caster level. If the crown is destroyed, this fey-blessing ends immediately. If the crown is not in your possession at the end of your turn, you lose the benefits of this fey-blessing until it returns to your possession. You can summon it to yourself as a move action as long as you have line of sight to it. You may only have one crown active at a time; activating this ability again automatically ends any previous instances.

Creatures of the fey type that are associated with the chosen court (good and neutral for seelie, evil for unseelie) are incapable of taking hostile action against you without succeeding on a Will save; if successful, they may act as normal and do not need to save again against your use of this effect for 24 hours. On a failure they are incapable of knowingly taking hostile action against you (targeting with an attack or combat maneuver, casting a non-harmless sphere effect, spell, or spell-like or supernatural ability that includes you as a target or within its area of effect, or aiding or granting flanking bonuses to creatures taking hostile action against you) for 1 minute. If you take hostile action against a creature that has failed its save, it is treated as having succeeded on its save. This is a mind-affecting compulsion effect.

Creatures of the fey type not associated with the chosen court are shaken whenever they are within 30 feet of you. This is a mind-affecting fear effect.

### Enchanting Music (fey-blessing)

As a move action, you may summon one masterwork musical instrument, be it percussion, string, or wind, of a size no

greater than 1 size smaller than your own size. The instrument is weightless and has hardness 5 and 5 hit points per caster level.

If the instrument is not in your possession at the start of your turn, you may summon it into your possession as a move action as long as you have line of sight to it. You can never have more than one such instrument summoned at one time.

Starting a song requires a standard action and maintaining one requires a move action. Starting a new song ends any previous songs. A creature can only be under the effects of one song at a time; should a creature affected by one be subjected to another, the caster (not necessarily the performer, if using the Share Link talent) of the second effect must attempt a magic skill check against the MSD of the existing effect's caster. All options are sonic mind-affecting effects with medium range unless noted.

You may perform, singing or playing (either on the summoned instrument or another that you possess) the songs listed below.

**Bewitching Melody:** You may perform a haunting melody that opens the minds of those who hear it to outside influence, inflicting a -2 penalty (increasing by 1 at 7th caster level and every 7 caster levels thereafter) against charm effects on all hostile creatures.

**Dancing Tune:** You play a bouncy jig that compels any creature within close range to dance and caper. A creature can resist by attempting a Will save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered as long as you continue to play. Once a creature succeeds at the save against this song, it is immune to further instances originating from you for 24 hours. This is a compulsion effect.

**Distracting Cacophony:** You may fill the air with discordant notes, granting all creatures within medium range a +2 (+1 per 7 caster levels) bonus on saves against sonic effects, but imposing an equal penalty on hearing-based Perception checks and concentration checks. The penalty portion of this ability is not a mind-affecting effect.

**Lullaby:** You may play a peaceful lullaby to inflict a -2 penalty (increasing by 1 at 7th caster level and every 7 caster levels thereafter) against effects that cause sleep or the staggered condition on all hostile creatures.

Performing one of these songs will occupy limbs and voice appropriate to the instrument (if any) such that they cannot be used to for other performances (such as bardic music) at the same time.

### Fade (fey-blessing)

You fade from view while in a creature's peripheral vision. You gain concealment from any creature that you are flanking.

You may dismiss this fey-blessing as a standard action to attempt a Stealth check to hide. You may reduce this to a swift action by spending a spell point. You may attempt this check even if you are observed and have no concealment. Any creature that fails its Perception check cannot see you and treats you as having full concealment until the start of your next turn. Making an attack, casting a spell or sphere ability with verbal or somatic components or subject to the Magical Signs drawback, speaking, or other loud or distracting actions ends this effect.

### Fairy Dust (fey-blessing)

By activating this fey-blessing, you gain a pouch of *fairy dust*. This pouch has hardness 5 and 5 hit points per caster level. The pouch is weightless and may not be used to hold anything other than the *fairy dust* it contains. If the pouch is destroyed, this fey-blessing ends. Destroying the pouch fills a 10-foot radius with the chosen *fairy dust*, affecting all creatures in the area, including the caster. A successful saving throw against any effect that allows it grants the affected creature immunity to that effect from that caster for 24 hours. You gain knowledge of two types of *fairy dust* when you gain this talent; you may activate any one type of dust that you know when activating this fey-blessing. Choose from the following options:



**Amnesia:** Affected creatures must succeed on a Will save or forget the past minute. This otherwise functions as the Amnesia talent *greater charm* of the Mind sphere. You must spend an additional spell point for this option.

**Bleed:** Affected creatures must succeed on a Fortitude save or bleed profusely when wounded. The next time the creature takes hit point damage, it begins taking bleed damage equal to your caster level. These bleed damage may be stopped by a DC 15 Heal check or by receiving any amount of healing. If this dust is applied to a weapon, the weapon attack triggers the bleed damage.

**Blind:** Affected creatures must succeed on a Reflex save or treat all other creatures as having concealment for 1 round per caster level.

**Charm:** Affected creatures must succeed on a Will save or have its disposition toward you increase by 1 step to a maximum of friendly for 1 minute.

**Fear:** Affected creatures must succeed on a Will save or be shaken for 1 round per caster level. You may spend an additional spell point as part of activating the fey-blessing to instead have affected creatures be frightened for 1 round per caster level on a failed save and shaken for 1 round on a successful save.

**Glitter:** For 1 round per caster level, affected creatures take a penalty to Stealth equal to caster level and do not gain concealment from any effect that provides invisibility.

**Poison:** Affected creatures must succeed on a Fortitude save or suffer from itching poison, being compelled to scratch at the wound for 1 round (treat this as being dazed) and taking 1d2 Strength damage per round. This effect ends after 1 minute, but targets are allowed a new saving throw each round to end the effect early. You must spend an additional spell point for this option.

**Sleep:** Affected creatures must succeed on a Will save or fall asleep for 1 round per caster level. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). You must spend an additional spell point for this option.

If you possess Fairy Flight, you also gain the following option:

**Flight:** For 1 minute per caster level, affected creatures gain the benefits of your Fairy Flight fey-blessing. This flight speed requires maintaining the proper frame of mind; if an affected creature is under the effects of an emotion or fear effect



while flying, its fly speed from this ability is suppressed and it falls at a rate of 50 feet per round until it lands (taking falling damage as normal) or the emotion or fear effect ends.

As a standard action, you may fill a 5-foot cube within close range with the dust, affecting any creature in that space. As a move action, you may apply *fairy dust* to a weapon, natural weapon, or piece of ammunition you possess, or as a standard action you may apply it to a number of weapons or pieces of ammunition equal to your casting ability modifier (minimum 2) within close range. A creature that is struck by the weapon within 1 round per caster level of it being so treated suffers from the effects of the dust, ending the effect on the weapon. You may choose to end this fey-blessing early, drawing and throwing the pouch to create a 20-foot radius spread of *fairy dust* within close range, affecting all creatures within the area.

The duration of multiple applications of dust stack. The pouch replenishes itself as a free action for the duration of the fey-blessing, then disappears when it ends. You may have multiple instances of this fey-blessing active at once; select a different option you know for each. Each instance creates a separate pouch. If the pouch is not in your possession at the start of your turn, you can summon it to yourself as a move action as long as you have line of sight to it. You may select this talent multiple times; each time you gain two more types of *fairy dust*.

### Fairy Flight (fey-blessing)

You sprout wings (which can appear as insectile, feathered, or made of leaves at the caster's choice); you take no damage when falling and may glide, moving with a speed of 30 feet with maneuverability (poor), but falling 1 foot for every 5 feet traveled. At 5th caster level, you gain a fly speed of 30 feet with maneuverability (poor). This improves by 5 feet and one maneuverability category (to a maximum of perfect) for each 5 additional caster levels. This is a polymorph effect.

### Fae Light (fey-blessing)

You shed light like a torch. You may alter the color, extinguish, or resume this effect as a free action. If you possess the Light sphere, you may count as being under the effects of your own *glow* while this fey-blessing is active.

As a standard action, you may create a light that sheds light like a torch within medium range. You may move this light 30 feet + 5 feet per 2 caster levels per round as a move action, though it must stay within range of you. This light persists for the duration of the *fey-link* or until you create another one.

You may choose to have either your light or the moveable light shed an enchanting glow. Creatures within a 30-foot radius of the light must succeed on a Will save or be fascinated. A creature that successfully saves is immune to your use of this ability for 24 hours. If a creature fails its saving throw, it approaches to stand adjacent to the light and follows it if it moves. As normal, fascinated creatures suffer a -4 penalty to Perception, but cease to be fascinated if attacked or approached with an obviously hostile intent, such as someone drawing a weapon. This is a mind-affecting effect. You may alter the color or dismiss the light as a free action.

### Feast And Famine (fey-blessing)

You may activate the following abilities as fey-blessings:

**Putrid Vomit:** You can spew vomit up to 30 feet as a standard action. Treat this as a ranged touch attack with no range

increment. A creature struck by this attack must succeed on a Fortitude save or be sickened for 1d4 rounds. If you spend a spell point as part of making the attack, the creature is instead nauseated for 1d4 rounds on a failed save and sickened for 1 round on a successful save.

**Spoilage:** This fey-blessing has no duration and is considered an instantaneous effect. You may cause an amount of food sufficient to feed 1 Medium creature per caster level to spoil. This does not remove other changes made to the food, such as adding poison or magical effects unless you spend a spell point and succeed on a magic skill check against the poison or effect's DC.

**Unspoil:** This fey-blessing has no duration and is considered an instantaneous effect. You may cause an amount of spoiled food sufficient to feed 1 Medium creature per caster level to return to a palatable state. This does not remove other changes made to the food, such as adding poison or magical effects unless you spend a spell point and succeed on a magic skill check against the poison or effect's DC. Restoring the food does not prevent future spoilage.

### Fey Beauty (fey-blessing)

You gain a +1 bonus to all Charisma-based skill and ability checks. This bonus increases by +1 for every 5 caster levels you possess.

### Fey Potency (fey-blessing)

You gain a +1 bonus to all rolls made to overcome spell resistance. This bonus increases by 1 for every 5 caster levels you possess.





### Fey Secrets (fey-blessing)

You gain an attunement to nature, which gives you insight into the world around you. Once before the end of the *fey-link*, you may gain an insight bonus to a single skill check, ability check, attack roll, saving throw, combat maneuver check, or initiative roll equal to  $1d4 + 1$  per 5 caster levels you possess. You may gain this fey-blessing multiple times, gaining one use of this ability per fey-blessing. You cannot use this fey-blessing multiple times for the same roll.

### Grace Of The Sidhe (fey-blessing)

You may activate the following abilities as fey-blessings:

**Evasion:** You gain the evasion ability. When you succeed at a Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. This ability does not function when wearing medium or heavier armor.

**Supernatural Speed:** Whenever you move at least 20 feet, you gain 20% miss chance against ranged attacks until the start of your next turn. If you spend an additional spell point, you instead gain this benefit against all attacks.

### Gremlin's Presence (fey-blessing)

You may activate the following abilities as fey-blessings:

**Collateral Damage:** Whenever a creature misses you with a melee attack, you may redirect the attack to another creature within the attacking creature's reach as an immediate action. Make a new attack roll with the original bonus to determine the result.

**Jinx:** As a standard action, you can place a curse on a single creature within close range. A Will save negates the effect. On a failed save, the target is cursed for the duration of your *fey-link*. The victim of the curse takes a -2 penalty on all attack rolls, saving throws, and skill and ability checks until the curse is removed. This penalty increases by +1 for every 5 caster levels you possess. A creature can only be affected by a single jinx at one time. This is a curse effect. A creature that succeeds on the save against this effect is immune to that caster's use of it for 24 hours.

**Pugwampi's Aura:** All hostile creatures within 30 feet of you take a -1 bonus to all saving throws. This penalty increases by -1 for every 5 caster levels you possess. A creature benefiting from any luck bonus ignores this penalty.

**Stymie Channeling:** Any hostile creature that attempts to channel energy within 30 feet of you must succeed on a Will save or be unable to channel for that round. The use is not lost, but the action is wasted.

### Listen To The Wind (fey-blessing)

You can always find north, and always know what the weather will be within long range of you for the next 48 hours. This forecast reveals only the weather that would arise naturally, and does not take into account any magical occurrences that might change the weather.

### Long Step (fey-blessing)

For the duration of the *fey-link*, you can teleport up to 10 feet as a move action. This movement does not provoke an attack of opportunity and you must have line of sight to your destination.

This distance increases by 5 feet at 4th caster level and every 2 caster levels thereafter. If you possess Tree Meld, while melded to a tree, you may move to another tree within close range as a move action or medium range as a standard action. You may only move to trees in this fashion once per  $1d4$  rounds.

### Mantle Of Autumn (fey-blessing)

You may activate the following abilities as fey-blessings:

**Cloak of Leaves:** You may surround yourself in swirling leaves in a 10-foot radius as a move action. This radius increases by 5 feet at 5th caster level and every 5 caster levels thereafter. All allied creatures fully within this area gain concealment (attacks against them have a 20% miss chance). If hostile creatures within this area attack creatures outside this area, the targets also have concealment. You may end this effect as a free action. Doing so removes the leaves at the end of your turn but does not end the fey-blessing; you may create and dismiss the cloak of leaves for the duration of the fey-blessing.

**Touch of the Harvest:** You may touch food-producing plants, causing them to sprout food spontaneously. You may touch a plant within your natural reach as a move action. Each plant produces enough food to provide 3 Medium-sized creatures or 1 horse with food for a day. This fey-blessing ends after you touch a number of plants equal to your caster level. This ability requires fruit trees, berry bushes, or food crops.

### Mantle Of Spring (fey-blessing)

You may activate the following abilities as fey-blessings:

**Plant Growth:** A single plant or creature of the plant type that you touch increases its size by one category. This increases by one category per 10 caster levels. This effect persists for as long as you are within 30 feet of the target, until you end it as a free action, you choose to apply it to a different target, or the *fey-link* ends. Unwilling creatures are permitted a Will save to negate this effect. This effect bypasses the immunity to polymorph effects of the plant type. For creatures of the plant type, see the Size Change talent in the Alteration sphere to see the effects of growing to their new size.

This ability cannot cause creatures to grow larger than Huge. At 5th caster level and every 5 caster levels thereafter, this limit increases by one size category, to a maximum of Colossal at 15th caster level. This is a polymorph effect.

**Verdant Step:** You may cause flowers, grass, and small vines to spring up wherever you step. The rapid, clinging growth creates difficult terrain in any space you enter until the start of your next turn. You are not hindered by this difficult terrain. This effect may be halted or resumed as a free action. If you spend a spell point as a free action, this growth instead remains for 1 minute per caster level. This ability does not function if you are not touching the ground.

This growth is considered sufficient to be a target by any abilities of the (plant) package of the Nature sphere that requires plants (but not large growths such as trees) until the start of your next turn or for 1 minute per caster level when using the spell point option. After this time expires, the growth fades away and any ongoing effects requiring it end.

### Displacement (fey-blessing)

For the duration of the *fey-link*, you gain an uncanny ability to meddle with the possessions of other creatures. You may perform the Steal combat maneuver without provoking attacks





of opportunity and may use your ranks in the Sleight of Hand skill in place of your base attack bonus when determining your combat maneuver check for the Steal combat maneuver.

Any time you attempt a Sleight of Hand check or Steal combat maneuver against a creature within your natural reach, you may also rearrange its possessions.

The next time that creature attempts to produce a weapon or item it finds its possessions misplaced or disarranged, thus requiring a standard action to retrieve a stored item or draw a weapon (unless you have stolen the item in question). After spending this standard action, the creature takes mental inventory and is no longer affected by this ability. You may choose to replace items you have stolen with worthless material (twigs, sand, etc.) that you have in your possession (but not something that has an effect like a primed grenade or cursed object) with an equal or lesser weight to the stolen object. This does not increase the difficulty of your Sleight of Hand checks.

### Natural Blessing (fey-blessing)

You may activate the following abilities as fey-blessings:

**Animal Blessing:** All friendly creatures of the animal type within 30 feet of you gain a +1 luck bonus to all saving throws. This bonus increases by +1 for every 5 caster levels you possess.

**Plant Blessing:** All friendly creatures with the plant type within 30 feet of you gain a +1 luck bonus to all saving throws. This bonus increases by +1 for every 5 caster levels you possess.

**Vermin Blessing:** All friendly creatures with the vermin type within 30 feet of you gain a +1 luck bonus to all saving throws. This bonus increases by +1 for every 5 caster levels you possess.

### Natural Dominion (fey-blessing)

Choose one of the following creature types: animal, plant, or vermin. As a standard action you may command one creature of that type within 30 feet of you whose CR does not exceed your caster level. If the creature fails a Will save, its disposition toward you increases to helpful for the duration of the fey-blessing. Mindless creatures and creatures of animal intelligence (Intelligence 2 or lower) can be given simple commands as a swift action and will obey your orders even if dangerous or suicidal. Creatures of higher intelligence will fight for you and defend you, but will not obey suicidal orders. You may have multiple instances of this fey-blessing active simultaneously, but you may only command a single creature at a time; attempting to command a new creature, even of a different type, dismisses your influence on any previous creature, returning it to its previous disposition. This is a mind-affecting compulsion that bypasses the type-based immunity to mind-affecting effects granted by the plant and vermin types. A creature that succeeds on its save against this ability becomes immune to that caster's use of it for 24 hours.

### Nature's Empathy (fey-blessing)

You may activate the following abilities as fey-blessings:

**Vermin Empathy:** You gain wild empathy as the druid class feature, but only affecting creatures of the vermin type, bypassing the immunity to mind-affecting effects granted by the vermin type. This ability treats swarms of the vermin type as if they were one creature possessing a single mind.

**Wild Empathy:** You gain wild empathy as the druid class feature, treating your caster levels as druid levels for this purpose. This ability treats swarms of the animal type as if they were one creature possessing a single mind.

### Plant Friend (fey-blessing)

You may activate the following abilities as fey-blessings:

**Arboreal Pacifism:** Creatures of the plant type will not attack you or allies within 30 feet of you unless compelled to do so by magical means. This effect is broken for a given creature if you or an ally attacks it.

**Plant Empathy:** You gain wild empathy as the druid class feature, but only affecting creatures of the plant type, bypassing the immunity to mind-affecting effects granted by the plant type. This ability treats swarms of the plant type as if they were one creature possessing a single mind.

**Wood Defense:** You gain damage reduction equal to caster level against wood. This applies to weapons composed entirely of plant matter (staves, clubs, etc.), the natural attacks or creatures of the plant type, and magical effects manipulating or creating plants (the Pummel option of the (plant) package of the Nature sphere, the *wall of thorns* spell, etc.).

### Saboteur (fey-blessing)

You become adept at disassembling machinery, reducing even complex devices to trash with shocking speed. You gain a competence bonus on Disable Device checks equal to half your caster level (minimum 1) and treat all devices as being one category simpler for the purposes of determining how long it takes to use Disable Device. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action. Additionally, once per round, you may deal bonus damage equal to your caster level on any roll to damage unattended objects.

### Shadow Collector (fey-blessing)

You may activate the following abilities as fey-blessings:

**Shadow Reaver:** You do not cast a shadow. When you kill a living creature with CR of at least half your Hit Dice that has a shadow, you gain 1 temporary spell point that expires after 1 minute and cast the shadow of that creature until the spell point is lost.

**Steal Shadow:** You may spend a spell point when attempting a Steal attempt against a creature that has a shadow, stealing its shadow instead of any item if successful. Creatures who have their shadows stolen gain 1 temporary negative level and lose 1 spell point. This loss increases by one die size (1d2, 1d3, 1d4, 1d6, etc.) for every five caster levels. Creatures who would be reduced below 1st level instead suffer a -2 penalty to Constitution per negative level. Creatures that possess spell slots instead lose spell slots, based on the level of the slot, as detailed in the Introduction chapter.

You gain an equal number of temporary spell points that expire after 1 minute, though cannot gain more spell points than the target loses. These temporary spell points do not stack with spell points from other targets, other instances of this ability, or any other source and expire after one round per caster level. This ability does not grant a way to use spell points to those that lack one.

You may restore shadows as a standard action, removing the negative level(s). Shadows are restored automatically at the



end of your *fey-link*, or may be reclaimed by a Steal maneuver at any time or as a standard action with a touch if you are helpless or unconscious.

### Snare Setter (fey-blessing)

You may make a snare that functions as a magic trap. You may conjure and set a snare as a standard action in a square within close range, which blends with its surroundings (DC 20 + caster level Perception check for a character with the trap-finding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. The cord-like object tightens around the creature, dealing no damage but causing it to be entangled and preventing it from moving from that space.

The snare is magical and can be dispelled as a sphere effect. To escape, a trapped creature must attempt an Escape Artist check or Strength check equal to your sphere DC as a full-round action. The snare has AC and hit points equal to your caster level and hardness equal to half your caster level. A successful escape from the snare breaks the loop and ends the effect, though not the *fey-blessing*. A snare persists until triggered or until the *fey-link* ends. Only one snare may be set at a time; setting an additional snare dismisses all previous snares.

### Spores (fey-blessing)

You may activate the following abilities as *fey-blessings*:

**Anxiety Spores:** As a swift action or move action, you may coat a weapon, piece of ammunition, or natural weapon you possess with anxiety spores. You may coat those of a willing ally as a move action. The next time that the coated weapon (or piece of ammunition) is used to deal damage to a creature, that creature must succeed on a Fortitude save or be infested with the spores.

*Anxiety Spores:* **Disease**—injury; **save** Fort DC (sphere DC); **onset** 1 round; **frequency** 1/minute; **effect** cumulative -1 penalty on saving throws against emotion and fear effects (maximum -5); **cure** 2 consecutive saves

As a standard action, you can spend a spell point to cause mushrooms to erupt from any creature within close range already infested with its anxiety spores. The targeted creature takes 1d2 points of Charisma damage (Fortitude negates) as the growing spores siphon away its emotions. This damage increases by one die size for every 4 caster levels (1d3, 1d4, 1d6, 1d8, etc.). If the affected creature is currently shaken, frightened, or panicked, any creature within 10 feet gains the same condition for 1d4 rounds (Will negates). This is a mind-affecting fear effect.

**Fungal Snare:** You may create and hurl a fungal mass up to 30 feet as a standard action, which explodes in a mass of sticky filaments with a radius of 5 feet + 5 feet per 7 caster levels. Once you do so, you may not use this ability again for 1d4 rounds. All creatures within this area must succeed on a Reflex save or be entangled and unable to move. Breaking free of the entangled condition is a move action, requiring either a Strength check or an Escape Artist check against the effect's save DC. Additionally, the area counts as difficult terrain for 1 minute per caster level. The filaments may be destroyed by dealing 3 damage per caster level; doing so is sufficient to clear a single 5-foot square. The filaments have vulnerability to fire.

### Stone Shape (fey-blessing)

You gain a competence bonus on Craft checks equal to your caster level for items primarily composed of stone and may craft such objects as if you had the appropriate tools.

As a standard action, you may spend a spell point to turn an adequately sized piece of stone into 50 pieces of ammunition, a suit of armor, a shield, a tool, or a weapon normally primarily composed of wood or metal. Objects created this way have twice their normal weight and weapons gain the fragile quality; this quality is retained even when gaining an enhancement bonus. You must succeed on the appropriate Craft check to make the chosen item as part of this action or else the item gains the broken condition, though you may attempt to shape it again. The item is considered masterwork and, if a weapon or suit of armor, gains an enhancement bonus equal to your caster level/5 (minimum 0).

Equipment made this way returns to its original form when your *fey-link* ends. Using special types of stone imparts the properties of that stone to the shaped object. If using stone taken from a larger piece of stone, the larger stone takes damage equal to the hit points of the item (before *enhancement*), ignoring hardness and dealing full damage to objects, which can be restored by putting the item back in place and dismissing the effect as a standard action.

You can spend a spell point as a standard action to restore 1d6 + caster level hit points to an object made primarily of stone or to a construct composed of stone (such as a stone golem).

### Stunning Glance (fey-blessing)

You gain the ability to, as a standard action, gaze at a target within 30 feet which must succeed at a Fortitude save or be stunned for one round. Once a creature fails a save vs. this ability, it is immune to your use of it for 24 hours.

(This talent has been modified from the original version found in *Player's Guide to Skybourne*.)

### Summon Fairy (fey-blessing)

You may spend a spell point to summon a creature of the *fey* type with a CR of no greater than your caster level/3 as a 1-round action. The creature appears within 30 feet of you and remains and serves you for as long as you concentrate or for the duration of your *fey-link* if you spend an additional spell point. The creature obeys your commands, but unless you speak the creature's language, only basic communication is possible (attacking an enemy, defending the caster, etc.).

The total Hit Dice of *fey* called at one time cannot exceed your caster level (temporary increases to caster level such as the thaumaturge's forbidden lore ability or implements of the Fallen Fey sphere do not increase this capacity nor the highest CR creature you may summon). Attempting to summon an additional *fey* forces you to dismiss a number of existing *fey* to bring the total under this limit. If a summoned creature expends abilities with a limited use, those abilities are expended for all creatures of the same kind. Likewise, a creature that gains immunity to an ability of a summoned creature gains immunity to that ability originating from all creatures of that type that you summon.



### Tree Meld (fey-blessing)

You gain the ability to, as a standard action, meld your form and up to 100 lbs. of gear into a tree. Unmelding is as easy as using a move action to leave the tree's space. The tree must be large enough to accommodate you and your gear. You may hear (but not see nor benefit from other special senses) what happens around the tree, and while minor physical damage to the tree does not harm you, any partial or complete destruction of the tree (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage.

You may still use magic while within the tree, although all effects must target yourself or your held equipment. So long as you are within a tree, you gain fast healing 1 and do not need to breathe, eat or drink. You are not automatically expelled from the tree when your *fey-link* expires and may unmeld when you desire.

### Trickery (fey-blessing)

Whenever you use a spell or sphere effect to deceive, trick, or humiliate a target (at the GM's discretion), you gain a +2 bonus to your caster level for that effect.

### Unseelie Aura (fey-blessing)

You may activate the following abilities as fey-blessings:

**Aura of Shattered Loyalties:** Any hostile creature within 30 feet of you that is shaken, frightened, panicked or cowering is unable to benefit from aid another bonuses, flanking, or teamwork feats and does not count as a willing target of its allies' spells. This lasts for as long as the creature remains within this aura. You may suppress or resume this effect as a free action. This is a mind-affecting fear effect.

**Fear Aura:** Any hostile creature entering within 30 feet of you must succeed on a Will save or be shaken for as long as they remain in the aura and for 1d4 rounds afterwards. Once a creature succeeds on the save against this effect, it is immune to any instance of it originating from you for 24 hours. You may suppress or resume this effect as a free action. This is a mind-affecting fear effect.

### Unthreatening Form (fey-blessing)

You shapeshift into an animal whose size is Diminutive or Tiny. Attacking, using a supernatural ability that requires activation, or casting a spell, spell-like ability, or sphere effect immediately ends this fey-blessing. You gain the movement modes of the chosen creature as well as any of the following abilities it possesses: darkvision 60 feet, low-light vision, and scent. The chosen animal may only have climb and land speeds; at 5th caster level, it may have a burrow speed, and at 7th caster level it may have a fly speed. Your statistics change as described in the Size Change talent of the Alteration sphere. This is a polymorph effect.

### Ventriloquism (fey-blessing)

As a free action once per round, you can make your voice (or any sound that you can normally make vocally) seem to issue from any location within medium range, or long range if you spend an additional spell point when activating this fey-blessing. You can speak in any language you know. Any sonic-based abilities granted by this sphere (such as those granted by Beckoning Call and Enchanting Music) can be used through this effect, counting the chosen location as your location for the purpose of determining area of effect. Anyone who hears

the sound and rolls a successful Will save recognizes it as illusory (but still hears it, though may choose not to be affected by any abilities used as part of it).

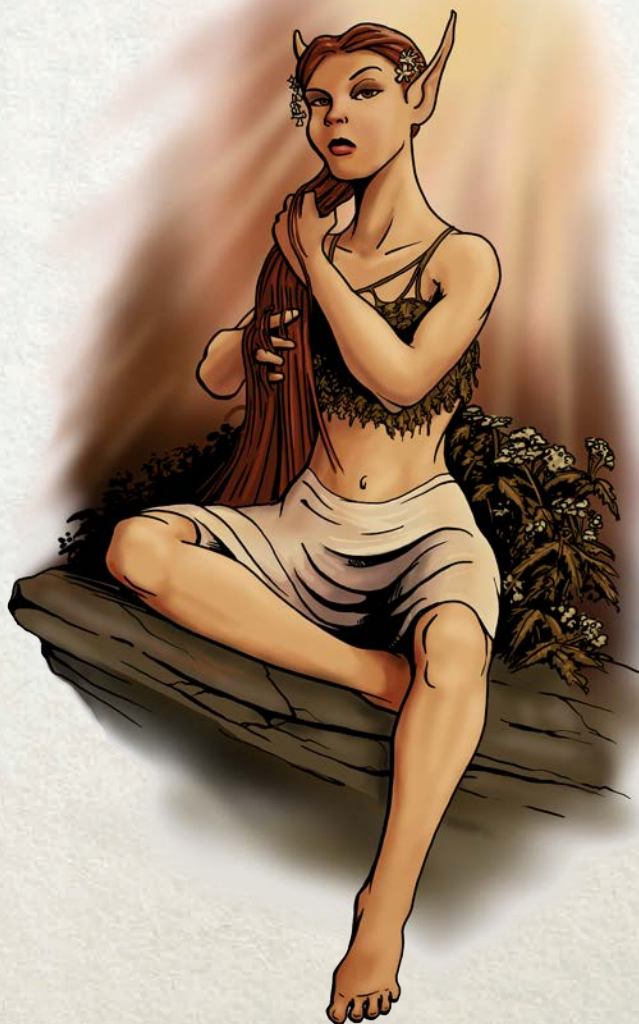
### Water Creature (fey-blessing)

This fey-blessing grants you the ability to communicate and control water. When granted, you gain the following abilities:

**Hydrokinesis:** When touching a body of water, you may attempt the bullrush, drag, grapple, reposition, or trip combat maneuver against another creature touching that body of water within medium range as a standard action. Use your caster level in place of your base attack bonus and your casting attribute modifier in place of your Strength modifier for determining your combat maneuver bonus for this check. Failure on a trip attempt does not allow the target to trip you in return. You have no bonuses or penalties from size on this maneuver and are not limited by the size of your target.

**Waterspout:** When touching a body of water, you may attempt to damage a creature touching that body of water within close range as a standard action. The targeted creature must succeed on a Reflex save or take 1d6 bludgeoning damage. This damage increases by 1d6 at 3rd caster level and every 2 caster levels thereafter.

**Waveglide:** As a standard action, you can create waves and currents to double or halve the speed of creatures or objects traveling on the surface of the water, affecting up to 10 contiguous 5-foot squares per caster level within long range.





This requires line of effect to some part of the area, and lasts as long as you concentrate. An unwilling target can ignore the effect for 1 round by succeeding on a Will saving throw.

### Weapons Of The Wild (fey-blessing)

You may activate the following abilities as fey-blessings:

**Antlers of the Forest:** You gain a gore attack (primary, 1d6 Medium, 1d4 Small). This gore attack does double damage on a charge as the powerful charge universal monster ability. At 7th caster level, this attack counts as chaotic for the purpose of overcoming damage reduction. At 14th caster level this attack gains the *anarchic* weapon special ability.

**Gremlin's Teeth:** You gain a bite attack (primary, 1d8 Medium, 1d6 Small). At 7th caster level, this attack counts as evil for the purpose of overcoming damage reduction. At 14th caster level this attack gains the *umboly* weapon special ability.

**Unicorn's Blessing:** You gain a gore attack (primary, 1d6 Medium, 1d4 Small). This gore attack does double damage on a charge as the powerful charge universal monster ability. At 7th caster level, this attack counts as good for the purpose of overcoming damage reduction. At 14th caster level this attack gains the *holly* weapon special ability.

These are polymorph effects.

### Wild Walk (fey-blessing)

You do not leave a trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired. You are not inhibited by difficult terrain resulting from natural terrain, though magically manipulated difficult terrain affects you as normal.

(This talent has been modified from the original version found in *Player's Guide to Skybourne*.)

### Winterfey (fey-blessing)

You may activate the following abilities as fey-blessings:

**Cold Touch:** Your natural attacks do cold damage instead of their normal damage type.

**Icebeard:** You become rimed in jagged ice (often taking the form of a jutting beard, but formations vary according to the caster), posing a serious threat to anyone attacking the you in melee. An adjacent attacker must succeed at a Reflex save or take 1d4 points of slashing damage when it succeeds on an attack roll against you. At 3rd caster level, this ability also deals 1d6 cold damage. This piercing damage increases by 1d4 at 6th caster level and every 6 caster levels thereafter and the cold damage by 1d6 at 9th caster level and every 9 caster levels thereafter. Additionally, you may break off sharp shards as a free action; treat these as daggers appropriate to your size. These shards melt at the end of your next turn.

**Icewalk:** You may ignore difficult terrain, speed reductions, and penalties to Acrobatics imposed by naturally occurring snow and ice.

**Lower Temperature:** As a free action, you can lower the temperature in a 10-foot radius around your body by 1 step, +1 step per 10 caster levels (see the Weather sphere for the effect of Cold). The temperature changes at a rate of 1 step per round. This change does not stack with that from other magic effects; if another effect is present in the area, you must succeed on a magic skill check against the effect's MSD or be unable to alter the temperature. Additionally, you are unaffected by temperatures down to -50°F (-45°C).

**Snowsight:** You can see clearly through snow and sleet as if they were perfectly clear, ignoring miss chance from these obstructions, up to the normal limits of your vision.

### Wood Shape (fey-blessing)

You gain a competence bonus on Craft checks equal to your caster level for items primarily composed of wood and may craft such objects as if you had the appropriate tools.

As a standard action, you may spend a spell point to turn an adequately sized piece of wood (including wood from a living plant) into 50 pieces of ammunition, a suit of armor, a shield, a tool, or a weapon normally primarily composed of wood. A weapon that normally would have a metal head, spike, or blade has its damage die reduced by one size. You must succeed on the appropriate Craft check to make the chosen item as part of this action or else the item gains the broken condition, though you may attempt to shape it again. The item is considered masterwork and, if a weapon or suit of armor, gains an enhancement bonus equal to your caster level/5 (minimum 0).

Equipment made this way returns to its original form when your *fey-link* ends. Using special types of wood imparts the properties of that wood to the shaped object. If using wood from a living plant, the plant takes damage equal to the hit points of the item (before *enhancement*), ignoring hardness and dealing full damage to objects, which can be restored by putting the item back in place and dismissing the effect as a standard action. If an entire plant was used, it may be planted in a suitable location and the effect dismissed.

You can spend a spell point as a standard action to restore 1d6 + caster level hit points to an object made primarily of wood or to a creature of the plant type.

### Zolavoi's Mantle (fey-blessing)

You may activate the following abilities as fey-blessings:

**Cindercloud:** You may exude a cloud of smoke and embers in a 10-foot radius as a move action. This radius increases by 5 feet at 5th caster level and every 5 caster levels thereafter. All creatures fully within this area gain concealment (attacks against them have a 20% miss chance). If creatures within this area attack creatures outside this area, the targets also have concealment.

Any creature other than you that enters or starts its turn inside this area takes fire damage equal to your caster level. This damage cannot be taken more than once per round by an individual creature. You may end this effect as a free action. Doing so removes the cloud at the end of your turn but does not end the fey-blessing; you may create and dismiss cinderclouds for the duration of the fey-blessing.

**Sense Object:** You may spend a full-round action to discern the distance and direction to one object that was within your possession for at least 24 hours prior to it leaving your possession within the past 1 day per caster level. You may only target a single object with each activation of this fey-blessing; selecting another object requires spending a spell point and dismisses the previous instance.

**Smokesight:** You can see clearly through ash, fire, and smoke (including the cindercloud ability above) as if they were perfectly clear, ignoring miss chance from these obstructions, up to the normal limits of your vision.



# Fate

You command cosmic forces including luck, destiny, and alignment.

## Consecration

As a standard action, you may affect a 20-foot radius + 5 feet per 5 caster levels area centered on you with a *consecration*. This aura moves as you do. The effects of *consecrations* are subject to spell resistance. When you gain the Fate sphere, you gain the following *consecration*:

### Serendipity

You bestow luck upon your allies. All allies within range gain a +1 luck bonus to attack rolls, skill checks, ability checks, and saving throws. This bonus lasts as long as you concentrate. You may spend a spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

## Word

As a standard action, you may invoke a *word* of power, affecting a single creature or object within close range. *Words* are subject to spell resistance.

When you gain the Fate sphere, you gain the following *word*:

### Hallow

You may spend a spell point to hallow a target for 1 minute per caster level. Choose an end of the alignment spectrum (good, evil, lawful, chaotic); you must choose an alignment that you possess. The target of this *word* gains a +1 sacred bonus (profane bonus if you are evil; if you are neither good nor evil you must choose whether you grant sacred or profane bonuses with this sphere) to attack rolls, AC, and saving throws made against targets of your opposed alignment (evil for good, lawful for chaotic, etc.). This bonus increases by 1 for every 10 caster levels possessed.

The target also gains immunity to any spell or sphere effect that possesses or exercises mental control over them (including enchantment charm effects and enchantment compulsion effects), so long as that effect originates from a creature who possesses your opposed alignment. If the target is already under the influence of such an effect, the target is allowed to attempt

a new saving throw against the controlling effect. Success means the effect is suppressed for the duration of this *word*, but resumes when this *word* expires. This does not expel a controlling life force (such as a ghost or projected spirit), but it does prevent them from controlling the target.

## Fate Talent Types

Some talents are marked (word). These grant you additional *words* of power.

Some talents are marked (consecration). These grant you additional *consecrations*.

### Motifs

Some talents are marked (motif). These grant you *motifs* you can grant to targets.

Less precise than divination, but more proactive, (motif) talents give an augur a glimpse at the pattern of Fate's tapestry and allow her to nudge one or two threads in a direction she chooses. Unless otherwise noted, a talent with the (motif) tag is cast as a standard action on a target with a range of touch and costs one spell point. A successful Will save negates a *motif*, and *motifs* are subject to spell resistance. While they normally have a duration of 1 hour per level, the target can also discharge a (motif) talent as an immediate action to gain an instantaneous or short-lived benefit, after which the effect ends.

A given creature can never have more than one instance of a particular (motif) talent active on them at a time; a second casting at an equal or higher caster level replaces the first, while a second casting at a lower level has no effect.

### Harrow Deck Motifs

If it better suits your game, names of harrow cards can be substituted for the major arcana that lend their names to *motifs*. Suggested replacements are:

**The Chariot:** The Cricket or the Teamster

**Death (advanced talent):** The Uprising or the Wanderer

**The Devil:** The Mute Hag or the Rakshasa

**The Emperor:** The Keep or the Tyrant

**The Empress:** The Publican or the Queen Mother

**The Fool:** The Juggler or the Rabbit Prince

**The Hanged Man:** The Beating or the Eclipse

**The Hermit:** The Desert or the Empty Throne

**The Hierophant:** The Trumpet or the Winged Serpent

**The High Priestess (advanced talent):** The Unicorn or the Vision

**Judgment:** The Demon's Lantern or the Theater

**Justice:** The Inquisitor or the Owl

**The Lovers:** The Courtesan or the Marriage

**The Magician:** The Dance or the Locksmith

**The Moon:** The Liar or the Peacock

**The Star:** The Foreign Trader or the Hidden Truth

**Strength:** The Brass Dwarf or the Paladin

**The Sun:** The Sickness or the Survivor

**Temperance:** The Midwife or the Twin

**The Tower:** The Avalanche or the Cyclone

**The Wheel:** The Forge or the Joke

**The World:** The Bear or the Mountain Man



# Fate Talents

## Bound Consecration

When using a *consecration*, you may choose to have the area remain in place rather than move with you. Alternatively, you may apply a *consecration* to an object with a touch. The area of effect is centered on the object and moves with it (as normal, choose one corner of the object's space to be the center of the *consecration*). You must make this choice when you first use the *consecration*.

## Echoing Word [mass]

When using a *word*, you may spend an additional spell point to affect an additional 1 target per 2 caster levels (minimum 1) at the same time. Each target must be within range and must be affected by the same *word* (thus, if using the Open/Close talent, you could only target objects with this ability). Once created, each *word* is considered a separate sphere effect.

## Greater Serendipity

When you use your Serendipity *consecration*, in addition to bestowing a luck bonus upon your allies, all enemies within the area of effect also suffer a penalty to their own attack rolls, skill checks, ability checks, and saving throws equal to the bonus you grant to your allies. When used this way, serendipity is considered a curse effect on your enemies.

## Instill Fate [instill]

As a standard action you may touch a small container of liquid and instill a *motif* or *word* inside it, which functions as a potion or oil. The *word* cannot have a duration of concentration, nor have a trigger/normally require an immediate action to activate.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

## Pair Of Myths

By spending an extra spell point you can simultaneously apply two *motifs* you possess to a target. The effects of each talent are resolved separately and the durations are tracked separately. You must pay the *motifs'* spell point costs, although other costs (such as for metamagic) are only incurred once.

## Resounding Word [range]

You may place *words* on targets within medium range. You may take this talent twice. The second time it is taken, increase the range from medium to long.

## Shrieking Strike [strike]

You may deliver *words* via a melee touch attack. As a standard action, you may make a single weapon attack in conjunction with using a *word*. This cannot affect *words* usable as an immediate action. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck

by the attack, it is also affected by the *word*. If using a scatter weapon, the *word* only applies to a single target, chosen at the time of attack.

## Consecration Talents

### Consequences (consecration)

While this *consecration* is in effect, any creature in the area that attacks any other creature (whether in the area or not) takes untyped damage equal to your caster level. For purposes of this effect, an attack includes any non-harmless spell, spell-like ability, sphere effect, or supernatural ability targeting a hostile creature or whose area of effect includes a hostile creature. This *consecration* can affect a target once per round, +1 time per 5 caster levels.

You must concentrate to maintain this *consecration*. You may always spend an additional spell point as a free action to allow this *consecration* to continue for 1 minute per caster level without concentration.

### Divine Force (consecration)

You may fill an area with the influence of an alignment type you are connected to (good, evil, lawful, or chaotic). You must possess this alignment type. Creatures of that alignment's opposite (good for evil, lawful for chaotic, etc.) within this area suffer one of the following detriments, chosen at random (Fortitude negates):

1. blind 1 round
2. deaf 2d4 rounds
3. staggered 1d4 rounds
4. sickened 1d4 rounds
5. dazed 1 round
6. shaken 1d4 rounds

As this power is cosmic in origin, it can affect undead, even though undead are usually immune to some of these conditions. If you are true neutral, you may choose neutrality with this *consecration*, in which case all creatures at the extremes of the alignment spectrum (chaotic evil, chaotic god, lawful evil, and lawful good) suffer the ill effects. This is an instantaneous effect.

### Divine Pressure (consecration)

You may spend a spell point to fill an area with an enduring presence of an alignment you possess (chaotic, evil, good, or lawful).

Any creature of that alignment's opposite (good for evil, lawful for chaotic, etc.) who enters or begins their turn inside the consecration must succeed at a Fortitude saving throw or suffer one of the following conditions: deafened, exhausted, or sickened (chosen at the time of casting). Creatures who fail their saving throw remain under the effects of the condition until they leave the area of the consecration or the consecration ends.

As this power is cosmic in origin, it can affect undead and constructs, even though they are usually immune to effects requiring a Fortitude saving throw. If you are true neutral, you may choose neutrality with this consecration, in which case all creatures at the extremes of the alignment spectrum (chaotic



evil, chaotic good, lawful evil, and lawful good) suffer the ill effects.

You must concentrate to maintain this consecration. You may always spend an additional spell point as a free action to allow this consecration to continue for 1 minute per caster level without concentration.

### Reveal Alignment (consecration)

You may spend a spell point to create a *consecration* that reveals the alignment of all creatures inside it. While this *consecration* is in effect, the alignment of all creatures within the area is plain to any who observe them. How this manifests is unique to each observer—some might see a good creature with a halo and an evil creature with horns, while others might hear musical themes and chords evoking an alignment—but however it does the interpretation is unambiguous in the observer's mind. An observer must still be able to sense a creature in order to discern its alignment. You must concentrate to maintain this *consecration*, but you may spend a spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

### Stricture (consecration)

You may spend a spell point to create a *consecration* that dictates the actions of all creatures within its area of effect. When you create this *consecration*, you must declare a course of action that is at most one sentence long and whether this action is to be avoided or emulated. Example strictures include “No one can attack”, “everyone must trade fairly”, etc. If your judgment would cause a creature to attack itself or perform another obviously suicidal action, they are immune to that judgment. For as long as you maintain this *consecration*, all creatures within this area must obey this stricture. Each individual creature is allowed a Will save to negate this requirement and allow itself to act normally. If a creature succeeds at their saving throw, they become immune to that judgment for the rest of its duration. You must always follow your own judgment. You must concentrate to maintain this *consecration*, to a maximum of 1 minute per caster level. You may always spend a spell point as a free action to allow this *consecration* to continue for 1 minute per caster level without concentration.

### Tug Fate (consecration) [curse]

You may spend a spell point to create a *consecration* that lets you manipulate luck and fate. For as long as this *consecration* is in effect, any creature within the area who rolls a 10 on an attack roll, initiative roll, skill check, ability check, or saving throw receives either a +10 luck bonus or a -10 penalty to their roll (your choice). This bonus and penalty increase by 1 per 2 caster levels, and do not apply when the creature takes 10; only a d20 roll will do. Additionally, once per round any time a creature within the area rolls a natural 1 or natural 20, you may change the roll into the opposite. This does not require an action, but may only be used once per round. Converting a natural 20 to a natural 1 is a curse effect and may be negated with a successful Will save. You must concentrate to maintain this *consecration*, but you may

spend a spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

### Undo Harm (consecration)

While this *consecration* is in effect, every creature within the area regains 5 hit points plus 1 hit point per caster level at the beginning of their turn, but only up to the amount of damage they have taken since their last turn and since you created this *consecration*. This *consecration* affects all creatures, but you may spend a spell point when you create this *consecration* to make it only affect your allies. If a creature has taken enough damage to kill or destroy it, this *consecration* has no effect on them. This stacks with fast healing and, as it is cosmic in origin rather than positive energy, affects non-living creatures such as undead and constructs. You must concentrate to maintain this *consecration*, but you may spend a spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

If you take this talent a second time you may cause the *consecration* to reverse negative conditions in addition to damage. While this *consecration* is in effect, as an immediate action you may spend a spell point to allow any one creature suffering from bleed damage or the blinded, confused, dazed, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, or stunned conditions to be cured of one of these conditions of their choice at the end of their turn. For every 10 caster levels, they may cure one additional condition. This effect can only remove effects that have been inflicted since the end of the sufferer's last turn and since you created this *consecration*.

## Motif Talents

### The Chariot (motif)

You may grant a *motif* that ensures the target is always able to act. The target gains a +2 insight bonus on saving throws against effects that would prevent them from acting (such as dazing or paralysis) or make them staggered. This bonus increases by +1 for every 10 caster levels.

The target may discharge this effect to ignore one such effect for a number of rounds equal to your casting ability modifier, and may do so even when they would otherwise not be able to take an immediate action, such as when dazed or nauseated.

### The Devil (motif)

You may grant a *motif* that allows the target to recognize the greatest threat to their goals. As a free action once per round they may assess an opponent they can see. The target learns the enemy's approximate CR (see **Table: Enemy CR**). For every five caster levels, the target may use this an additional time per round.

The target may discharge this effect to gain a +2 insight bonus to AC and attack rolls against any enemy they have assessed using this *motif's* benefit for one round per caster level. This bonus increases by +1 for every 4 caster levels.

**Table: Enemy CR**

Enemy's CR	Result
4+ lower than the target's level	Trivial
1-3 lower than the target's level	Easy
Equal to the target's level	Fair fight
1-3 higher than the target's level	Difficult
4+ higher than the target's level	Overwhelming

### The Emperor (motif)

You may grant a *motif* that allows its bearer to better project their power. Whenever the target suffers from penalties to attack rolls, damage rolls, saving throws, skill checks, or ability checks, they reduce their total penalty by 1, to a minimum penalty of -1. For every 10 caster levels, they reduce the penalty by an additional 1.

The target may discharge this effect to ignore any one penalty effect to an attack roll, damage roll, saving throw, skill check, or ability check and gain an insight bonus to any rolls that would be affected by that penalty equal to the penalty for 1 round per caster level. If they choose to ignore a penalty from the target's own abilities, actions, or choices (such as backlash from a thaumaturge's forbidden lore, the attack penalty from Power Attack, or The Hanged Man *motif*), they do not gain this insight bonus.

### The Empress (motif)

You may grant a *motif* that subtly improves the target's ability to make their own fate. The target gains a floating pool of bonus points they can use throughout the duration of this *motif*. This pool has 1 point, plus 1 point per caster level when you first grant the *motif*. The target may spend up to 1 point for every 5 caster levels (minimum 1) to gain an insight bonus to an attack roll, weapon damage roll, skill check, ability check, or saving throw equal to the points they spend. The effect does not end if they spend all of these points, but they can no longer spend them.

The target may discharge this effect to gain an insight bonus equal to +5 plus +1 for every 4 remaining points to any one attack roll, skill check, ability check, or saving throw.

### The Fool (motif)

You may allow a target to surrender themselves to fate. The target takes a -3 penalty to all saving throws, but rolls each saving throw twice and chooses the better roll. This penalty decreases by 1 for every 10 caster levels.

The target may discharge this effect to roll a saving throw three times and choose the best roll (with the same penalty). The target may also end this *motif* as a free action with no further effect.

### The Hanged Man (motif)

You may allow the target to benefit from their sacrifices. Each round as a free action the target may decide to gain a +2 insight bonus to two of Fortitude, Reflex, and Will saving throws and a -2 penalty to the other, or to gain neither bonus nor penalty. This choice remains until they decide to change it. This bonus (but not the penalty) increases by 1 for every 10 caster levels.

The target may discharge this effect to take damage equal to their Hit Dice (to a maximum of your caster level) and gain half this amount (minimum 1) as an insight bonus to a single saving throw, attack roll, combat maneuver check, skill check, or ability check.

### The Hermit (motif)

You may improve a target's ability to work alone. The target can use the aid another action to aid themselves as a swift action. The bonus they gain from doing so is equal to +3 instead of +2, and increases by +1 for every 5 caster levels. In any round they do so, they may not benefit from another creature aiding them.

The target may discharge this effect to treat all enemies as flanked as long as none of the target's allies threaten the enemy. This effect lasts one round per caster level.

### The Hierophant (motif)

You may grant a *motif* that allows the target to subsume themselves in the group. The target gains an aura with a radius of 30 feet that gives allies other than the target a +2 insight bonus to saving throws against mind-affecting effects. This bonus increases by +1 for every 5 caster levels.

The target may discharge this effect when an ally within close range takes damage to shift up to half the damage the ally takes to themselves. The target may discharge this effect even if the damage their ally would take would normally reduce them below 1 hit point, and even if it would kill them outright. Damage is transferred after the effects of damage reduction, energy resistance, immunity and similar effects. The damage transferred is empathic in nature and cannot be further reduced, divided, or transferred.

### Judgment (motif)

You may grant a *motif* that heightens the target's discernment. It requires only a full-round action for the target to attempt a Sense Motive check to get a hunch about a situation and a swift action to attempt a Perception check to intentionally search for a stimulus.

The target may discharge this effect to automatically pinpoint all invisible creatures within close range until the end of his turn.

### Justice (motif)

You may grant a *motif* that enforces balance. Any time a hostile creature deals damage to the target, the target gains a +2 insight bonus to attack and damage rolls against that enemy for one round. This bonus increases by +1 for every 5 caster levels.

The target may discharge this effect when an enemy deals damage to them to shift up to half the damage to the enemy who dealt the damage. A successful Fortitude save negates this effect and the target still takes the full damage. The target may discharge this effect even if the damage they take would normally reduce them below 1 hit point, and even if it would kill them outright. Damage is transferred after the effects of damage reduction, energy resistance, immunity and similar effects. The damage transferred is empathic in nature and cannot be further reduced, divided, or transferred.





### The Lovers (motif)

You may grant a *motif* that empowers a target when near its allies. The target gains an insight bonus to saving throws equal to the number of allies adjacent to them, up to a maximum of 2 + 1 per 5 caster levels. The target may discharge this effect when they take damage to shift up to half the damage they take to a willing ally within close range.

The target may discharge this effect even if the damage they take would normally reduce them below 1 hit point, and even if it would kill them outright. Damage is transferred after the effects of damage reduction, energy resistance, immunity and similar effects. The damage transferred is empathic in nature and cannot be further reduced, divided, or transferred.

### The Magician (motif)

You may grant a *motif* that helps the target make the most of their current circumstances. The target gains a +2 insight bonus to attacks of opportunity and untrained skill checks. This bonus increases by +1 for every five caster levels.

The target may discharge this *motif* to roll initiative and take a standard action or move action in a surprise round when they would not normally be able to or to take a full-round action or a standard action and a move action in a surprise round when they would normally be able to take only a standard action or a move action. This does not cause a surprise round to occur if it would not normally. The target may discharge this *motif* even when they are flat-footed.

### The Moon (motif)

You may grant a *motif* that protects the target's subconscious and allows them to project their mind onto attackers. The target gains a +2 insight bonus to saving throws against mind-affecting effects. This bonus increases by +1 for every 10 caster levels.

The target may discharge this effect when they are the target of a mind-affecting spell, spell-like ability, supernatural ability, or sphere effect to force the effect's user to attempt a saving throw against the effect's DC. On a failed save, the target is unaffected by the effect, while the effect's user suffers the effects of a failed save. On a successful save, the target is affected by the effect as normal. (If the effect would not normally have a DC, calculate it as if it did using the normal rules for that type of effect.)

### The Star (motif)

You may grant a *motif* that gives guidance in difficult circumstances. The target gains a +2 insight bonus to armor class against attacks of opportunity. This bonus increases by +1 for every 5 caster levels.

The target may discharge this effect to avoid provoking attacks of opportunity for one round.

### Strength (motif)

You may grant a *motif* that enhances a target's might and will. The target gains a +2 insight bonus to CMB and CMD, as well as to Strength checks and Strength-based skill checks. This bonus increases by +1 for every 4 caster levels.

When another creature attempts and fails to demoralize the target or targets them with a fear effect that they successfully resist, the target may discharge this effect to make the other creature frightened until the end of their next turn, or shaken for one round with a successful Will save.

### The Sun (motif)

You may grant a *motif* that ensures a glorious dawn after the darkest night. Whenever the target is below 50% of their maximum hit points, they roll twice on all saving throws and take the better result.

The target may discharge this effect when they are below 50% of their maximum hit points and succeed on a saving throw against a non-harmless effect to regain a number of hit points equal to the caster level + your casting ability modifier and gain an insight bonus to armor class and saving throws equal to your casting ability modifier for 1 round.

### Temperance (motif)

You may grant a *motif* that protects against the whims of luck. When the target rolls a natural 1 on a saving throw or attack roll, they may reroll it. If the new roll is also a natural 1, this effect does not allow them to reroll again, though the *motif*'s discharge effect may allow them to.

The target may discharge this effect to reroll a single saving throw they have just made but before the results of that roll are revealed. They must take the result of the reroll, even if it is worse than the original roll.

### The Tower (motif)

You may grant a *motif* that lets the target focus the vagaries of time on a creature or object. The target's unarmed strikes, natural attacks, and manufactured weapons ignore a number of points of damage reduction and hardness up to 5 + 1 per 4 caster levels.

The target may discharge this effect when struck by a manufactured weapon and after taking damage (if any). The weapon takes 1d4 untyped damage per caster level, ignoring hardness. A successful Reflex save halves the damage, but nonmagical items take the full damage regardless of the result. If the weapon's wielder has evasion, that ability does not apply to this saving throw.

### The Wheel (motif)

You may grant a *motif* that empowers the target almost at random. Roll 1d4 when you grant the *motif*. The target gains a +1 insight bonus to rolls indicated on the table below. This bonus increases by +1 for every 10 caster levels. In addition, for every 10 caster levels, roll an additional 1d4, applying the bonus to that category as well. Bonuses from rolling the same result more than once stack.

The target may discharge this effect to gain an insight bonus to a single attack roll, saving throw, skill check, ability check, initiative roll, or concentration check equal to twice the sum of the d4 rolls. They must choose to do so before rolling.

**Table: The Wheel**

d4	Bonus
1	Attack and damage rolls
2	Saving throws
3	Initiative and skill checks
4	Concentration checks, combat maneuver checks, and CMD



good, or lawful, as you choose, overcomes that type of damage reduction, and deals an additional 2d6 damage to creatures of the opposite alignment. This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.

### Bless (word)

When you or one of your allies is making an attack roll, skill check, ability score check, or saving throw, you may spend a spell point as an immediate action to allow them to make the roll twice and take the highest roll. You must use this *word* before the roll in question is made.

### Borrow Luck (word)

When a creature within range fails a saving throw, skill check, or ability check, or misses with an attack, you may spend a spell point as an immediate action to allow them to reroll the saving throw, skill check, ability check, or attack roll. However, starting after the reroll, they take a -4 penalty to that category of roll until they fail another such saving throw or check or, if they reroll an attack roll, until they miss with another attack. Failing the rerolled saving throw or check or missing with the rerolled attack does not end this effect, nor does deliberately failing a saving throw, failing a saving throw against a harmless effect, or attacking an object or ally.

### Borrow Trouble (word) [curse]

When a creature within range succeeds on a saving throw, skill check, or ability check, or hits with an attack, you may spend a spell point as an immediate action to force them to reroll the saving throw, skill check, ability check, or attack roll. However, starting after the reroll, they gain a +4 bonus to that category of roll until they succeed on another such saving throw or check or, if they reroll an attack roll, until they hit with another attack. Succeeding on the rerolled saving throw or check or hitting with the rerolled attack does not end this effect.

### Classify (word)

You may spend a spell point to force a target creature to state their name, the kind of creature they are (typically their creature type, subtypes, or both), where they came from, why they are where they are, and where they are going. They speak in whichever language they are most comfortable with (usually one of the ones gained from their race), which you may or may not understand.

A successful Will saving throw negates this effect. This is a mind-affecting compulsion effect and creatures that do not speak any languages (including telepathy) are immune to it.

### Conjunction (word)

When an ally within range fails a saving throw, you may spend a spell point as an immediate action to allow them to reroll it using your modifier. Alternatively, when you fail a saving throw, you may spend a spell point as an immediate action to reroll it using the modifier of an ally within range. If they or you still fail, whatever effect required your ally to attempt that saving throw affects your ally and you as if both of you had been the target, had been in its area of effect, or were subject to its ongoing effect. If the saving throw was to end an ongoing effect and a failure has no penalty other than the effect remaining, you (if your ally rerolled the saving throw) or your ally (if you rerolled the saving throw) are affected by it until the end of your next turn.

### The World (motif)

You may grant a *motif* that enhances the target's ability to succeed in all their endeavors whenever they commit their efforts. Whenever they take 10 or take 20 on a skill check, they gain a +2 insight bonus to the result. This bonus increases by +1 for every 5 caster levels.

The target may discharge this effect to take 15 (as if they were taking 20) on any skill check without spending additional time, so long as they could normally take 20 with that skill and are trained in it. At 10th caster level, when the target discharges the effect they may take 15 on a skill check without spending additional time even if they are not trained in the skill. At 20th caster level, when the target discharges the effect they attempt the check as though they had ranks in the skill equal to their Hit Dice (to a maximum of your caster level). The insight bonus from this *motif* applies to this skill check.

## Word Talents

### Align Object (word)

You may spend a spell point to apply this *word* to an object or weapon. If placed on an object, it counts as a divine focus for all purposes. If placed on a weapon, it becomes chaotic, evil,



### Curse (word) [curse]

When an enemy within range is making an attack roll, skill check, ability score check, or saving throw, you may spend a spell point as an immediate action to force that target to make the roll twice and take the lower result. You must use this *word* before the roll in question is made.

### Enmity (word) [curse]

You may spend a spell point as a standard action to place a *word* on a target debilitating them more severely the less similar their outlook on life is to yours. The effect of this *word* depends on the number of steps away its alignment is from your own. A target with the same alignment as you is unaffected, while all others are affected as follows:

**Table: Enmity**

Steps	Effect
1	Sickened 1 minute
2	Staggered 1 round
3	Blind 1 round
4	Dazed 1 round

These effects are cumulative and consecutive; for example, if a chaotic evil creature were affected by an Enmity *word* produced by a lawful good creature, it would be dazed for one round, then blind for one round, then staggered for one round, and finally sickened for one minute. As this power is cosmic in origin, it can affect undead, even though undead are usually immune to some of these conditions.

A successful Will save negates this effect, but targets with an especially strong alignment aura opposing your alignment (such as chaotic or good for a lawful evil caster) take a penalty to their save: strong, -1; overwhelming, -2.

If a target has multiple alignment auras, the penalty is determined by the strongest one.

### Exorcism (word)

As a standard action, you may spend a spell point to place this *word* on a target suffering from a mind-affecting, curse, or possession effect and attempt a magic skill check.

If you succeed, the effect ends and you may spend a spell point to learn the name and creature type and subtypes of the effect's originator, along with why it placed the target under the effect. The description of the reason for placing the target under the effect is specific but no more than one short sentence. (For example, "He killed my father," is generally appropriate, but "I hate him," is not because it is not specific enough.) If the target is affected by more than one such effect, you may either choose a specific one you are aware of to remove or select one at random. You may not attempt to remove a given effect with this talent more than once per day.

### Freedom (word)

You may spend a spell point to speak a *word* that frees the target from physical bondage. You must concentrate to maintain this ability, to a maximum of 1 round per caster level. You may spend an additional spell point as a free action to allow this ability to continue for 1 round per caster level without

concentration. The target may move and attack normally, even when under the influence of magic and effects that would otherwise impede movement. This includes paralysis, slow effects, entanglement, Blood Puppet, Hostile Lifts, etc. All combat maneuver checks made to grapple the target automatically fail, and the subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject may even move and attack normally while underwater, provided that the weapon is wielded in the hand rather than hurled. This does not, however, grant waterbreathing.

### Harm (word) [curse]

Whenever the target of this *word* suffers damage, they suffer an additional amount of untyped damage equal to 1/2 your caster level (minimum 1). This effect lasts as long as you concentrate, but you may always spend a spell point as a free action to allow this *word* to continue for 1 round per caster level without concentration.

### Malice (word) [curse]

You may place this *word* on a creature, who then designates a victim within range that is entitled to a Will save to negate the effect. This is a curse effect only on the victim, while it is harmless to the attacker. Once per round when the attacker deals damage to or succeeds on a combat maneuver check against the victim the attacker gains a +1 bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to your casting ability modifier. This bonus increases by +1 for every 10 caster levels. Multiple bonuses from a single instance of this *word* stack with each other, up to your casting ability modifier, but not from other instances of the same *word*.

Only direct damage gives the attacker this bonus; ongoing damage such as from acid arrow does not. As a swift action the attacker may change victims; this resets the bonus, and if the new victim succeeds on their Will save the effect ends.

You may choose to instead place this *word* on a single creature, in which case it gains the bonus once per round when any other creature deals damage to or succeeds on a combat maneuver check against them.

This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.

### Mercy (word) [curse]

You may spend a spell point to reduce the target's ability to deal lethal damage. The target is allowed a Will save, and on a failure, deals nonlethal damage with all of its weapon attacks for 1 round per caster level. Damage taken by creatures or objects that are not subject to nonlethal damage is not converted to nonlethal and remains lethal damage.

### Metaphysical Cloak (word)

Choose an alignment within one step of your own on each axis. The target of this *word* is treated as this alignment instead of their own for all purposes unless they succeed on a Will saving throw. This does not change its actual alignment, and so does not influence the target's actions or cause it to violate any code of conduct it might have. This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 hour per caster level without concentration.



### Open/Close (word)

Rather than targeting creatures, this *word* targets doors, chests, and other objects that can open or close.

You may spend a spell point to open a door or container, as if you were attempting a Disable Device check to unlock it or, if the opening is stuck and no lock is present, a Strength check to force it open. Attempt a magic skill check with a +10 bonus against the lock's Disable Device DC or the door's Stuck DC. If the check is successful, the portal unlocks and opens. This *word* may open doors, chests, shackles, and chains, and any other type of fastening. It cannot, however, raise a barred gate, lift a portcullis, or otherwise provide force in and of itself.

You may also spend a spell point and speak a *word* that magically holds shut a door, gate, chest, window, or shutter of wood, metal, or stone. The portal closes and, if a lock is present, becomes locked. The DC to open the lock or force open the portal both increase by 10. Once the opening or portal has been forced or picked open, this effect ends.

### Pain (word) [curse]

The target suffers debilitating pain. The target suffers 1d4 + 1/2 your caster level in nonlethal damage (no save). You may spend a spell point to cause this target to suffer this damage each round for a total number of rounds equal to your caster level. For 1 round (or as long as this *word* is in effect) the target suffers a -4 penalty to all mental skill checks (such as Bluff, Spellcraft, Sense Motive, or Survival), and must succeed at a magic skill check (DC 10 + 1/2 the damage dealt + 1/2 the caster level) to use a sphere effect or spell.

### Perfect (word)

You may spend a spell point to place a *word* on a creature that enhances its existing strengths. Choose an ability score. The target gains a +1 bonus to ability checks and skill checks based on that ability score. In addition, the target gains a benefit for the chosen ability score as detailed on the table below.

This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.

**Table: Perfect (word)**

Ability Score	Bonus
Strength	The target does not provoke attacks of opportunity when performing a bull rush, overrun, or trip maneuver. If the target can already perform one of these combat maneuvers without provoking an attack of opportunity, they instead gain a +2 bonus to combat maneuver checks to perform that maneuver. This bonus increases by +1 for every 4 caster levels.
Dexterity	The target gains a +10 feet bonus to all movement speeds and whenever they move the first square is not considered threatened by any enemy. This bonus increases by +5 feet for every 5 caster levels.
Constitution	The target gains 1 temporary hit point, plus 1 temporary hit point for every 5 caster levels. These temporary hit points refresh each round, but do not stack.
Intelligence	The target treats all untrained skills as though they had one skill rank in them, and gains a +2 bonus to all trained skills. This bonus increases by +1 for every 5 caster levels.
Wisdom	The target can attempt either a Perception or Sense Motive check as a free action once per round and gains a +1 bonus to initiative checks. This bonus increases by +1 for every 5 caster levels.
Charisma	The target may use Intimidate to demoralize as a swift action (or a free action once per round if they can already do so as a swift action) and attempt to influence a creature's attitude using Diplomacy in 1 round by taking a -10 penalty.

### Subvert Weapon (word) [curse]

You may spend a spell point to place a curse upon a weapon that causes it to turn against its wielder. The next time it is used to make an attack, the attack automatically hits the wielder. This *word* itself does not obviously modify the weapon, so unless alerted by other means (such as *detect magic* or the *divine* use of the Divination sphere) the wielder cannot attempt to deal nonlethal damage. At 10th level, the attack automatically threatens a critical hit. An attended or magic weapon is entitled to a Will saving throw to negate this effect. This curse remains up to 1 hour per caster level or until discharged.

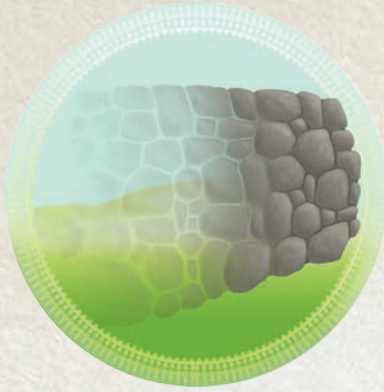
### Truth (word) [curse]

The target cannot speak deliberate or intentional lies (Will negates). They are always aware of this *word* being placed on them and the caster always knows if the target made its saving throw. An affected target may still be evasive, refuse to answer, or word their responses carefully. This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.

### Villainy (word) [curse]

You may place this *word* on a creature marking them as a villain regardless of their actual role in fate's story. A successful Will save negates this effect. While this *word* is in effect, any of your allies may use their smite, challenge, or similar ability that requires marking a particular adversary, or a class feature that only affects a particular alignment, even if the target would not normally be affected by the ability (such as a neutral creature by a paladin's smite evil). When this *word's* effect ends, so does the effect of these abilities. You may also, as a free action even when it is not your turn, spend a spell point to allow an ally to use such an effect without spending a daily use or to give an ally without one of these abilities or who choose not to use that ability a +1 bonus to attack and weapon damage rolls against the target of this *word*. This bonus increases by +1 for every 3 caster levels.

This effect lasts as long as you concentrate, but you may always spend an additional spell point to allow the effect to endure for 1 round per caster level without concentration.



# Illusion

You may craft images and impressions of things that are not there.

Illusion sphere abilities have a range of close, and unless stated otherwise, creatures who interact with an Illusion sphere ability may attempt a Will save to disbelieve.

All Illusion sphere effects are either a figment or a glamer.

**Figment:** *Illusions* or *tricks* cast on an area are called figments and are transparent when disbelieved. You may choose to believe or disbelieve your own figments at will, even switching between the two once per round as a non-action, but not both at once. Figments are not subject to spell resistance. A figment may shed as much normal light as a torch and may cast a shadow.

A figment may be created anywhere within your maximum *illusion* range without the need of line of sight nor line of effect, but requires line of sight to be moved, directed, or have its appearance altered after creation (all of which are done as either a standard action or as part of the action used to maintain via concentration). Figments can be moved at a speed of 20 feet + 5 feet per 5 caster levels per round and must remain within your maximum *illusion* range.

**Glamer:** *Illusions* or *tricks* cast on a creature or object are called glamers, and change the way the creature or object looks, smells, tastes, or otherwise interacts with the senses of others. The recipient of a glamer can see through the glamer and ignore its effects (for example, an invisible creature can still see itself, and while you could use Illusionary Disguise and Illusionary Touch x2 to make a glamer of someone on fire, that fire would not damage the wearer of the glamer itself). Unwilling targets may attempt a Will save to resist a glamer being placed upon them, and glamers are subject to spell resistance.

Glamers remain on the creature or object they are placed upon regardless of how quickly the target moves or distance between them and the caster. A target can be the subject of multiple glamers at once, but not the same type of glamer multiple times; for example, if a target is wearing an Illusionary Disguise and becomes subject to another Illusionary Disguise, the caster of the second Illusionary Disguise must succeed at a magic skill check against the first glamer to replace it with their own.

## Illusion

As a standard action, you may spend a spell point to create an *illusion* within close range. This *illusion* may be a figment or a

glamer, and has a duration of concentration, to a maximum of 1 minute per caster level. By default, these *illusions* are visual only.

You cannot move further away from the *illusion* than your *illusion* range while maintaining it through concentration, and the *illusion* is limited in size according to **Table: Illusion Maximum Size**.

**Table: Illusion Maximum Size**

Caster Level	Illusion Maximum Size	Maximum Size in Cubes
1st	Medium	5-ft. cube
3rd	Large	10-ft. cube
5th	Huge	15-ft. cube
8th	Gargantuan	20-ft. cube
11th	Colossal	30-ft. cube
15th	Colossal+	45-ft. cube
20th	Colossal++	70-ft. cube
25th	Colossal+++	100-ft. cube
30th	Colossal++++	150-ft. cube
40th	Colossal+++++	225-ft. cube
50th	Colossal++++++	340-ft. cube
60th	Colossal+++++++	500-ft. cube

**Figments:** You may create an *illusion* that is a figment of anything you may clearly imagine, which behaves according to your desires.

**Glamers:** You may create an *illusion* that is a glamer. The maximum size of creature you may apply this glamer to is determined by your *illusion* maximum size.

When you gain this base sphere, you gain the following type of glamer:

### Illusionary Disguise

You may create a glamer that makes a creature appear as something else. This allows you to attempt a Disguise check as part of casting the glamer, even without a disguise kit. This disguise is magical for the purposes of detecting magic or for spells and effects that allow a target to see through magical effects and illusions, and interacting with it allows for a Will save to disbelieve.

You may disguise a target as something larger than itself (up to your maximum *illusion* size) but can only make something appear to be one size smaller than it actually is.

## Special Considerations

**Disbelief and Interaction:** When a creature interacts with an illusion, they may attempt a Will save to disbelieve. Generally speaking, simply observing an illusion is not enough; in order to ‘interact’ with an illusion a creature may spend a move action to carefully study the illusion. Additionally, any action that requires at least a move action and similarly engages directly with the illusion counts as interaction.

For example, if there were a figment of a dragon, a character who tried to attack the dragon would receive a saving throw to disbelieve, as would a character who spent 1 minute



attempting a Diplomacy check on the dragon. A character who just traded witty banter with the dragon as a free action would not, nor would a character who simply cast spells on herself or her allies and never directly confronted the illusory dragon.

For a glamer, interacting generally works the same as for a figment, except that the interaction must be limited to something the glamer affects. For instance, grabbing a creature's ear would be an interaction for a human using disguise self to appear as an elf, but not for someone using a glamer to change their hair color. Similarly, visually studying someone would not grant a save against a glamer that purely changed their voice.

Additionally, if you or a creature who has made their saving throw against one of your *illusions* declares that the *illusion* is, indeed, an illusion, other creatures so informed gain an automatic saving throw against the *illusion*. While multiple declarations from multiple creatures can produce multiple saving throws, only one saving throw can be generated per *illusion* by any single creature; if a declaration was unconvincing, the same person simply insisting again is not helpful.

**Sustained Disbelief:** Allies do not automatically disbelieve your *illusions*, but if they have been informed about and are familiar with your particular artistry and illusion style they gain a +5 circumstance bonus to all saves made to disbelieve your *illusions*. You may suppress this bonus by changing your personal style if you so desire.

Creatures who successfully identify a sphere effect as belonging to the Illusion sphere as it is being cast, such as with a Spellcraft check or *detect magic* spell (or similar ability), also gain this +5 circumstance bonus to any Will saves made to disbelieve that *illusion*.

If the GM feels it is appropriate, a creature who has interacted with multiple *illusions* in a day (especially if they have come from the same illusionist), might gain this bonus as well, to reflect how they are looking for patterns and checking and double-checking everything in front of them to avoid being fooled 'again'. This bonus would not apply when taking 10, taking 20, and would disallow checking a location multiple times in a row; double-checking is reflected in the bonus.

**Multiple Senses:** By default, the only sense that can be affected by a basic illusion is sight. However, certain talents marked with as (sensory) talents allow the caster to create *illusions* that also produce illusory sound, taste, smell, or even touch.

The more complex an *illusion* is, the more talents it requires to be convincing, with the chart below serving as a guideline and the GM serving as the final arbiter for what talents are required to create a specific *illusion*. Creating an *illusion* without the necessary (sensory) talents often leads to disbelief; whenever a creature interacts with an *illusion* in a way that requires a (sensory) talent it does not possess, they may attempt a Will save to disbelieve with a +5 bonus. This bonus is cumulative for each missing (sensory) talent. This is in addition to simply learning the sensory experience is not there (for example, if a creature walks through an *illusory* wall they will learn they can pass through that wall whether or not they discover the reason why is that the wall is *illusory*).

If the GM deems it appropriate, certain other situations might allow a target to gain a similar +5 bonus to their Will

saves (for example, a creature being damaged by *illusory* 'fire' that is normally immune to fire damage).

**Table: Example Illusions**

<i>Example of Illusion</i>	<i>Additional Required Talents</i>
An illusory wall	Illusory Touch (if felt)
A glen full of trees	Complex Illusion
A warrior blocking the target's way	Illusory Sound, Illusory Touch (to engage in combat with target)
A table laden with food	Illusory Odor, Illusory Touch (if consumed by target)
A room filled with fire	Illusory Sound, Illusory Touch
An army of orcs chasing the target	Complex Illusion, Illusory Sound, Illusory Touch (to engage in combat with target)

**Cover and Concealment:** Figments and glamers provide concealment if they block line of sight. A figment of a wall, for example, would grant total concealment unless the attacker disbelieved the *illusion*, whereas a figment of fog would only grant partial concealment.

Glamers that are used to change the size of a creature to appear larger than it is grants a 10% miss chance for each size increase due to concealment. If a creature is glamered to appear larger and its larger size would provide a cover bonus to another target, it instead grants this same concealment bonus to miss chance.

Glamers and figments with the shadow descriptor which grant a miss chance or concealment also grant soft cover.

**Illusory Creatures:** If creating an *illusory* creature, your *illusion* has an attack bonus equal to your caster level + your casting ability modifier, and an AC and touch AC equal to 10 + its size modifier + 1/2 your caster level + your casting ability modifier. An *illusory* creature may provide a flanking bonus against targets who fail to disbelieve it. Any creature who strikes an *illusory* creature in combat (unless augmented by Illusory Touch) receives the standard +5 circumstance bonus to disbelieve it, and any creature struck by the *illusory* creature receives the same bonus (unless augmented by Illusory Touch 2x). All actions that an *illusory* creature performs must be contained within the figment of the *illusion* that created it, regardless of the size of the *illusory* creature itself.

**Powerful Senses:** Senses such as see in darkness, x-ray vision, mistsight, or greensight that are designed to penetrate specific sorts of occlusion or display vision differently do not automatically interact with *illusions* the way they do unaltered reality, and thus tricking a character with such a sense is a difficult task, but not impossible. For example, when creating an *illusory* wall to fool a creature with x-ray vision, one could create an *illusion* that 'looks' like a wall being looked through with x-ray vision. However, creating an *illusion* that would trick such senses can create obvious signs of trickery with those that do not possess that sight (for example, the *illusion* of a forest would look suspicious to a character with greensight if he could not see through it, but making the *illusory* forest transparent would look suspicious to any of their allies who do not possess greensight). The Selective Illusions talent can be helpful in overcoming this problem in certain situations.

**Complex and Exotic Senses:** *Illusions* can foil all forms of perception, even unusual forms that a creature might possess. Use the following list when dealing with unusual senses.

- **Blindsense:** Illusionary Odor and Illusionary Sound
- **Blindsight:** Illusionary Odor, Illusionary Sound, and Illusionary Touch
- **Detect Magic:** Manipulate Aura
- **Echolocation:** Illusionary Sound through air, Illusionary Touch through water
- **Scent or Keen Scent:** Illusionary Odor
- **Lifesense:** Manipulate Aura, Illusionary Touch
- **Thoughtsense or Detect Thoughts:** Implausible Deniability feat
- **Tremorsense:** Illusionary Touch

For figments, if you do not possess all of the indicated (sensory) talents required to convincingly create the *illusion*, creatures with that sense are automatically treated as interacting with your figment the first time the figment comes within range of that sense, and any Will save made to disbelieve the figment while within range of that sense is made with the standard +5 circumstance bonus for each missing talent.

For glamers, every sensory talent you lack to fool the listed sense causes the creature affected by that glamer to suffer a -2 penalty to any skill bonus or Disguise check granted by that glamer vs. that creature, and reduces any miss chance granted by the glamer by 10%. If the skill bonus or miss chance is reduced to zero, the creature may ignore all other effects of the glamer.

ForSuppressions, if all senses that make up the complex sense are suppressed by the effect, the complex sense fails to penetrate that area.

## Trick

As a standard action, you may create small, simple illusions called *tricks*. Unless otherwise stated, a *trick* persists for 1 minute per level or until dismissed.

## Minor Figments

You may create unconvincing figments. This is the same as creating an *illusion* and can include all senses you can affect through (sense) talents, except it is obviously fake (i.e., it is

translucent, unrealistic, etc.), requiring no one to attempt a Will save to disbelieve. However, the effects can still be used to create distractions, display images, draw a map, or be used for entertainment. This counts as possessing the required tools to attempt any appropriate Perform check (such as creating a melody with the Illusionary Sound talent).

## Minor Glamers

You may make minor changes to objects or creatures up to your *illusion* maximum size, such as changing their color, making them appear clean or dirty, making writing appear, or other minor alterations.

## Illusion Talent Types

Some talents are marked (glamer). These talents grant you additional glamers you can bestow.

### Sensory

Sensory talents are talents that modify all *illusions* by expanding what senses are able to be modified, created or subverted. The sense added is also noted in the tag.

## Illusion Talents

### Bestow Focus

When creating a glamer on a target you may have the target use their action to maintain concentration of the glamer instead of yourself. In all other ways the glamer still behaves as if cast by you. You may only have one creature concentrating in your place at any time. The number of creatures that can simultaneously concentrate in your place improves by an additional 1 per 10 caster levels.

### Blur (glamer)

As a *trick* you may designate a single 5-foot cube as a figment that distorts perception. This distortion lasts for one round per caster level. Any effect originating from a source whose line of sight begins inside or crosses this area incurs a 20% miss chance + 5% per caster level (maximum 50%) due to concealment. Any creature may attempt a Will save as a free action once per round to ignore this miss chance for 1 round. You may only have one such disruption at a time. Using this *trick* a second time immediately end the duration of the previous casting of this *trick*.

As an *illusion* you may create a distorting figment. This creates a figment that causes a distortion as described above.

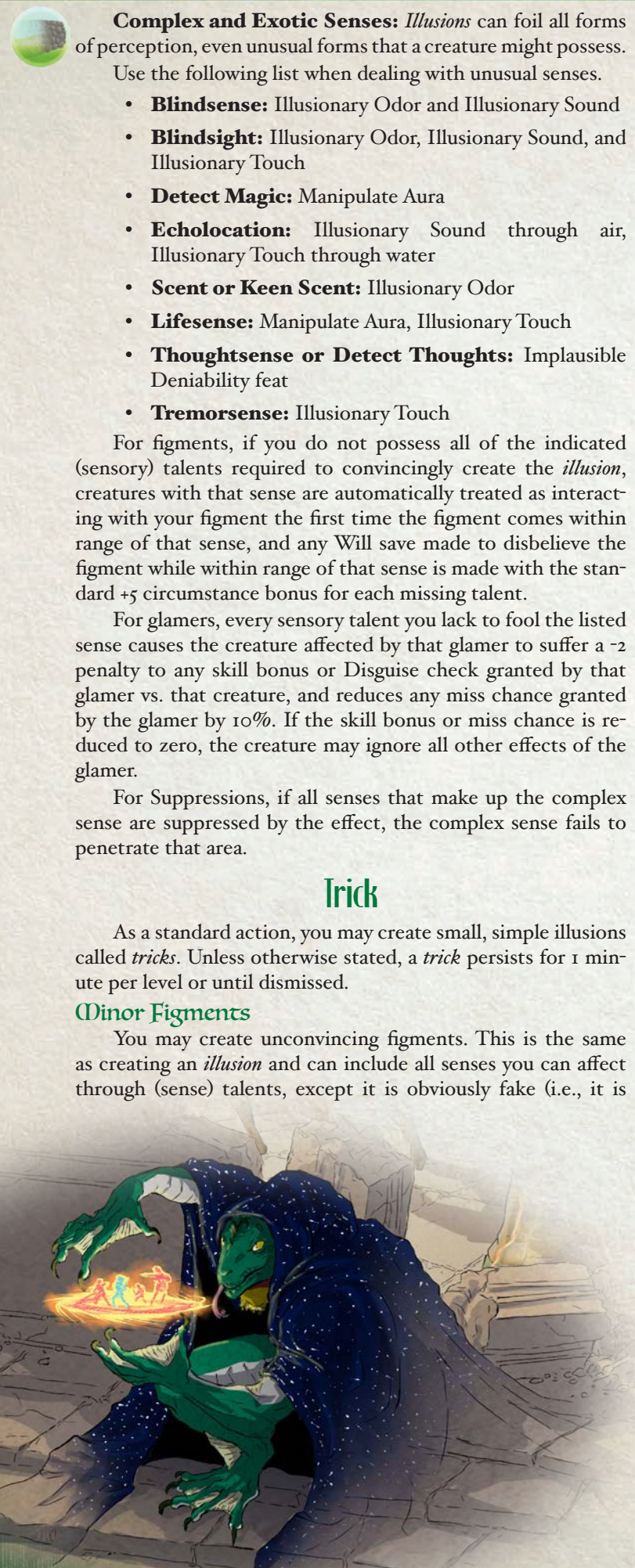
As an *illusion* you may create a distorting glamer. This functions in all other ways as the *trick* except it does not allow for a Will save to ignore the miss chance and has the duration of a standard *illusion*.

### Committed Deception

You may increase the casting time of an *illusion* by one step to reduce its total spell point cost by one (minimum 0).

### Complex Illusion [mass]

When creating a figment, you may spend an additional spell point to divide the figment into multiple, independent components. The combined size and range of these figments must still be within your maximum *illusion* size, but each component can appear differently and behave differently. While



each component can be given its own set of programmed instructions, you can only actively control one component at a time. For example, when creating an *illusion* of a tavern, a creature with this talent could create a bustling group of people inside the tavern as part of the same *illusion*. The caster could only control one such *illusionary* person at a time though; and the rest would only perform their last set of instructions. Giving a component a new set of instructions is a move action. If a creature succeeds at its saving throw against a *complex illusion*, it sees through the entire figment rather than only one component part.

When creating glamers, you may spend an additional spell point to affect multiple targets with the same glamer so long as they are all within your *illusion* range and the combined size of affected targets does not exceed your maximum *illusion* size. For example, if your maximum *illusion* size is Large, you could affect with this talent 2 Medium-sized targets or 4 Small-sized targets with your glamer.

### Control Figment

As a full-round action you may attempt a magic skill check against the magic skill defense of the controller of an existing figment. If successful you gain control of the figment and may command it as if it was your effect. Treat the figment in all ways as if it was cast by you except this does not change any of the original variables related to caster level, Illusion sphere talents, class abilities or spell points. You however must remain within the maximum range that you may control *illusions* to maintain this effect as normal.

### Distracting Phantoms

As a *trick*, you may designate a 5-foot cube within your *illusion* range as a flanking partner for you and your allies. This partner remains for one round per caster level. You may only have one phantasmal flanking partner at a time. Creating a new cube causes the previous one to immediately dissipate.

As a *trick*, you also may create a harmless sensory disruption around a target. The target must succeed at a Will save or this triggers any readied actions the target may have regardless of their actual trigger.

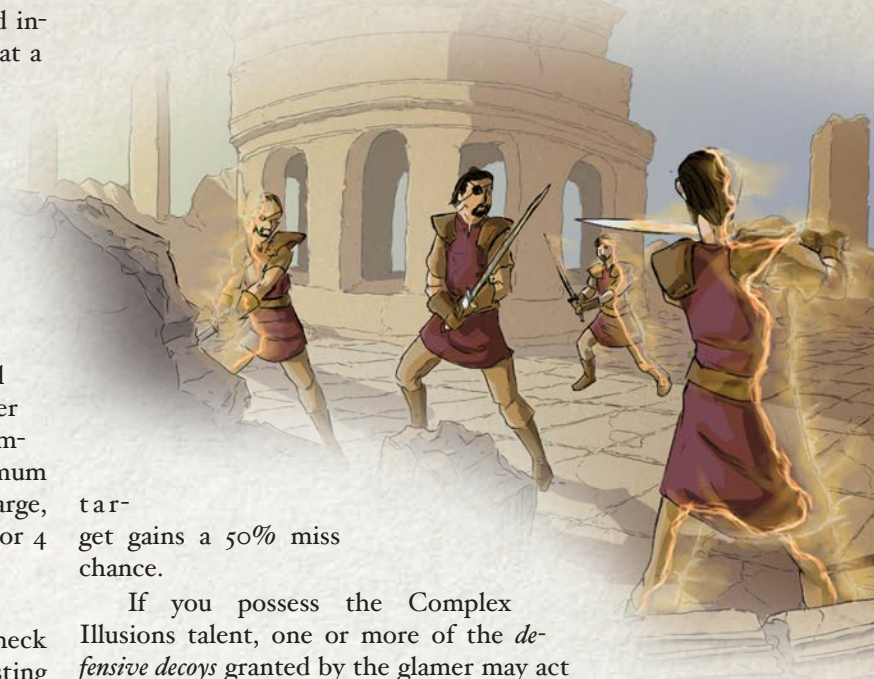
### Decoy (glamer)

As a *trick* you may create an *illusionary* creature in the same square as a real creature, called a *decoy*. A *decoy* may perform any of the following actions.

**Coaxing Decoy:** The *decoy* immediately moves up to the speed of your figments in any direction unimpeded. The *coaxing decoy* is immune to damage and vanishes at the end of your turn. If the movement of the *coaxing decoy* would provoke an attack of opportunity from a creature, that creature must succeed at a Will save or use it on the *coaxing decoy*.

**Defensive Decoy:** The *decoy* follows and occupies the same square as the target. Anyone attempting to attack the target must succeed at a Will save or suffer a 50% miss chance. On a miss caused by this effect the attacker targets the *illusionary* creature instead, dissipating it. The *decoy* is unaffected by area attacks. *Defensive decoys* last 1 round per two caster levels (minimum 1) or until struck with a single target effect.

Additionally, as an *illusion* you may create a glamer that surrounds a target with a number of *defensive decoys* equal to 2 +1 per 3 caster levels. As long as one or more *defensive decoys* remain, the



target gains a 50% miss chance.

If you possess the Complex Illusions talent, one or more of the *defensive decoys* granted by the glamer may act as the *coaxing decoy trick*. Once per round as a free action you may instruct one or more *decoys* to move up to 5 feet per 2 caster levels independently of the original target, provoking attacks of opportunity as a *coaxing decoy*, then disappearing.

### Enlarged Illusion

Increase your *illusion's* maximum size by one size category.

### Focused Imagination

When you create an *illusion*, the *illusion* remains for 2 rounds after you stop concentrating, and you may maintain it through concentration for up to 10 minutes per caster level. If you possess Lingering Illusion, spending a spell point with that talent allows an *illusion* to remain for 10 minutes per caster level without concentration.

### Greater Illusionary Disguise

When creating an Illusionary Disguise, you gain a +4 circumstance bonus to your Disguise check, +2 per (sensory) talent you possess (other than Manipulate Aura, which does not affect the normal senses).

### Hostile Glamers (glamer)

You can create glamers that affect the wearer. Targets of a Hostile Glamer may attempt a saving throw to disbelieve in addition to the saving throw granted to resist the glamer being applied to them, and are considered to be 'interacting' with the glamer every round as if it were a figment. For example, if you created an Illusionary Disguise of someone turning into an animal, that person might believe in their own transformation unless they, like others, made their Will save to disbelieve.

**Hostile Glamer:** You may apply a glamer to a target that impedes it.

If you may create visual or audible *illusions*, you may create a glamer that blinds and/or deafens the target respectively (for example, by putting their head in a box).

If you possess Illusionary Touch, you may make a glamer that entangles the target (for example, by creating *illusionary* ropes to tie them up).



If you possess Illusionary Touch x2, you may create an *illusion* that hurts them (for example, an *illusion* of them on fire).

Each of these options count as their own unique *hostile glamer*.

**Hostile Decoy:** If you possess the Decoy talent, you may create *hostile decoys* as a *trick* or glamer; these function the same as a *defensive decoy*, except instead of granting a miss chance to attacks against the creature, they grant a miss chance to the creature itself. Any attack it makes has a 50% to strike one of the *hostile decoys* instead of the intended target. The wearer may intentionally strike a *hostile decoy*, but anyone other than the wearer attempting to target an *hostile decoy* has a 50% chance to instead hit the wearer.

**Hostile Masque:** If you possess the Masques talent, you may create a Masque glamer that grant a penalty instead of a bonus to the selected skills.

### Illusionary Labyrinth

As a *trick*, you may choose to perform a reposition maneuver on any target within your *illusion* range using your (caster level + your casting modifier -5) in place of your CMB.

When creating a figment you may spend an additional spell point to require anyone that has failed to disbelieve the effect to succeed at an additional Will save when attempting to move from or through the area of your figment or immediately end their movement and remain in the first space occupied by the figment that they also occupied.

### Illusionary Terrain

As a *trick*, you may designate a single cube as difficult terrain for one round per caster level. A Will save to disbelieve is allowed by all who enter the cube. On a successful save they treat the area as normal. This difficult terrain applies to all travel through the area regardless of type of movement.

You may treat the area of your figments as difficult terrain regardless of the type of movement for those who fail to disbelieve.

### Insistent Illusions

As a swift action, you may spend 2 spell points to force all creatures that currently disbelieve any of your figments to re-roll their Will saves to disbelieve. Failure indicates that they believe the *illusion* is real regardless of the results of previous Will saves.

### Inspire Doubt

You may combine real effects and *illusionary* effects to effectively confuse targets as to which are real and which are not.

Anyone who successfully saves against your figments takes a -1 penalty to all saving throws and MSD against your other non-Illusion sphere effects and abilities for the next minute or until they attempt a save against one of your non-Illusion sphere effects. This penalty increases by an additional one per 5 caster levels you possess.

### Instill Glamer [instill]

As a standard action you may touch a small container of liquid and instill a glamer inside it, which functions as a potion or oil. The glamer cannot have a duration of concentration, and cannot be augmented by Committed Deception. You must spend an additional spell point to instill a *trick*.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Lingering Illusion

You may spend a spell point to allow the *illusion* to remain for 1 minute per caster level without the need for concentration. When a figment is not maintained through concentration, it performs whatever set of actions it was last commanded to do, and cannot move beyond medium range of where it was placed. Giving a figment a new series of programmed activities is a move action.

### Wage Feint

As a *trick*, you may force a target to succeed at a Will save or lose their Dexterity bonus to armor class until their turn. This *trick* is treated as a feint for feats, talents, and effects that trigger off of a feint.

As a *trick*, you also may use the aid another action on attack or defense within range of your *illusions*. Instead of an attack roll the target is allowed a Will save to ignore this effect.

### Masques (glamer)

You may create glamers that subtly change the way someone is perceived, aiding in their social interactions. Choose two of the following skills: Bluff, Diplomacy, Intimidate, or Perform. You may take this talent a second time to be able to choose all four skills.

As a *trick*, you may aid another on any target within your *illusion* range with the selected skills.

As a glamer, you may grant an enhancement bonus to skill checks with the selected skills equal to half your caster level.

### Oblivious

When applying a glamer to a target, you may choose to do so subtly, such that they might not even realize they have been affected by one. If the target fails their saving throw against the glamer, they must attempt an additional Will saving throw. On a failure they do not realize they have been glamered. Glamers that damage or impede the target (for example, lighting someone on fire with a *hostile glamer*) cannot be done subtly in this fashion.

### Overwhelming Sensations

As a *trick* you may force a target to succeed at a Will save or suffer extreme sensation for one round per two caster levels (minimum 1). Select one of the effects on **Table: Overwhelming Sensations** based on what sensory talents you possess.

### Patterns

You may create disorienting and impossible forms and sensations with your figments. Targets who interact with your figments and fail their Will save to disbelieve suffer a penalty on Perception checks equal to your caster level for one round.

### Programmed Illusion

Whenever you create an *illusion*, you may add a specific circumstance that, when met, changes the nature of the *illusion* immediately. You may create an additional circumstance per 5

**Table: Overwhelming Sensations**

Sense	Effect
Magic	Treat your caster level as 5 higher when creating, but not concealing or modifying, auras using the Manipulate Aura <i>trick</i> .
Odor	Sickened
Sight	Dazzled, this becomes staggered for 1 round if the target is already dazzled.
Sound	Shaken, this becomes frightened for 1 round if the target is already shaken.
Touch	Fatigued

caster levels. For example, you could create an *illusion* that only activates when a humanoid comes within 10 feet of it, at which point it becomes a high pitched siren and flashing bright lights. See the Contingency feat for more examples.

### Ranged Illusion [range]

Increase the distance by which you may manifest an *illusion* or *trick* by one category (close to medium, medium to long). You may take this talent multiple times. The effects stack.

### Selective Illusions

By spending an additional spell point at the time you create an *illusion*, you may designate any number of targets to be immune to the *illusion*. This allows you to, once per round per *illusion* as a free action, allow any number of targets to be treated as automatically disbelieving the *illusion* or completely suppress the effect without ending it (but must still concentrate if the effect is being maintained via concentration). While this allows the creature to be treated as if they disbelieved the *illusion*, this does not actually force them to gain knowledge of the *illusion*.

*Example 1: When under the effects of Suppression or an Illusionary Disguise, you may allow your allies to see you as if you had no concealment or disguise while still maintaining the effect against everyone else.*

*Example 2: When creating a figment of a tree, you could designate a creature with greensight to 'disbelieve' the illusion, allowing them to see through the tree just as they normally would be able to.*

Anyone you designate as unaffected is still aware of the effect just as if they had disbelieved it, allowing them to appropriately react in the case of a ruse or the need to make tactical decisions. *Illusions* that have effects regardless of belief or disbelief, such as a shadow *illusion*, still have their effects unless you opt to suppress them. Suppressing and reactivating an *illusion* does not force those whom already successfully disbelieved the *illusion* to re-roll their saves.

### Shadow Infusion

When using an Illusion sphere effect you may spend an additional spell point to render the *illusion* quasi-real, granting it the shadow descriptor. If you have a shadow pool you may use a shadow point instead of a spell point.

Shadow magic, by its nature, has a very real effect even if disbelieved, although usually a reduced one. If you possess Illusionary Touch x2, you may transform the damage dealt by the *illusion* to either acid, bludgeoning, cold, fire, electricity, piercing, or slashing (chosen when the *illusion* is created but can be altered with the *illusion*), and may make it either lethal or nonlethal. If you also possess Illusionary Sound you may create shadow effects that deal sonic damage. If you also possess Manipulate Aura you may spend an additional spell point each

round to create shadow effects that deal force, positive energy, or negative energy damage.

If an *illusion* would have a negated effect if disbelieved, a shadow version of that *illusion* instead has its effectiveness reduced by half (rounded down). For Will saves, this changes the save to a Will (partial) save instead of Will (negates).

### Shift Glamers

As a standard action, you may move any number of your glamers still within your maximum *illusion* range to new targets also within your maximum *illusion* range.

### Suppression (glamer)

As an *illusion*, you may create glamers that suppress and eliminate sensation rather than creating their own. Suppressions cannot be negated or disbelieved through a Will save. You may suppress any sense that you can affect when creating *illusions*, but each such Suppression is considered a separate glamer.

*Note:* If you suppress every sense required to fool a complex or exotic sense, that sense cannot automatically detect that creature.

**Invisibility:** When suppressing vision, you allow the target to attempt Stealth checks to hide even while being observed. This does not grant the invisible condition, but counts as invisibility for effects that interact with it (such as spells that negate it), and therefore does not stack with the *invisibility* spell or other, similar effects. The target also gains a +1 circumstance bonus to Stealth checks per caster level (maximum 20). Objects cannot attempt Stealth checks, but become difficult to see, requiring a Perception check to find with a DC equal to 10 + their size bonus + your caster level. If you are undetected by a creature, you gain total concealment against it, as well as a +2 bonus to attack rolls against it, and you may ignore its Dexterity bonus to AC.

**Silence:** When suppressing sound, you cause the creature to become muffled. The target loses its armor check penalty to Stealth and reduces the penalty associated with sniping by 1 per caster level (minimum 0). However, the target also suffers a 5% chance of arcane spell failure per caster level (maximum 100%) when using magic that requires verbal components or is language-based.

**Touchless:** When suppressing touch, it becomes difficult to detect the target by feel. If the target touches or makes a melee attack against a creature from Stealth, that creature must succeed at a Perception check to even feel that they have been touched or attacked (DC 10 + 1 per caster level, -1 per point of damage dealt). The target also gains a +1 circumstance bonus per caster level (maximum +20) to Sleight of Hand checks made to pick pockets.

**Odorless:** When suppressing taste and smell, the affected target inflicts other creatures attempting to track it or discover it through smell (such as with the scent special ability) a penalty to their Perception or Survival checks equal to -1 per caster level (maximum 20). This also applies to checks made to detect poison or identify the target via smell or taste. Additionally, if



the target attempts to use smell to affect other targets (such as making them sickened or nauseated through the stench ability), targets gain a +1 bonus per caster level (maximum 20) to their saving throws.

Suppressing magical auras is described in the Manipulate Aura talent, and is assumed to be used on all magical auras (including the aura from the Suppression itself) affecting the glamered creature.

You may spend an additional spell point to create a figment that suppresses sensations just like the glamer. All targets inside the figment gain the above benefits and penalties, as if they were under the effects of the glamer. You may choose if this applies only to creatures or to all creatures and objects. Unlike other figments, a Suppression figment cannot move once placed, and has no sensory expression other than the noticeable blurring of sensation inside its area.

### Swift Figments

The speed your figments may move within a single round improves to 25 feet + 5 feet per 2 caster levels. This talent may be taken twice. If taken a second time, the speed your figments may move within a single round improves to 100 feet + 10 feet per caster level.

### Synesthesia

As a *trick*, you can link two senses allowing you to, for example, see sound or smell color. You become dazed until the end of your next turn, and gain any one complex sense you are able to fool with your *illusions* until the end of your next turn. The range of this sense is limited to 5 feet per caster level.

If you possess Overwhelming Sensation, you may improve the range of the sense by an additional 5 feet per caster level but become deafened and blinded instead of dazed.

### Talented Trickster

You may spend a spell point to use any *trick* you know as a swift action. For every 5 caster levels you may use an additional (maximum 5 at 20th caster level) *trick* you know simultaneously when using this talent.

### Windtalker

As a *trick* you may use your *illusions* to signal or communicate. This functions as the deliver secret message use of the Bluff skill but you gain a +5 + caster level circumstance bonus to the Bluff check and can do so within your maximum *illusion* range without penalty. The recipients must still interact with the *illusion* in some way to get the intended message.

This communication only works one way but is not language dependant and may rely on any sense or complex sense the intended recipients possess.

If you possess Selective Illusions, there is no chance of the message being intercepted.

## Sensory Talents

### Illusory Odor (sensory, taste & smell)

You may add smell and taste to your *illusions*. For example, you may change something's taste or create the smell of smoke.

As a *trick*, you may add half your caster level to the DC required to detect poison in foods or to track a target by smell.

### Illusory Sound (sensory, sound)

You may add whatever sounds you desire to an *illusion*. You cannot make more sound than four normal humans per caster level could make. (A horde of rats running and squeaking is equal to eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans.)

As a *trick*, you may create effects of non-specific noises (feet marching, laughing and muttering of a party) or throw your voice, making it appear as if it comes from somewhere else within your range. Targets are allowed a Will save as usual to disbelieve these sounds, or recognize your voice is not actually coming from where it appears to be.

### Illusory Touch (sensory, touch)

You may make an *illusion* that feels real to the touch, including temperature and texture. Your *illusion* still cannot hold weight (thus while touching the wall would only grant a new saving throw, being thrown into the wall would still cause the creature to pass through).

You may take this talent a total of twice; when taken a second time, your *illusions* may also cause pain. When coming into contact with an appropriate *illusion* (stepping into fire, being hit by an *illusory* enemy, etc.), if the subject fails their Will save to disbelieve they take nonlethal damage equal to your caster level + your casting ability modifier. A target can only be damaged by your *illusions* once in a round, no matter how many times it thinks the *illusion* has hurt it.

### Manipulate Aura (sensory, magic)

You may make *illusions* that creates or changes magical auras. As a figment or glamer you may change an area, spell, creature, or object's magical aura to make the aura appear as a magic effect or item you specify, or as if under the effects of a spell or sphere ability you specify, or reduce the caster level of its existent aura. You cannot create or lower an aura's perceived caster level more than up to twice your caster level. Making an aura appear to have a caster level of 0 completely conceals a magical aura as if the target was non-magical. You may make these changes as part of creating an *illusion* (including altering or erasing the aura of the *illusion* itself), or independently as a *trick* with a duration of up to 1 day per caster level.

As you create a figment or a glamer, you may apply this sensory talent to change what sphere of magic it belongs to for the purpose of people identifying the school of magic or sphere effect via the Spellcraft skill or *detect magic* (or similar spell or ability). For example, if you change the apparent sphere from Illusion to Destruction, any attempt to identify the sphere effect with the Spellcraft skill will reveal it as belonging to the Destruction sphere, not the Illusion sphere.

Instead of 'disbelieving' a manipulated aura, a target examining this aura through detection magic must succeed at a magic skill check against the creator of the aura. If the check succeeds, the detection effect functions normally detecting both the true aura and this *trick*, but on a failure the detection magic believes the manipulated aura and does not detect this *trick*. Effects that grant bonuses to Will saves against illusions add those bonuses to this magic skill check.

Artifacts are too powerful to have their auras hidden or altered in this manner.



# Life

You wield the powers of life. All Life sphere effects are subject to spell resistance.

## Cure

As a standard action, you may spend a spell point to touch a target and heal it an amount of damage equal to  $1d8 +$  your caster level. To living creatures, this is a harmless positive energy effect, but it is harmful to undead and other creatures normally damaged by positive energy (Will half).

## Invigorate

As a standard action, you may *invigorate* a touched creature, granting them temporary hit points equal to your caster level (minimum 1). Unlike normal temporary hit points, this ability can only be used on an injured target and cannot raise a target's current hit points plus their temporary hit points to be higher than their total hit points. This benefit lasts for 1 hour (Will negates (harmless)).

## Restore

As a standard action, you may touch a target and spend a spell point to *restore* their health (Will negates (harmless)).

When using *restore*, you must choose to *restore* mind, body, or soul. If affecting multiple targets, this choice becomes the same for all targets.

If *restoring* mind, this accomplishes all of the following:

- Removes the dazzled condition.
- Removes the shaken condition or lessens frightened to shaken, or panicked to frightened.
- Removes the staggered condition.

If *restoring* body, this accomplishes all of the following:

- Removes the battered condition. (See *Spheres of Might*.)
- Removes the fatigued condition or lessens exhaustion to fatigued.
- Removes the sickened condition or lessens nauseated to sickened.

If *restoring* soul, this:

- Heals  $1d4$  points of ability damage to one ability score of your choice.

If the condition targeted is part of an on-going effect, *restore* instead suppresses the condition for a number of rounds equal to your caster level. This cannot be used to remove curses or instantaneous effects.



## Life Talent Types

### Cure

(Cure) talents increase the healing done by your *cure* ability, as well as other effects.

### Vitality

(Vitality) talents are benefits a caster may grant to any ally at the same time they use any other Life sphere ability on them. (Vitality) talents always have a duration of up to 1 minute starting at the time the effect was used, or until the target takes damage from either failing a saving throw or being hit with an attack roll.

If a caster possesses multiple (vitality) talents, they may only grant one to the target of their Life sphere effect, but may choose to grant different benefits to each target of a particular Life sphere ability.

A creature can benefit from a (vitality) talent attached to a Life ability, even if they do not actually gain anything from the Life ability (such as using *cure* on a creature at full hit points).

## Life Talents

### Adrenaline Surge

When you use a Life sphere talent or ability on an ally other than yourself, you may spend one spell point to also give them an *adrenaline surge*. The ally may do one of the following as an immediate action:

- Make an attack at their highest base attack bonus
- Move their speed, provoking attacks of opportunity normally
- Make an Escape Artist check with a bonus equal to your caster level
- Draw, pick up, or ready a weapon or shield
- Stand up from prone

You may use this ability to surge multiple allies (other than yourself) at a time when you perform a Life sphere ability that affects multiple allies by spending a second spell point. Surges are resolved in initiative order.

### Affliction

When using *cure* you may invert the effect from positive energy to negative energy. This has no effect on undead and damages the living (Will half). This requires a melee or ranged touch attack against the target, and if used at range is considered a ray. This cannot be combined with Fount Of Life.

When using *restore*, you may choose to inflict conditions rather than remove them.

This also requires a melee or ranged touch attack. The creature must succeed at a Fortitude save or be exhausted for  $2d6$  rounds. If they succeed at their saving throw, they are instead fatigued for  $2d6$  rounds. Unlike regular fatigue and exhaustion, this condition ends as soon as the duration expires.



If you possess certain other talents, you can change the effect from exhaustion or fatigue to something else, and possibly change the saving throw, as outlined below:

- If you possess Restore Capacity, you may cause the target's limbs to not function correctly, making them entangled and reducing all movement speeds by half for 1d6 rounds (Reflex negates).
- If you possess Restore Health, you may make the target nauseated for 1d6 rounds (or sickened for 1d6 rounds on a successful save).
- If you possess Restore Senses, you may make the target confused for 1d6 rounds (Will negates).
- If you possess Restore Spirit, you may make the target incapable of receiving any magical healing, fast healing, or regeneration for 2d6 rounds (Will negates).

### Break Enchantment

As a special application of *restore*, you may spend an additional spell point to remove all magic from the target that has a duration instead of *restoring* mind, body, or soul. This may be used against curses including cursed equipment, although it does not remove the curse from the equipment and instead suppresses the effect long enough for the item to be removed. Instead of a saving throw, you must succeed at a magic skill check against each magical effect in order to remove it. You may choose not to remove certain effects if you so desire (for example, you may target only harmful effects and not beneficial ones). This counts as using the *break enchantment* or *remove curse* spell against those spells and effects that specify they can only be removed through those spells. This has no effect on other instantaneous effects.

### Clarified Strike [strike]

As a standard action, you may make a single ranged or melee attack coupled with a Life sphere ability. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also struck by

the Life sphere effect. If using a scatter weapon, the effect only applies to a single target, chosen at the time of attack.

### Deeper Healing

Your *invigorate* grants 2 temporary hit points per caster level instead of 1. Your *cure* heals an additional 1d8 hit points, +1d8 per 5 caster levels.

### Diagnose

As a swift action, you can learn any conditions that are affecting a living creature (unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, etc.) within range of your Life sphere abilities.

By increasing the casting time of this ability to a standard action or by spending a spell point, you can learn the details of any condition they are under, such as whether they have been affected by a spell or the nature of any disease or poison they are afflicted with. You may use this on a deceased creature to determine how they died, so long as the target has been dead for no more than one day per caster level.

You may also use this ability on any ally that is currently under the effect of one of your Life sphere abilities regardless of range or line of effect (such as allies who currently possess temporary hit points from your *invigorate* ability), as long as they are on the same plane of existence. You always know the direction and distance to your ally.

### Empathic Healing

You may *restore* others by taking on their injuries yourself. Doing so reduces the cost of the Life sphere effect by 1 spell point to a minimum of 0 spell points.

When you *restore* a creature empathically, you gain any conditions you removed from the creature as if you had been the one originally affected. Likewise, you gain any attribute drain or damage, or any negative levels they had. You may not transfer conditions that would kill you or render you unconscious, or conditions that are the result of ongoing effects (such as being shaken within a *totem of doom*). You may select which conditions to transfer and which to leave untreated.





If the effect causing the condition allowed a save, you do not get a new save, though any effects on you that would protect you from the condition still function for the duration you have them. If you already have that condition, any duration it may have adds to the duration of the condition you have, but otherwise you are unchanged.

If you use this talent to *restore* multiple creatures, the durations of conditions removed stack if possible, but do not otherwise worsen.

If you possess the Affliction talent, you may attempt to inflict others, rather than yourself, with a condition removed with the *restore* ability. You may use this ability in conjunction with *restoring* body or mind, but not soul. The target must be within range of your *restore* ability and you must succeed at a melee or ranged touch attack against them. Using Empathic Healing in this way increases the cost of *restore* by 1 spell point rather than reduces it. If successful, the creature targeted must succeed at a Fortitude save or they receive all the conditions you just *restored*, except for those they are immune to.

If you miss the target of your touch attack or they succeed at their saving throw, the *restored* creature is still *restored*. If this is used in conjunction with Mass Healing, multiple enemies can be targeted, but each enemy can only receive conditions transferred from one ally and each ally must have all their conditions transferred to a single target.

### Esoteric Healing

When you use your Life sphere abilities, you may choose for them to not be positive energy effects. Used this way, your Life sphere abilities can affect non-living creatures such as constructs or undead, though they do not work on inanimate objects. This does not allow you to harm creatures you could not harm before with positive energy.

### Fount Of Life

You may store a *cure* within yourself, allowing you to access that healing as needed throughout the day. You spend a spell point and roll the damage healed as normal, except rather than healing by the given amount, that amount of healing is stored. You may store multiple *cures* in this manner to increase the amount of stored healing, but you cannot store more healing within you than 10 x your caster level. Stored healing is lost when you rest to recover spell points.

You may draw on this stored healing to heal targets exactly as if using your *cure* ability, except you do not need to spend a spell point; you may choose the amount of healing granted (to a maximum amount equal to your stored healing), and any healing granted to a target is subtracted from your stored healing.

### Greater Invigorate

When placing an *invigorate* on a target, add your casting ability modifier to the amount of temporary hit points granted, and increase the duration to 1 hour per caster level. You may spend a spell point when using *invigorate* to allow your *invigorate* to increase a target's effective hit point total to reach beyond their usual hit point total, as is normal with temporary hit points. This means you may use this talent to grant an *invigorate* to a creature already at its maximum hit points.

### Instill Life [instill]

As a standard action you may touch a small container of liquid and instill a *cure*, a *restore*, or an *invigorate* used in conjunction with the Greater Invigorate talent, or a use of the

Affliction talent, which functions as a potion or oil. This cannot be augmented by the Empathic Healing talent.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Latent Healing

When you use *cure* or *invigorate* on a target, you may choose to delay its effects. You may apply effects that add additional hit points of healing at the time of the initial *cure*, such as additional hit points from Fount Of Life. At any point within 1 hour per caster level, the subject of the effect can trigger its effects as a swift action. A target can only be under the effects of one *latent healing* at a time.

### Lingering Resilience

Whenever you remove a condition completely from a creature using your *restore* ability, they are completely immune to that condition for 2 rounds. Being immune to a condition does not provide any additional defense against more severe versions of a condition, and they can not be made immune to a condition they did not have. This may not provide immunity to ability damage, ability drain, death, or negative levels.

Whenever an ally regains hit points from you using your *cure* ability, they gain damage reduction equal to 1/2 your caster level or the number of hit points regained (whichever is less) for 2 rounds. This is not compatible with any form of fast healing you may grant.

### Mass Healing [mass]

When using a *cure*, *invigorate*, or *restore*, you may spend an additional spell point to affect an additional 1 creature per 2 caster levels (minimum 1) at the same time. Each target must be within range and must be affected by the same *cure*, *invigorate*, or *restore*.

### Painkiller

Whenever you *invigorate* a target, they are also healed of an equal amount of nonlethal damage. They are healed up to the maximum amount you can *invigorate*, even if this amount is greater than the number of temporary hit points you grant the target.

### Ranged Healing [range]

Your *cure*, *invigorate*, and *restore* abilities have a range of close rather than touch.

### Restorative Cure

When using your *cure* or *invigorate* abilities on a target or targets, you may spend an additional spell point to *restore* them as well.

### Resuscitate

Your *cure* and *invigorate* abilities function on creatures who have died within no more than 1 round. If the target's new hit point total is at a negative amount greater than its Constitution score, then it comes back to life and stabilizes at its new hit point total. Otherwise the target remains dead. Creatures brought back to life in this manner gain a temporary negative level.



## Revitalize

You may choose for your *cure* to grant the target fast healing instead of directly healing damage. This grants the target fast healing 1 for 1 minute per caster level. Increase the amount of fast healing granted by the number of (cure) talents you possess. This no longer counts as *cure* for talents such as Font Of Life or others.

You may take this talent a second time to increase the duration of the *revitalize* effect to 1 hour per caster level, but the effect ends early if the target is healed a total number of hit points equal to 10 x your caster level x (1 + the number of (cure) talents you possess). If a creature gains fast healing from another source (such as another caster using this ability), they may choose each round which they benefit from.

## Sanctify

As a special application of *restore*, you may cause a creature damaged by positive energy to suffer 1d2 temporary negative levels for one hour per caster level (with no save instead of the usual Will save to negate), even if they are normally immune to negative levels. When used this way, this application of *restore* requires a touch attack or ranged touch attack, and is considered a ray.

The inflicted negative levels increase by 1 die size per 5 caster levels (1d2, 1d3, 1d4, 1d6, etc.). These levels stack, but do not destroy an undead creature if they have as many negative levels as Hit Dice. Instead, if a negative level would reduce the creature to 0 Hit Dice, the creature instead takes 4 points of Constitution drain (even if they are normally immune to ability drain) or Charisma drain if they have no Constitution score for the duration of the effect. A negative energy effect that causes negative levels can be used to remove these negative levels before they become permanent. If a negative level lasts longer than 1 day, the target must succeed at a Fortitude save per negative level or have the negative level become permanent.

## Self-Renewal

You may spend an additional spell point to use your *cure* or *restore* ability on yourself as a swift action. You cannot use this to shorten an ability that has a casting time of more than a standard action, and you cannot affect any creature other than yourself with this ability. You may spend an additional spell point to do this even if you are normally unable to cast due to a condition you can *restore*.

## Sudden Invigoration

By spending a spell point, you can use *invigorate* as an immediate action. If done in response to a creature taking damage, you may choose whether the temporary hit points are gained before or after the damage is taken.

## Taste Of Victory

Whenever you successfully hit a creature with at least half as many Hit Dice as your character level with an attack that requires an attack roll, you may spend an additional spell point to use a Life sphere ability as a swift action on any willing creature within range. If the attack was a critical hit, knocked the target creature unconscious, or reduced the enemy to 0 or fewer hit points, you may use the Life sphere ability without spending the additional spell point required to use this talent.

## Cure Talents

### Restore Capacity (cure)

Your *cure* ability heals an additional 1 hit point per caster level. As a special application of *restore*, you may *restore* a creature's movement and physical capacity instead of *restoring* mind, body, or soul. This allows a target to make an immediate Escape Artist check with a circumstance bonus equal to your caster level against any applicable condition (for example, if it is entangled or grappled), and the target is *cured* of the stunned condition. This also removes the lessening of a target's movement speed or removal of a movement type, or any other similar detriment such as the loss of the power of speech. If the target is under a spell or effect that causes paralysis, you may attempt a magic skill check against the spell or effect, removing the condition if you succeed.

### Restore Health (cure)

Your *cure* ability heals an additional 1 hit point per caster level. When *restoring* a target's body, the exhausted and nauseated conditions are completely removed rather than lessened, and you may attempt a magic skill check against the DC of any poison or disease the target is suffering from. On a success, this removes that poison or disease from the target. This does not reverse damage the target may have suffered from the poison or disease (such as ability damage), but it does stop the poison or disease from causing any more.

### Restore Senses (cure)

Your *cure* ability heals an additional 1 hit point per caster level. When *restoring* a target's mind, the target is also *cured* of the confused and dazed conditions, and the frightened and panicked conditions are completely removed rather than lessened; as well as all temporary or magical removal of their senses. This includes blindness, deafness, loss of tremorsense, blindsense, etc. If playing with sanity rules, this also *cures* 1d4 points of sanity damage.

### Restore Spirit (cure)

Your *cure* ability heals an additional 1 hit point per caster level. When *restoring* a target's soul, the target is *cured* of all ability damage, as well as all ability drain to one ability score of your choice. The target is also *cured* of 1 temporary negative level, +1 per 5 caster levels. This may also suppress a permanent negative level for 1 minute per caster level instead of curing a temporary negative level.

## Vitality Talents

### Aggressive Vitality (vitality)

Your Life magic gives the target a fevered strength. This grants the target a +2 circumstance bonus on attack and damage rolls with weapon attacks.

### Energizing Vitality (vitality)

Your Life magic makes your ally restless and full of energy, granting them a +30 feet circumstance bonus to all forms of movement.

### Sustaining Vitality (vitality)

Your ally receives a +2 circumstance bonus to AC and saving throws.



# Light

You may create and manipulate light.

## Glow

As a standard action, you may cause an object or creature in medium range to *glow* for 1 minute per caster level, outlining it with light as a candle, which may be of any color you wish. This requires a touch attack or ranged touch attack, and is subject to spell resistance. The object or creature becomes outlined with light, giving it a -20 penalty on Stealth checks and negating all bonuses usually bestowed by invisibility, blink effects, darkness, or similar effects.

As a free action, you may cause any creature or object you have caused to *glow* that is within medium range to shed light as a torch, shedding normal light to 20 feet and increasing the light level by one step to a maximum of normal for 20 feet beyond this. Reducing this light is also a free action.

Whenever a *glow* effect interacts with a magical darkness effect (such as from the Dark sphere) the caster of the *glow* effect must succeed at a magic skill check against the MSD of the darkness effect's caster. If he succeeds, the Light effect functions normally. If he fails, the Dark effect functions normally (outlines are swallowed, light sources are hampered, etc.). An area filled with normal or bright light from a *glow* effect is no longer considered an area of darkness for Dark sphere abilities.

## Bright Light

As a standard action, you may cause one of your *glow* effects within medium range to shed bright light. This may be done as part of the same standard action used to cause that object to *glow*. This produces bright light for 30 feet + 5 feet per 2 caster levels, and increases the light level by one step to a maximum of normal for 30 feet + 5 feet per 2 caster level beyond this. You must concentrate to maintain this effect, but may always spend a spell point as a free action to allow the bright light to continue without concentration for 1 minute per caster level or until the *glow* effect expires, whichever comes first. The bright light produced by this effect is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by daylight, but it may affect creatures with light blindness or other conditions.

## Lens



(Lens) effects allow a user of the Light sphere to bend or alter light and its properties. The caster may place a *lens* as a standard action on any target (or sometimes a space) within the same range as their *glow*. This requires a melee or ranged touch attack when used on unwilling targets, and is subject to spell resistance. A *lens* lasts as long as you concentrate, but you may spend a spell point to allow a *lens* to remain for 1 hour per caster level without concentration.

When you gain the Light sphere, you gain the following *lens*:

### Telescope (lens)

You give the target the ability to magnify incoming light, granting them a circumstance bonus to sight-based Perception checks equal to +2, +1 per 5 caster levels. In addition, the distance at which the DC for sight-based Perception checks increases improves by 10 feet per caster level (normally +1 per 10 feet).

## Light Talent Types

Some talents are marked (lens). These give additional *lenses*.

### Light

Some talents are designated (light), which add additional effects to your *glow* ability. You may only apply the benefits of one (light) talent to any individual *glow* effect. While you may only apply one such talent to an individual *glow* effect, areas of bright light from different *glow* effects overlap, provided they are augmented by different (light) effects; an area cannot be affected by the same (light) effect from multiple sources simultaneously.

When augmenting a *glow* effect with a (light) talent, the effect is applied once per round, at the end of the caster's turn. For example, if a *glowing* object is thrown into a large group of enemies, it would only affect those within the area where it landed, not those targets it passed by to arrive in that area.

### Nimbus

Some Light talents are designated (nimbus), which notes a talent that alters the area of light shed by your *glow* effects, changing the area in which light is increased as well as where the effects of (light) talents are applied. You may only apply a single (nimbus) talent to a *glow* at a time but may switch between them and the normal area of your *glow* as a free action, though any (light) talents affect only one area in a round.

## Light Sphere Talents

### Area Glow

You may spend a spell point to create an eruption of light, causing all creatures and objects within a 10 feet + 5 feet per 5 caster levels radius centered within range to *glow*. You do not need to make a ranged touch attack against any creature within this area. You may only make a single target *glow* brightly as part of applying an *area glow* chosen after the targets are affected.

### Bend Radiance

You may bend the light produced by your *glows*, allowing you to create spaces untouched by their light. When you cause a *glow* to shed normal or bright light, you may choose a number





of 5-foot cubes in the area of light it produces, up to a maximum of 1 +1 per 2 caster levels. These cubes do not need to be contiguous. The selected area is unaffected by your *glow*; its light level does not change, and it is not subject to the effects of any (light) talents applied to the *glow*. If the *glow* moves, this omitted area moves with it. You may alter what areas are affected and unaffected by your light as a free action.

### Black Light

As a free action you may cause any *glow* within your range to shed non-visible light. While shedding non-visible light, a *glow* does not outline a creature with light, impose a Stealth penalty, or increase light levels within its radius. However, (light) talents applied to the *glow* still function as if it was shedding light in its normal area.

A *glow* shedding non-visible light functions normally even in magical darkness and does not hinder the function of magical darkness in the same area. No magical skill check is made when a *glow* under the effects of Black Light interacts with magical darkness.

### Dancing Lights

You may create a *glow* effect without the need for a creature or object. This allows you to create a floating ball of light that may fly up to 60 feet per round and may be directed as a free action. You may give these lights simple commands, such as following a creature you can see or traveling in a specified pattern.

### Doubled Nimbus

By increasing the casting time of your *glow* by one step or by spending a spell point you may apply two (nimbus) talents to a single *glow* effect, causing it to shed light in the area defined in both (nimbus) talents. Alternatively, you may choose to apply a single (nimbus) talent while also shedding light in the normal radius of your *glow*, or apply a single (nimbus) talent twice. Creatures in overlapping areas are still only affected by (light) talents and other effects of your *glow* once.

### Dual Light

By spending a spell point you can simultaneously apply two different (light) talents you possess to your *glow*. The effect of each talent is resolved separately, and you must pay the spell point costs of each one individually, though other costs (such as for metamagic or maintaining bright light without concentration) are only incurred once.

### Flare

As a swift action you can expend one of your *glow* effects within range of your *glow* ability, causing it to blaze up momentarily before dying completely, ending the effect. The target of the *glow* effect takes 1d4 untyped damage per 2 caster levels (minimum 1d4), while all creatures within 5 feet + 5 feet per 10 caster levels of the target suffer half this damage. Affected creatures may attempt a Reflex save for half damage. If the target of your *glow* is Large or larger, choose one of its squares when determining the area of this effect.

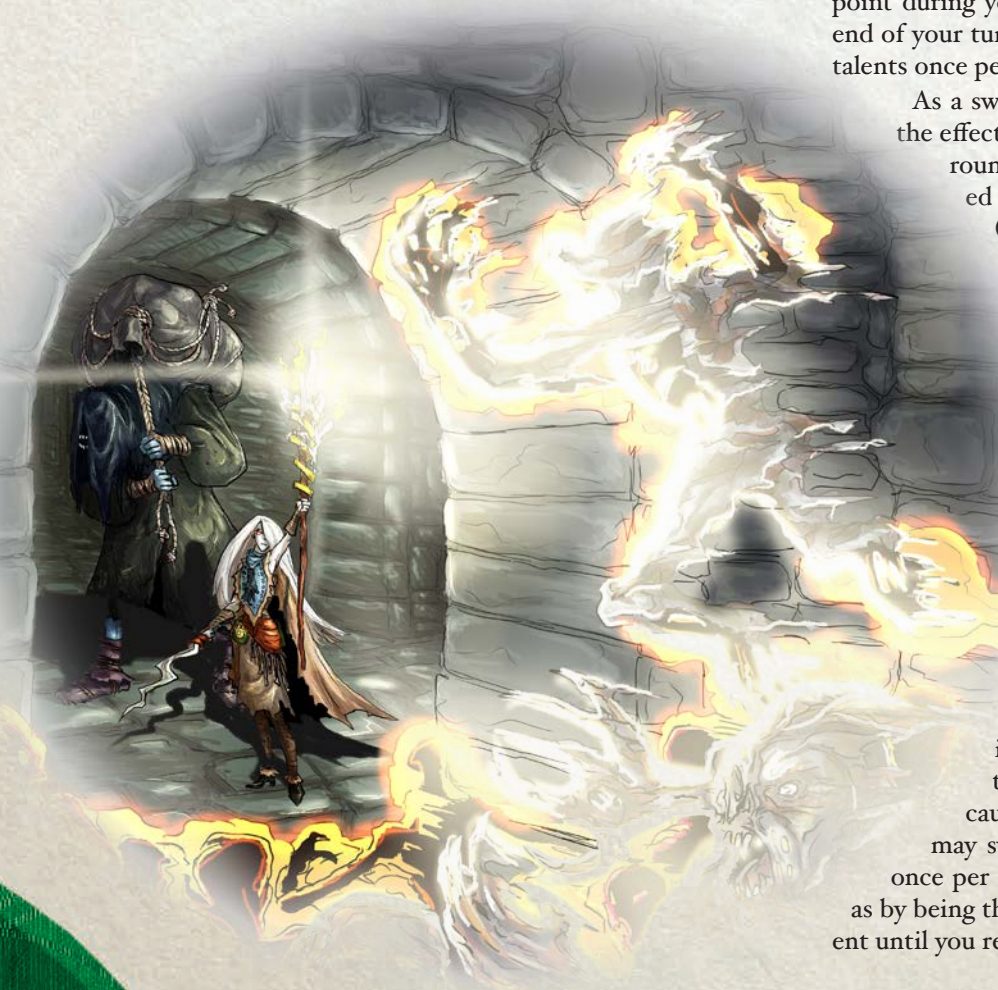
### Flash

You may choose to apply the effects of (light) talents at any point during your turn as a free action instead of only at the end of your turn. You may still only apply the effects of (light) talents once per round.

As a swift action you may spend a spell point to apply the effects of a (light) talent an additional time in a single round. This additional application may be activated separately from any other application of your (light) talents. This allows your (light) talent to affect a different area if the *glow* has moved or the area of its light has changed, but does not let you affect any given area or creature more than once per round.

### Glory

As a free action you may cause any *glow* placed on yourself or an item in your possession to shed bright light in a 5-foot radius, activating the effects of (light) talents and other abilities that require bright light. You do not need to concentrate to maintain this smaller area of bright light, nor do you need to spend a spell point. You may still follow the normal rules for causing your *glow* effects to shed bright light in order to shed bright light in a larger area. If you have multiple *glow* effects that could benefit from this talent, you may only cause one of them to shine bright light this way, but may switch which one Glory affects as a free action once per turn. An item that leaves your possession (such as by being thrown or disarmed) loses the benefits of this talent until you recover it.





### Instill Glow [instill]

As a standard action you may touch a small container of liquid and instill a *lens* inside it, which functions as a potion or oil. You must spend a spell point to allow it to endure without concentration. You may also spend a spell point to create an instilled liquid that makes a target *glow* brightly, and can contain the effects of a single (light) talent you possess.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Intensity Control

You may add up to 10 feet from the radius of your normal and bright light, as well as the distance to which light is increased by one step, or subtract any distance from the radius of your light. If you possess talents that would alter the area of your light such as the Beam talent, this increased or decreased radius is added in before the area is multiplied. You may alter the area of your light as a free action, but for the purpose of (light) talents you may only affect one area per round.

Alternatively, so long as you do not apply any (light) talents to your *glow*, you may increase the radius of your normal light to 40 feet and the radius of your bright light to 60 feet + 5 feet per caster level, and change the distance to which light is increased to the same amount.

You may not alter the area of bright light shed by the Glory talent with Intensity Control.

### Light Link

You always know the direction and distance to any creature or object under the effect of your *glow*. This has no effect if the creature or object is on another plane.

### Lingering Glow

When you produce a *glow*, it lasts for 10 minutes per caster level instead of 1 minute per caster level. When spending a spell point to allow bright light to continue without concentration, it lasts for 10 minutes per caster level instead of 1 minute per caster level.

When you cause one of your *glow* effects to shed bright light by concentrating on it, you may choose for it to continue shedding bright light for two rounds even after you stop concentrating.

### Mass Lens [mass]

When using a *lens*, you may spend an additional spell point to affect an additional 1 creature per 2 caster levels (minimum 1) with the same *lens* at the same time. Each target must be within range. While you may maintain concentration on each *lens* at the same time, each *lens* is considered a separate sphere effect. When spending a spell point to allow the *lenses* to endure without concentration, the duration of each *lens* is decreased by one step to 10 minutes per caster level.

### Ranged Light [range]

You may target creatures and objects within long range rather than medium range when applying a *glow* or *lens*, and when causing a *glow* effect to shed normal or bright light.

### Solar Strike [strike]

As a standard action, you may make a single weapon attack in conjunction with making a target *glow*. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also struck by the *glow*. If using a scatter weapon, the blast only applies to a single target, chosen at the time of attack.

### Style

Your *glows* may be composed of multiple colors, allowing you to outline or highlight specific portions of a *glowing* object or create art. When you cause your *glow* to shed light, you may also create patterns and different colors in the light it sheds, casting intricate designs on surfaces. These patterns may be highly detailed and complex, though creating art of high craftsmanship requires you to succeed on an appropriate Craft check, usually Craft (painting). You determine and create the pattern as part of making the *glow* or light, but may change it as a free action once per turn.

As a standard action you can cause one of your *glows* that is shedding light to stain a surface with its light, painting its current pattern on any portion of the *glow's* area. The ability to stain a surface is an instantaneous effect, so the resulting stain is non-magical and functions as a mundane dye that cannot be dispelled, though it may be cleaned off or painted over. Unwilling targets may attempt a Reflex save to avoid being stained, and a 5-foot cube may be cleaned of these stains with a full minute of work.

If you also possess the Dancing Lights talent, you may alter the shape and appearance of your light. It may be as large as a full 5-foot cube, or as small as a mote of dust, though its size has no impact on the light it sheds. Regardless of how intricate or well shaped your Dancing Light is, it is impossible to mistake as anything other than a magical light.

## Lens Talents

### Aiming Scope (lens)

The target of this *lens* fires with more precision. They treat targets of their ranged attacks as being one range increment closer for all effects, such as when determining penalties for firing at a longer range. In addition, they gain a +1 competence bonus to all ranged attack rolls.

For every ten caster levels you possess, the target ignores an additional range increment and their competence bonus to ranged attack rolls increases by 1.

### Chameleon (lens)

You can cause light and color to shift around a target, granting it the ability to blend in with its surroundings. The target gains a circumstance bonus to Stealth checks equal to your casting ability modifier. This does not stack with bonuses from invisibility. An object hidden in this way requires a Perception check to notice (DC 10 + the object's size modifier + your casting ability modifier). In addition, the target gains the ability to hide even while being observed, though the target cannot move more than 5 feet each round to use this benefit.



### Dim Light (lens)

You cause a target to suffer no ill effects from light. The target of this (lens) talent is immune to the negative effects of your *glows*, including the effects of any (light) talents applied to them. It also gains no visibility related penalties from your *glows*, acting as if they did not exist in the area. It suffers no penalties from light sensitivity.

### Halo Effect (lens)

You may place a *lens* upon a creature that subtly controls light around them. This is a powerful aid to communication, and can be used to communicate basic ideas and emotions to anyone who can see the creature. In addition, the creature gains a +2 circumstance bonus to Bluff and Diplomacy checks against creatures that can see them with conventional or low-light vision, with a +1 increase every 4 caster levels. At the GM's discretion, this bonus may also apply to certain types of Perform checks as well.

### Infravision (lens)

You may slightly shift the spectrum of light, granting the target the ability to see heat. This allows them to ignore the miss chance for less than total concealment on living creatures. In addition, the target is capable of tracking living creatures by the heat they leave in their tracks. So long as the trail is no more than an hour old, the ground condition is never treated as worse than soft ground (DC 10), though strong temperature conditions (such as winter snow or a desert noon) can negate this benefit.

### Obscure (lens)

You allow light to partially pass through your target and move in strange ways around them, making it difficult to perceive their exact position. Once per round when the target is attacked, but before the attack is rolled, they can choose to have the attacker roll twice and take the lower result. For every ten caster levels you possess you may cause this to happen an additional time per round.

Opponents that rely solely on non-visual senses (such as blindsight) or that cannot see the target ignore this penalty.

### Periscope (lens)

By altering the path of light you can see from unusual positions. You may place and see from a sensor in any unoccupied space within your *glow* range that you can draw an unobstructed line to. You may see from the position of the sensor as if you stood in the space it occupies, and may shift your perspective to or from that sensor as a free action. These sensors can be detected (Perception DC 20 + your caster level) and dispelled.

## Light Talents

### Beacon Of Hope (light)

When you place a *glow* effect on a creature, you may choose to grant that creature a +1 morale bonus on saves against fear. This bonus increases by 1 for every 5 caster levels possessed. You may spend a spell point to create bright light that empowers those within it. All creatures within the area under the effect of a fear effect are allowed a new saving throw at the effect's original saving throw to end the effect, if one was originally given. So long as a creature is within this area of bright light, whenever they attempt a saving throw vs. a new fear effect, they may roll twice and take the better result.

### Blinding Light (light)

When you cause a creature to *glow*, you may choose to make that target dazzled, giving it a -1 penalty to attack rolls and Perception checks.

You may spend a spell point to create bright light that blinds the *glowing* target and all creatures within the area of bright light. All creatures must succeed at a Fortitude save or be blinded for 1 round. They must attempt this saving throw each round they are within this area. Creatures who succeed at their saving throw are still dazzled for that round.

### Bound Light (light)

You may spend a spell point to create a bright light that binds the *glowing* target inside a prison of light. The target is entangled and must succeed at a Fortitude save each round or also be staggered for that round. In addition, the target must succeed at a magic skill check to use any form of dimensional travel, such as the *dimension door* spell or the *teleport* ability from the Warp sphere.

### Disorienting Patterns (light)

You may create bright light that covers an area in confusing colors and designs. All squares in the area of this bright light are considered difficult terrain.

By spending a spell point you can make the patterns of the bright light even more intricate and confusing. Each round a creature is within the area, it must attempt a Will save or fall prone.

Blind creatures (or creatures that have closed their eyes for at least 1 round) and creatures that do not rely on sight are immune to the effects of this talent.

### Encompassing Light (light)

You may spend a spell point to create bright light that encompasses the *glowing* creature, allowing it to function as if it were larger than it is. The *glowing* creature deals damage and gains reach as if it were 1 size category larger than it is. This improves by one size category for every 10 caster levels possessed.

### Fenestrate (light)

You can create bright light that makes everything and everyone within the area of the bright light translucent enough that they can be seen through. This includes creatures, objects, structures, and even the ground itself. Objects are not invisible, however, and seeing through them is difficult. Objects that grant cover still grant concealment, but any creature using such an object to hide receives a -10 penalty to their Stealth. Magical fog effects are countered by this Light talent the way magical darkness can be countered by Light talents. Effects based on light (such as most Light sphere abilities) can pass through to affect other objects, but other effects are still stopped by solid objects.

This light can be placed on a single structure to make it translucent. If the structure is larger than the area of the *glow*, then only part of the structure is made translucent.

### Flicker (light)

You may create bright light that partially assimilates a *glowing* creature and its carried equipment, allowing them to momentarily shed their physical form. A creature under this effect can choose to move through solid objects as long as there are no factors that block normal sight (such as concealment



from darkness or fog). This allows them to pass through transparent barriers like glass or through impossibly small gaps (such as a keyhole), but not objects affected by Fenestrate.

### Guiding Light (light)

When you cause a creature to *glow*, you may choose to grant all creatures a +1 circumstance bonus to attack rolls against that target, +1 per 10 caster levels. When causing that creature to shed bright light, you may increase this bonus to +2, +1 per 5 caster levels. This has no effect on other creatures within the area of bright light.

### Hypnotic Pattern (light)

You may spend a spell point when creating bright light to fascinate creatures. All creatures within this area of bright light that can see become fascinated (Will negates) for as long as they remain within this area of bright light. These targets take no action on their turn but to stare into the light, and suffer a -4 penalty to all Perception checks. A target is allowed a new saving throw each round to throw off the effect, and on a successful save, may make their actions as normal. Once a target has saved against this effect, they are immune to the effect for the rest of its duration. Hostile action taken against a hypnotized target automatically breaks the effect, as if the target had succeeded at their saving throw. If the target was already in combat when this ability is used, they gain a +2 bonus to their initial saving throw.

### Inner Sun (light)

You grant a creature that you have caused to *glow* brightly a weapon of light they may wield as a weapon. The weapon can be shaped into any melee weapon the holder is proficient with as a swift action, and initially appears as whatever weapon they choose. On a hit, this does an additional 1d4 fire damage + 1d4 damage for every 4 caster levels that you possess.

The weapon can not harm invisible or translucent enemies or structures, and passes through them harmlessly, possibly damaging things on the other side. Targets that are reflective such as a mirror have a 50% miss chance against attacks with this weapon. If the creature deliberately lets go of the weapon, it disappears, but otherwise the creature can not be disarmed.

You may target a weapon to grant it this additional fire damage, as if it were a weapon of light. This extra damage is subject to the same restrictions as a weapon of light (does not affect invisible or translucent targets, 50% chance of not affecting reflective creatures).

### Irradiance (light)

Your *glow* sheds ionizing radiation along with visible light. When you cause a target to *glow* you may choose to make it sickened, giving it a -2 penalty to attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

By spending a spell point to create bright light you can increase the intensity of the radiation. All creatures in the area of this bright light must succeed at a Fortitude save or be nauseated for one round. They must attempt this saving throw each round they are within this area. Creatures that succeed on their saving throw are still sickened for that round.

### Lure Light (light)

You may create an area of bright light that lures creatures towards it. All creatures in the area of your light must succeed at a Will save or be compelled to move towards the source of

the *glow* on their turns. An affected creature capable of movement must make at least one move action towards the source of the *glow* each turn, and cannot intentionally move away from it unless they must backtrack to get closer to it. A creature may attempt a new Will save each turn they are in the light of the *glow*, and after successfully saving once they are immune to your use of this talent for 24 hours. If a creature is in the area of multiple *lure lights*, they move towards the closest, or towards the *glow* of their choice if they are equidistant. A creature will not intentionally harm themselves when moving towards a *lure*. They will not throw themselves off cliffs or into lava to pursue a *glow*, though they will move as close as possible without risking themselves.

The effect of this (light) talent is considered a mind-affecting effect.

### Precious (light)

You may spend a spell point to create bright light on an object 2 or more sizes smaller than yourself, that compels those who see it to try and acquire it. Those who see the targeted object spend their turn frantically trying to acquire the *precious* object.

They will not automatically become violent, and affected creatures will not attempt to acquire the *precious* object if attempting to do so would be obviously fatal, would inflict serious injury upon them, or be against their alignment or nature. They will not ignore enemies either, but their priority will be to acquire the *precious* object.

They will try to acquire the object by direct and immediate means (not by bribery) and they will not stop just because they lose sight of the object. A creature might attack someone to acquire the object, but only if it is someone they might consider attacking anyways, and most likely they will try to grab the object and run rather than fight in a prolonged conflict.

If the creature manages to acquire the *precious* object, they hold it in their hands and admire it as a standard action on their turn, doing whatever is required to keep it other than letting it go.

Each creature gets a Will save to negate the effect when they first see the *precious* object, and a new save whenever they spend a standard action admiring the object. You are immune to this effect, but your allies are not.

This is a mind-affecting compulsion effect.

### Repelling Light (light)

You may spend a spell point to create light that repels unwanted creatures. Choose one creature type. In the case of humanoids and outsiders, you must instead choose one subtype. Any creature of this type or subtype within the area of bright light must succeed at a Fortitude save or be unable to move closer to the source of the light. Affected creatures may move sideways or backwards, but cannot move closer, although the source of the light may move closer to them. Creatures who succeed at their saving throw but remain within the area of bright light must attempt a new saving throw every round to avoid being affected.

If a creature enters this area of bright light (or if the source of bright light moves close to them), they must immediately save or be affected.



### Revealing Light (light)

You may spend a spell point to create bright light that reveals all invisible creatures and objects. These creatures and objects lose all the benefits of invisibility for as long as they are within the area of bright light.

### Revelation (light)

You may place a *glow* on a source of written information, such as a book, to cause it to reveal any information deliberately recorded in it. Anyone who takes even a moment to examine the light (a free action) can read the entire body of work, regardless of length, damage to the text or language barriers - the observer does not even need to be able to read. Even erased text can be read.

If information is recorded with a magical protection that prevents detection or understanding, the caster may attempt a magic skill check against the MSD of the caster to determine if the information can be detected or understood. Once absorbed, the information can be retained as reading any other book can, and for a period of 1 hour after reading, the information remains especially clear. During this time, any creature attempting a Knowledge check on a topic relevant to the written work receives a +2 circumstance bonus to the check, with +1 increase every 4 caster levels.

This ability may be used on objects with no visible writing, in order to reveal hidden messages. The light can allow a person to read a magical scroll, but does not necessarily allow them to cast or copy it. Observing the light does not trigger magical effects that occur in response to an object being read.

### Searing Light (light)

You may create bright light that burns targets in its area. All creatures in the area suffer 1 point of fire damage per caster level per round they are within this area of bright light. Undead, oozes, and creatures harmed by daylight take 2 points of fire damage per caster level. This does not affect the target of the *glow* itself.

Creatures who have a *glow* placed directly upon them (or their equipment) augmented by the Searing Light talent may as a full-round action attempt a Reflex save to extinguish the bright light, causing the *glow* to shed only normal light for the remainder of the effect and preventing further damage caused by Searing Light.

### Shining Arsenal (light)

You may place a *glow* on a manufactured weapon, a piece of armor or a shield. When placed on a weapon, it does full damage to incorporeal creatures. If placed on a shield or piece of armor, you may apply its full bonus to AC against the melee attacks of incorporeal creatures.

If you cause this *glow* to shed bright light, you can cause the *glowing* item to duplicate the effect of any single metal or material, chosen when this ability is used. The *glowing* object counts as a material for weaknesses and damage reduction, but is not otherwise that material.

### Sunstroke (light)

When you place a *glow* effect on a creature, you may choose to deal it 1d4 nonlethal fire damage per 2 caster levels (minimum 1d4). The creature takes this damage each round the *glow* is in effect. A successful Fortitude save negates the damage

for that round, while two consecutive Fortitude saves ends the effect.

If you cause this *glow* to shed bright light, the target also becomes fatigued the next time they take nonlethal damage from this effect. If they are already fatigued, they instead become exhausted. This fatigue or exhaustion cannot be recovered from until the target has been healed of the nonlethal damage taken from this effect.

### Visual Overload (light)

When you cause a creature to *glow*, you may spend a spell point to overwhelm the target of the *glow* with visual stimulation. The target must succeed at a Will save each round the *glow* is in effect on them or be staggered for one round. When causing a *glow* to shed bright light the target must succeed at a Will save every round the bright light persists or become dazed for one round instead of staggered.

Two consecutive successful Will saves against the *glow* ends the effect.

## Nimbus Talents

### Beam (nimbus)

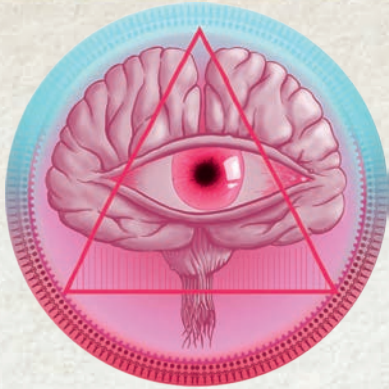
When you cause a *glow* effect to shed normal or bright light, you can focus this light into a cone (doubling the affected distance) or a line (quadrupling the affected distance). This also doubles or quadruples the distance to which light is increased one step to a maximum of normal light. You may change the direction the light projects as well as switch whether the light is a cone, line, or an emanation each once per round as a free action.

### Trail (nimbus)

When causing a *glow* effect to shed normal or bright light, as a free action you may cause it to trail light behind it rather than radiate light normally. The *glow* sheds normal or bright light in any square it passes through during the round, and the light 20 feet away from any square of this area (or 30 feet + 5 feet per 2 caster levels away if shedding bright light) is increased by one step to a maximum of normal. If you return the light's area to normal or change between (nimbus) talents, any trail left behind is removed.

### Weird Radiance (nimbus)

When causing a *glow* effect to shed normal light or bright light, you may shape this light into strange shapes as a free action. It illuminates an area that you form of a number of 5-foot cubes, with each cube placed adjacent to the target of the *glow* or another cube. For normal light you may place up to 20 5-foot cubes, and with bright light you may place up to 30, plus another for each 2 caster levels you possess. The light 20 feet away from any square of this area (or 30 feet + 5 feet per 2 caster levels away if shedding bright light) is increased by one step to a maximum of normal. With the Intensity Control talent you may add an additional 5-foot cube per 5 feet of radius you would add to your area, and increase or decrease the radius in which light is increased by 10 feet. You may change the light's area or return it to its normal area as a free action, but for the purpose of (light) talents you may only affect one area per round.



# Mind

You gain the ability to alter the minds of others, causing them to act as you see fit. All (charm) and (cloud) effects are enchantment (compulsion) mind-affecting abilities.

**Note:** Some Mind sphere abilities allow the caster to make a request of the target creature and have different effects depending on the particular request made. While the final decision on what request falls into what category is up to the GM, the examples in **Table: Example Requests** are a shorthand for players and GMs hoping to quickly determine what an enchanted creature might or might not be asked to do.

## Charm

You may place *charms* on creatures. *Charms* require a standard action to use, have a range of close, and are subject to spell resistance. You may only use *charms* on targets that possess

**Table: Example Requests**

<i>Creature</i>	<i>Very Simple Request</i>	<i>Basic Request</i>	<i>Would not normally do</i>	<i>Against the creature's nature</i>
Paladin	Provide healing to an injured person	Protect the innocent from danger, hunt a monster in the area	Ignore minor criminal activity, hide a creature of dubious guilt	Attack teammates, slaughter the innocent, renounce her religion, desecrate a temple
Evil-aligned professional thief	Steal a simple, unattended object, visit a tavern	Share non-compromising information, teach someone thieving skills	Donate a few coins to charity, reveal secret plans, stab their co-conspirators in the back	Give up their most valuable magic items, reveal their greatest secrets, turn themselves in for their crimes
Bear	Grab fish from a stream	Calm down and not attack an unassuming target	Ignore a humanoid sitting in its den	Ignore the kidnapping of its cubs
Orc bandit	Mug a weak, unguarded target	Join a raid on a town, or the hunting of a monster	Help run a farm, ignore a rich-looking target, fight a target where survival is uncertain	Fight a target where survival is unlikely, join a raid against its own people
Ancient dragon	Eat an annoying humanoid	Eat an unassuming humanoid	Give up a valuable item	Give up its hoard
Middle-aged farmer	Eat lunch	Give a kind stranger a meal and a hayloft to sleep in	House and feed a squadron of questionable men, help a team of adventurers as a cook and porter on their quests	House wanted criminals, allow the kidnapping of his family, take up arms and become a soldier

your own creature type (humanoid for humanoids, etc.) although the Expanded Charm talent changes this. Each *charm* has three strengths; *lesser*, *greater*, and *powerful*. *Lesser charms* are at-will abilities, but you may not target an individual creature more than once in a day with any individual *lesser charm*. *Greater charms* cost a spell point to use and *powerful charms* cost 2 points to use. You must possess the Powerful Charm talent before you may use any *powerful charms*.

When you gain the Mind sphere, you gain the following *charm*:

### Suggestion

You may plant thoughts into a target's mind.

**Lesser Charm:** You may plant a suggestion in a target's mind, which they obey as if the thought had been their own (Will negates). The suggested course of activity must be limited to a sentence or two and must be a very simple request. The creature performs the suggested action until it finishes, or for 1 hour per caster level, whichever comes first. If you choose, you can instead specify conditions the creature should look for, (i.e., "you should search the next person who enters this room, looking for weapons.") If the condition is not met before this duration expires, the activity is not performed.

**Greater Charm:** This works as the *lesser charm*, but may be up to a basic request. Very simple requests cause the save to be made with a -2 penalty. The target cannot be asked to do anything it would not normally do.

**Powerful Charm:** This works as the *lesser charm*, but the creature obeys any course of action given, so long as the suggestion is not obviously fatal or against the target's nature. Basic requests cause the save to be made with a -2 penalty, while very simple requests cause the save to be made with a -4 penalty.





## Mind Talent Types

Some mind talents are designated (charm) talents. These talents grant you additional *charms* you may place on targets.

### Cloud

Talents marked with the (cloud) tag allow the caster to spend a standard action to create *clouds* of mental energy that emanate from an area, object, or creature within close range. When applying a *cloud* to an unwilling creature or an attended object they are allowed a Will save to resist, and both placing a *cloud* and the effects of a *cloud* are subject to spell resistance. A creature is immune to *cloud* effects placed upon itself or its worn and carried equipment.

An imbued area may either be 10 feet in radius + an extra 5 feet per caster level, or a 10-foot wide area that extends for a length of 10 feet + 10 feet per caster level (such as would be appropriate to fill a 10-foot wide hallway). An imbued item may be no larger than 5 cubic feet per caster level in size. A creature may be up to the caster's size + 1 size category for every 5 caster levels. It is possible to imbue a portion of an item or creature (a single head of a massive, two-headed dragon or a single segment of a lengthy carpet with blood smeared over it, for instance) but hiding a portion of an item or creature will not prevent the whole of it from being noticed. Unless otherwise specified, a *cloud's* radius extends from an item or creature as if the creature was the center of an imbued area measured as a radius.

As with *charms*, most *clouds* have three strengths; *lesser*, *greater*, and *powerful*. Spell point expenditures remain the same for the three strengths, and you may only affect a creature with a *cloud* if you could also affect it with a *charm*. Similarly, the Powerful Charm talent is required to use the *powerful* versions of *clouds* and you may only imbue the same item, creature, or area with a *lesser cloud* once per day. With the exception of Mass Charm, (cloud) talents are affected by talents that affect *charms*.

## Mind Talents

### Charming Strike [strike]

You may deliver *charms* via a melee touch attack. As a standard action, you may make a single weapon attack in conjunction with using a *charm*. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also affected by the *charm*. If using a scatter weapon, the *charm* only applies to a single target, chosen at the time of attack.

### Expanded Charm

Your *charms* may affect creatures of any creature type, instead of just your own. This does not allow you to affect creatures immune to mind-affecting effects with your *charms*.

### Instill Charm [instill]

As a standard action you may touch a small container of liquid and instill a *charm* inside it, which functions as a potion or oil. You may create an instilled liquid of a *greater* or *powerful charm*, but must spend a spell point to create a *lesser charm*. *Lesser charms* created in this way are not limited to only being usable once per target.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Mass Charm [mass]

When using a *charm*, you may spend an additional spell point to *charm* an additional 1 creature per 2 caster levels (minimum 1) at the same time. Each target must be within range and must be affected by the same *charm*. Once created, each *charm* is considered a separate sphere effect.

### Powerful Charm

You may spend 2 spell points to use the *powerful charm* and *powerful cloud* version of any *charm* or *cloud* you possess.

### Ranged Mind [range]

Increase the range you may *charm* targets by 1 step (close to medium, medium to long). You may select this talent multiple times. The effects stack.

### Subtlety

If a target succeeds on their save against one of your *charms*, they must immediately attempt a second Will save. If they fail this second save, they do not realize they were the subject of an attempted mental assault.

## Charm Talents

### Amnesia (charm)

You may reach into a subject's memory and remove information and awareness of people, places, things, or events.

**Lesser Charm:** The target loses any recollection of what happened in the last round, back to the beginning of your previous round's actions (Will negates). A reminder of the events, such as witnessing a similar action taken by one of the involved creatures or distinctive items being used in the same fashion or someone spending a free action to inform the person about the event, allows the target to attempt a new Will save to recall the forgotten moment, or the target may have their memory restored through the Life sphere's Break Enchantment talent, the *break enchantment* spell, any effect that removes the confused condition, or the use of the Inception talent's *lesser*, *greater*, or *powerful charms* being used to specifically make the target remember what was forgotten.

**Greater Charm:** The target loses all awareness of the immediate past (Will negates). This affects all memories from up to 1 minute per caster level. Alternatively, a target may lose all memory of just a single person, location, item, or event, such as the identity of someone they talked to, or a robbery they participated in. No matter what in their memory is targeted, no more than 1 minute per caster level can be altered or removed from the target's memory. A target's memory may be restored through the Life sphere's Break Enchantment talent, the *break enchantment* spell, or through the Inception talent's *greater* or *powerful charms* being used to specifically make the target remember what was forgotten.



**Powerful Charm:** The target loses all memory of events that transpired in the recent past (Will negates). This may erase memories going back 1 day per caster level. The caster may erase all or part of the subject's memory of this time. A target's memory may only be restored through the Life sphere's Break Enchantment effect if the caster also possesses the Restore Senses talent, or through the *miracle* or *wish* spells. The target's memory may also be replenished through the Inception talent's *powerful charm* being used to specifically make the target remember what was forgotten.

### Calm (charm)

You may suppress emotions in hostile creatures or provide ease to excitement and confidence. You may deny raging creatures their battles or joyous creatures their revelry.

**Lesser Charm:** The target loses the benefit of any spell or effect with the emotion descriptor, as well as any morale bonus from magical or extraordinary effects (Will negates). This includes a paladin's auras, the good hope spell, the effects of an eliciter's emotions, bardic music, or a barbarian's rage. The effects are suppressed, but not dispelled. This effect lasts a number of rounds equal to your caster level. Any aggressive action toward or damage dealt to a creature under the effect of this ability automatically ends the effect.

**Greater Charm:** In addition to the effects of the *lesser charm*, this *charm* removes any desire to fight or engage in reckless behavior. No violent actions or destructive actions may be taken by the creature, but the target may still defend itself normally. In addition, effects related to emotion that grant effects beyond simple bonuses (such as a bard's fascinate ability or certain eliciter emotions) cannot be initiated (Will negates).

**Powerful Charm:** In addition to the effects of the *greater charm*, the target of this ability simply loses any desire to act. The target is overwhelmed with soothing peace and calm and as such may take no actions, but the target may still defend itself normally (Will negates).

### Candor (charm)

You compel words of honesty in your subject, bringing truth to their voice.

**Lesser Charm:** The target is compelled to speak only what they believe to be true. This does not compel them to speak, but it does prevent any words they do say from being intentionally dishonest (Will negates). A target may not realize they are magically compelled to speak the truth if the caster has the Subtlety talent, but even if unaware they may receive a Reflex save to stop themselves from talking when they attempt to tell a lie and realize that their words are changing. This lasts for a number of rounds equal to your caster level.

**Greater Charm:** This functions as the *lesser charm*, but the duration of the Candor is increased to a number of hours equal to your caster level (Will negates).

**Powerful Charm:** The target is compelled to answer a single question directly put to it. A successful save allows the target to ignore any similar questions asked with this talent for a number of minutes equal to its Wisdom score. (Ultimately the definition of "similar" is up to the GM, but generally the question "Who stole the queen's jewels?" is considered similar to "Did you steal the queen's jewels?" but is not considered similar to "What were you doing on the night the jewels were

stolen?" because the focus shifts from identifying a culprit to stating an activity.)

### Cerebral Strike (charm)

You unleash a storm of psychic energy that invades the mind of your subject.

**Lesser Charm:** The force of your mind directly attacks the psyche of your enemy. The target takes 1d8 points of nonlethal damage per 2 caster levels (minimum 1d8, Will negates).

**Greater Charm:** The mental damage you deal is lasting and no longer superficial. In addition to dealing 1d8 points of nonlethal damage per 2 caster levels (minimum 1d8), you also deal 1d4 points of ability damage to the target's Intelligence, Wisdom, or Charisma (your choice) + an additional 1 point of ability damage per 6 caster levels. Against a successful Will save, you instead deal half of the nonlethal damage you would have dealt and no ability damage. (For example, a 10th level caster would deal 5d8 points of nonlethal damage + 1d4+1 points of ability score damage to either Intelligence, Wisdom, or Charisma, but against a successful save would only deal half of 5d8 nonlethal damage.) Ability damage dealt this way cannot decrease an ability score below 1.

**Powerful Charm:** The force of your mental assault causes a physiological backlash in the target, along with self-inflicted wounds. You deal 1d8 points of nonlethal damage per 2 caster levels (no save) and 1d8 + 1 per 6 caster levels of ability damage to your choice of the target's Intelligence, Wisdom, or Charisma (Will halves).

### Command (charm)

You may directly control another creature's body.

**Lesser Charm:** You may force the target to perform one move, swift, or free action of your choice on its next turn (Will negates). This could include yelling loudly, falling to the ground, dropping its weapon, or moving in a generalized direction (away, toward, left, right, etc.). For the purpose of this talent, standing still is a free action. The target cannot use its other actions on that turn to undo the effect of this *lesser charm* (pick up a dropped weapon, move back to its old square, stand up if it fell down, etc.).

**Greater Charm:** You take control of the target for as long as you concentrate, to a maximum of 1 round per caster level. (Will negates). The target is allowed a new saving throw as a free action each round at the end of its turn to throw off this control. Other than verbal actions, the target cannot perform an action of its own choice on its turn. While under your control, the target mentally fights you, and so can only be made to perform a single move action or standard action each round. The creature can move up to its speed and attack in the same round as a charge action. While you may command a target to use an item or perform magic, this does not grant you knowledge of the target's magical abilities or inventory. While you can command a creature to stand still and take no action, you cannot command a creature to become helpless or give up its Dexterity bonus to AC.

**Powerful Charm:** This is the same as the *greater charm*, except the target is not limited to a single standard action or move action each round.





### Confusion (charm)

You may unravel a creature's mind and make them behave erratically.

**Lesser Charm:** The target becomes confused for 1 round (Will negates).

**Greater Charm:** The target becomes confused for 1 minute per caster level (Will negates).

**Powerful Charm:** This is the same as the Confusion *greater charm*, except in addition to being confused, the target also suffers a -2 penalty to their caster level and a -4 penalty to all their mental ability scores.

### Courage (charm)

You inspire the target to great action.

**Lesser Charm:** The target may choose one attack roll, saving throw, ability check, or skill check it makes within the next minute. The target gains a morale bonus equal to 2 + 1 per 5 caster levels on that roll. If no roll is selected before 1 minute passes, this effect ends.

**Greater Charm:** The target gains a morale bonus equal to 1 + 1 per 5 caster levels to all attack rolls, saving throws, ability checks, and skill checks for 1 minute per caster level.

**Powerful Charm:** This is the same as the *greater charm*, except the target also becomes immune to fear and gains temporary hit points equal to your caster level.

### Disrupt Focus (charm)

You can make it harder for a target to concentrate on using their magic.

**Lesser Charm:** Your target must succeed at a concentration check with a DC equal to 10 + your casting ability modifier + half your caster level for any spell, talent, or similar effect that might otherwise be subject to a concentration check under adverse conditions (Will negates). You must concentrate to maintain this effect, up to a maximum number of rounds equal to half your caster level (minimum 1) or until the target fails a concentration check, whichever comes first.

**Greater Charm:** As the *lesser charm*, though you no longer need to concentrate to maintain the effect, the duration is equal to your caster level (or until the target fails a concentration check, whichever comes first), and the concentration DC equals 10 + your casting ability modifier + your caster level.

**Powerful Charm:** As the *greater charm*, though the effect persists even if the target fails a concentration check, lasting for up to a maximum duration of a number of rounds equal to your caster level.

### Enthrall (charm)

You cause a creature to regard you as its friend. If you or your allies are attacking or threatening the creature, they gain a +5 bonus to their saving throw against this *charm*. A DC 25 Sense Motive check reveals the target of this *charm* has been enchanted. This is an enchantment (charm) effect instead of an enchantment (compulsion) effect.

**Lesser Charm:** You increase the target's disposition toward you by 1 step to a maximum of friendly for 1 minute per caster level (Will negates).

**Greater Charm:** You increase the target's disposition toward you to friendly for 1 minute per caster level (Will negates). You may make requests of the target, but asking it to

do anything it would not normally do requires an opposed Charisma check, and it never obeys requests that are obviously fatal or against its nature, although the target may be convinced dangerous things are worth doing.

**Powerful Charm:** This functions as the *greater charm*, except the duration increases to 1 hour per caster level.

### Esteem (charm)

You imbue a target with an increased sense of self-worth, capacity for persuasion, and force of personality (Will negates).

**Lesser Charm:** You grant a competence bonus to a single Intelligence, Wisdom, or Charisma-based skill check of the target's choice equal to 1/2 your caster level (minimum 1) that is performed within 1 hour + 1 hour per 5 caster levels. The target counts as enchanted while under the effects of this *charm*, and a DC 25 Sense Motive check will determine that the target is not wholly acting as themselves.

**Greater Charm:** This acts the same as the *lesser charm*, but the bonus to the check now equals your caster level. As a drawback to this *charm*, this DC of the Sense Motive check to detect the *charm* on the target is reduced to 15. This level of the *charm* may only be used once per day on a target.

**Powerful Charm:** As the *greater charm*, but the check may be performed within 1 day + 1 day per 5 caster levels. This level of the *charm* may only be used once per week on a target.

### Fear (charm)

You may warp a target's mind with fear.

**Lesser Charm:** You cause the target to become shaken for 1 round per caster level (Will negates).

**Greater Charm:** You cause a target to become frightened for 1 round per caster level (Will negates). On a successful save, they are still shaken for 1 round per caster level.

**Powerful Charm:** This is the same as the *greater charm*, except the target becomes panicked instead of frightened. On a successful save, they are still shaken for 1 round per caster level.

### Gestures (charm)

You mentally pull and tug at the target's muscles and the aspects of its mind that relate to motor functions.

**Lesser Charm:** You influence the physical gestures made by a target and the actions of the target's limbs and extremities (Will negates). You may impose a failure chance on any other magic user whose magic requires a somatic component equal to 10% + an additional 5% for every 5 caster levels (this effect stacks with similar failure chances, such as the arcane spell failure chance that accompanies armor).

In addition, you may impose a circumstance penalty to any of the target's skill checks that would ordinarily be subject to an armor check penalty equal to 2 + 1 per every 5 caster levels. This effect lasts for a number of minutes equal to your caster level.

**Greater Charm:** In addition to the effects of the *lesser charm*, you may enforce quick, shambling actions on the target or interruptions of actions the target is taking. You may force the target to pick up or drop an object in a space within its reach, although the target may only be forced to drop things that are held (as opposed to worn or bound in some way). As a standard action that does not provoke attacks of opportunity, you may make a flat-footed target fall prone, or otherwise make



a ranged trip attempt against a target that uses your caster level in place of your base attack bonus and your casting ability modifier in place of your Strength modifier. If the target is flat-footed you may cause a check that would be affected by an armor check penalty to automatically fail. Finally, you may also prevent the usage of any magical ability that requires gestures or somatic components.

**Powerful Charm:** In addition to the effects of the *lesser* and *greater charms*, you gain nearly full control over the quick gestures and movements of the target. If your target threatens a square where another creature provokes an attack of opportunity, you may force the target to take an attack of opportunity against that target if they have any attacks of opportunity remaining (this counts as one of your attacks of opportunity). You may force the target to move up to half of its move speed in any direction that you wish. You may also use the target to provide the somatic components for your own magical effects, and even make the target the origin point of those effects so long as only somatic components are required. (Casters with the Utterances talent may include verbal components with no extra save required). You may also allow this magic to work in either direction, allowing a willing target to control you or vice versa (for example, a friendly rogue might pick a lock that only you can reach using your hands, or you might use your own painting skills to paint a picture through a friendly paladin's hands to impress a dignitary).

### Hostility (charm)

You cause the target to enter a blinding rage.

**Lesser Charm:** You compel the target to attack the nearest creature on it next turn (Will negates). The target moves until this creature is within range and makes at least one attack with a weapon, natural attack, or unarmed strike. If no such creature can be reached, the target instead deals damage to itself equal to  $1d8 +$  its Strength modifier with whatever it has in hand.

**Greater Charm:** The target enters a rage for 1 round per caster level (Will negates if unwilling). The target gains a +2 morale bonus to Strength and Constitution, a +1 bonus to Will saves, and a -2 penalty to AC. In addition, the target cannot use any spells, nor any skills or class features based off of Intelligence, Wisdom, or Charisma. This counts as a barbarian's rage, except the target is not fatigued at the end.

**Powerful Charm:** Same as the *greater charm*, but you may grant one of the following packages to the target as well:

- *Heroic Rage:* The target's bonus to Strength and Constitution increases to +4, and their bonus to Will saves increases to +2. The target may still use spells, as well as class features and skills based off of Intelligence, Wisdom, or Charisma.
- *Brutal Rage:* The target is compelled to hostility and each round attacks the nearest target to itself, be it friend or foe. If the creature cannot attack something during its turn, it deals  $1d8 +$  its Strength modifier damage to itself with whatever it has in hand.

### Inception (charm)

You add trivia, knowledge, and memories to a person's mind, whether or not this information is grounded in fact.

**Lesser Charm:** You may "create a rumor" in a target's mind, suggesting information that a target "heard somewhere" or "read once" but that they have not actually encountered (Will negates). As part of the casting, you may attempt a magic skill check or Bluff check opposed by the target's Sense Motive check (using modifiers as listed for the Bluff skill) to see how firmly the target adheres to this new information; as with a Bluff check, they may not believe this rumor even if they believe that they heard it or read it somewhere.

Evidence that conflicts with the implanted memory allows a new Will save to realize that the information is faulty, though failure on a new Will save does not mean that the target is compelled to believe the old information (instead believing that they had learned some faulty information). In addition, the Life sphere's Break Enchantment talent, the *break enchantment* spell, any effect that removes the confused condition, or the Amnesia talent's *lesser*, *greater*, or *powerful charms* may be used to either remove false implanted information, or to make the target realize that the information is faulty.

**Greater Charm:** As the *lesser charm*, but the target's new memory can relate to things within their own experience or of their own devisement (such as details about friends' lives or current news discussed at a tavern the night before). The new memories will take precedence over the old if they contradict, but the old memories will still remain (for example, a guard may have the memory of a different combination for a combination lock, password for a door, or route through a maze, but nothing stops them from recalling the true information when the implanted memories prove false.)

Encountering evidence that contradicts the new memory allows a new Will save to realize that the new memories are false. In addition, the Life sphere's Break Enchantment talent, the *break enchantment* spell, or the Amnesia talent's *greater* or *powerful charms* may be used to either remove false implanted information, or to make the target realize that the information is faulty.

**Powerful Charm:** As the *greater charm*, though you may now craft entirely new memories of events that the target has personally witnessed (Will negates). These memories are indistinguishable from actual memories, and appear to fit the flow of the continuity of their memories, but do not otherwise remove or alter the previous memories. A contradictory memory offers a +4 bonus to both the Will save to resist the *charm* and the Sense Motive check to resist believing the new memory. Similarly, memories of creatures doing something that they would not normally do or doing things against their nature give a further +2 or +4 bonus to these checks, respectively.

A target's false memories may only be removed or proven false through the Life sphere's Break Enchantment effect if the caster also possesses the Restore Senses talent, or through the *miracle* or *wish* spells. The target's memory may also be replenished through the Amnesia talent's *powerful charm* being used to specifically make the target realize what memories are faulty.

### Inspiration (charm)

You inspire competence in the target.

**Lesser Charm:** As an immediate action, you may add a +2 competence bonus to a skill check or attack roll the target has just made. This can change a failure into a success. You must



choose to use this *charm* after the roll has been made, but before the results are revealed.

**Greater Charm:** This is the same as the *lesser charm*, except it adds +2d4 to the attack roll or skill check instead of +2.

**Powerful Charm:** This is the same as the *greater charm*, except it adds +2d4 + 1 per 2 caster levels (minimum 1) to the roll instead of only +2d4.

### Mind Shield (charm)

You may establish a ward on the mind of another, one capable of providing protection from mental assault.

**Lesser Charm:** You create a metaphysical bubble of protective insight over the mind of a willing creature. This bestows a morale bonus equal to 1 + 1/2 your caster level to mind-altering effects for a number of rounds equal to your caster level. This *mind shield* is nullified as soon as the target attempts a single Will save vs. such an effect, whether or not the save was successful. This does not suppress or remove existing magical effects on creatures, it merely protects them from further mental attacks. This *charm* may be used multiple times per day on targets.

**Greater Charm:** You establish a notional cloud of ablativ thought over the mind of a willing creature. This blur of ideological presence bestows a morale bonus to Will saves vs. mind-affecting effects equal to your caster level for a number of rounds equal to your caster level. This *mind shield* is halved in effectiveness with each Will save made vs. such an effect, whether or not the save was successful. This does not suppress or remove existing magical effects on creatures, it merely protects them from further mental attacks.

**Powerful Charm:** You impart an adamant shield of conceptual certainty upon the mind of a willing creature. This creature gains immunity to any mind-altering spell or effect that would require a Will save for a number of rounds equal to your caster level. This immunity can be overcome with a magic skill check against your MSD. Even if this immunity is bypassed, the target receives a bonus to saves against such effects equal to your caster level.

### Mind Spy (charm)

You can send a piece of your mind into your target to see the world through their eyes (save negates). The target gets a new Will save every time you use this ability, although consecutive rounds do not give additional saves. While this link to your target remains, you can choose to use this ability at any time before the link expires, or have its activation linked to a specific event that your target may experience. If a target fails their saving throw against this ability, they do not realize it is being used on them.

**Lesser Charm:** While the link remains active, you can use the target's senses for 1 round per caster level and see and hear what they can.

The rounds need not be consecutive. The link remains active for up to 1 hour per caster level from the time the target is first affected. Abilities that block or suppress possession or remove enchantments (such as the *protection from evil* spell or the Break Enchantment talent) will similarly block, suppress, or remove the effect of this *charm* on your target.

**Greater Charm:** As the *lesser charm*, but you can use their senses for 1 minute per caster level, and the link lasts for 1 day per caster level.

**Powerful Charm:** As the *greater charm*, but you can use their senses for 1 hour per caster level, and the link lasts for 1 week per caster level.

### Paralyze (charm)

You freeze the target in place.

**Lesser Charm:** The target is dazed for 1 round (Will negates).

**Greater Charm:** The target is stunned for 1 round per caster level (Will negates). The target is allowed a new Will save each round to end this effect early. This is a full-round action that does not provoke an attack of opportunity.

**Powerful Charm:** This is the same as the *Paralyze greater charm*, except the target is paralyzed instead of stunned.





## Project Thoughts (charm)

You can communicate directly into the mind of another.

**Lesser Charm:** You may project a telepathic message to a target consisting of no more than 25 words. If you and the target do not possess a shared language, this form of communication is impossible. Unlike other *lesser charms*, there is no limit to the number of times you may use this on a target in a day.

**Greater Charm:** Your projected telepathic message does not have a word limit, although communication is carried out in real time and you must concentrate for as long as you communicate. You can communicate with the target even without a shared language.

**Powerful Charm:** This functions the same as the *greater charm*, except the target may also respond to you with their own projected telepathic messages, allowing for two-way communication. However, the target is under no obligation to respond in any way and can simply remain silent if they so choose.

## Read Mind (charm)

You can pull information from a target's mind.

**Lesser Charm:** You may detect a creature's emotional state (Will negates if unwilling). Unlike other *lesser charms*, there is no limit to the number of times you may use this *lesser charm* on a target in a day.

**Greater Charm:** You may read the surface thoughts of a creature (Will negates if unwilling) for as long as you concentrate.

**Powerful Charm:** You may pull a specific piece of information out of a creature's mind (Will negates). This is usually enough information to answer a single, specific question to the best of that creature's knowledge, in no more than 25 words. A creature who successfully saves against this *powerful charm* may choose to provide no answer to your question or attempt to lie with their Bluff skill. If you use this *powerful charm* twice on the same creature to ask the same question, the same answer (correct, no answer or lie) is given again.

## Sleep (charm)

You put the target to sleep.

**Lesser Charm:** You make the target lethargic, making it staggered for 1d4 rounds (Will negates).

**Greater Charm:** You put the target to sleep for 1 minute per caster level (Will negates). Targets who take damage automatically wake up, and other creatures may wake a sleeping creature as a standard action (an application of the aid another action).

**Powerful Charm:** The target is placed into a deeper slumber. Whenever the sleeping target takes damage or another creature attempts to wake it as a standard action, the target does not automatically awaken, but instead attempts a new Will save to wake up with a +4 bonus.

## Utterances (charm)

You tamper with a mind's language center, and the muscles controlling speech to impede or alter the flow of words. Will save negates.

**Lesser Charm:** You can tug on the strings of conversation, altering the sounds of words, inserting or negating vocalizations as you see fit. You may impose a failure chance on any other magic user whose magic requires a verbal component

equal to 10% + an additional 5% for every 5 caster levels (this effect stacks with similar failure chances, such as the 20% chance that accompanies the deafened condition). In addition, you may impose a circumstance bonus or penalty to the target's Bluff, Diplomacy, Intimidate, or Perform checks equal to 2 + 1 per every 5 caster levels. This effect lasts for a number of minutes equal to your caster level.

**Greater Charm:** In addition to the effects of the *lesser charm*, you may wrest full control from a target's speech by stopping them from speaking entirely or choosing words for them to say. This can prevent a target from using magic that requires verbal components or other vocalizations, and can force a target that remains within range to only say what you want them to say. A target not specifically under the mental command to remain silent will be able to say whatever it wishes if it leaves the range of the effect. If you attempt to make a target say something that would be against the target's nature (such as a young lover renouncing affection for his or her betrothed, or a dragon agreeing to a verbal contract to part with some of its treasure), it gains another Will save to resist the effect.

**Powerful Charm:** Your control over the speech of the target is fluid and nearly flawless. In addition to the effects of the *lesser* and *greater charms*, you may make the target speak so eloquently that you may roll a Bluff, Diplomacy, Intimidate, or Perform check through them using your own ranks instead of its own, provided that the check in question is vocal in nature. You may also make use of the target's skills in these ranks yourself, borrowing the talent or, if you wish, allowing the target to directly speak through you. You may also use magic that requires verbal components (but no other components) through the target, as if the magic originated from the target's space. Casters with the Gestures talent may include somatic components with no extra save required.

## Vision (charm)

You may make someone see things that are not there.

**Lesser Charm:** You may alter a creature's perception of a single creature, object, sound, or effect for 1 round per caster level (Will negates). You may alter 1 sense (sight, sound, touch/pain, taste, smell); for example, you could make a thief appear to be an alley cat, make a scratch appear as a gaping knife wound, or make the sound of footsteps seem like the wind. You cannot use this to replicate speech or sights and sounds you have never encountered before, nor to make something invisible. If used to cover up pain (such as hiding the target taking damage) the target gains a +4 bonus to their Will save. If the target interacts with the object of their altered perception, they are allowed an additional save every round they continue to do so.

**Greater Charm:** This functions as the *lesser charm*, except you may affect all 5 senses in relation to the chosen creature, object, sound, or effect.

**Powerful Charm:** This functions as the *greater charm*, except you may change the target's perception of everything around them. This grants the target a new saving throw each round they interact with any part of the altered surroundings.



## Cloud Talents

### Dispersion (cloud)

You imbue a creature or object with a field of refracting cognitive energy that makes it difficult to focus on what or where the field masks.

**Lesser Cloud:** The creature or object becomes difficult to locate intentionally and almost impossible to stumble across accidentally. Perception checks made to recognize a creature or locate such an object or person have their DCs increased by 1 + 1 for every 2 caster levels, and any creature with this ability placed upon them may immediately attempt to hide even if observed or without cover or concealment. Loud noises, sudden actions, or other typically noticeable events allow creatures near such an effect to attempt a Perception check (still modified by the *lesser cloud's* boost to DCs) to notice the creature. This effect lasts for a number of hours equal to your caster level. If the creature makes an attack against another creature, the effect automatically ends.

**Greater Cloud:** In addition to the effects of the *lesser cloud*, a magic skill check may be rolled at the time of casting, prompting a Will save from anyone in the cloud's line of sight. If the check result is higher than any given observer's Will save, then when the target is successfully hidden from direct observation the observer will forget about their active presence in the environment. If the observer is reminded about the target by being told of its presence or directly observing it, the observer gains another Will save to recall the target and the target's significance to the current situation. (Successfully hiding again may, however, cause the observer to forget the target again.)

**Powerful Cloud:** In addition to the effects of the *lesser* and *greater cloud*, the warded area, object, or creature becomes supernaturally difficult to observe. Even if a creature is aware of the target, they must succeed at a Will save every round to actively engage with the target, such as through conversation, attacking, searching, or medical treatment. Skill checks that are carried out over the course of minutes, hours, or days (or similar unit of time) instead of rounds impose a Will save for every unit of time involved instead of every round due to the increased intentional focus of the people performing such tasks (up to the duration of the Dispersion effect).

### Lure (cloud)

You may cause a location or object to radiate a cloud that invites or repels either creatures of a given type (such as monstrous humanoids or outsiders with the fire subtype), a specific kind of creature (such as blue dragons or red-furred hobgoblins), or creatures of a specific alignment (such as lawful neutral creatures).

If the effect is used to invite creatures, they feel elated and pleased to be in the area of the effect, or desire to touch or possess the affected item. They have an overpowering desire to stay in the area or remain in contact with the item. If the effect is used to repel creatures, they feel an urge to leave the area or avoid the object in question. The creatures will actively shun the area and not willingly return to it while the talent's effect is active.

If a save to resist the invitation effect is successful, the creature is unaffected, but they must reattempt the save after 1d6 x 10 minutes if they are still within range and the effect is still continuing.

**Lesser Cloud:** The *lure* effect can invite or repel creatures of up to 1/2 your caster level in Hit Dice (Will negates). The effect applies to any creature who comes within close range of the effect. The effect lasts for a number of minutes equal to your caster level.

**Greater Cloud:** As the *lesser cloud*, except it can affect creatures of up to your caster level in Hit Dice, applies to any creature who comes within medium range of the effect, and lasts for a number of hours equal to your caster level.

**Powerful Cloud:** As the *lesser cloud*, except the *lure* effects creatures of up to twice your caster level in Hit Dice, applies to any creature who comes within long range of the effect, and lasts for a number of days equal to your caster level. Casters with the Ranged Mind talent may extend the range to extreme range (1,000 feet + 100 feet per level). Casters with both the Ranged Mind talent and the Zeitgeist advanced talent may make the *lure's* effect cover either 1 mile/caster level, or communities of up to 10,000 or smaller.

### (Misdirect (cloud)

You imbue an area to persuade travelers to wander elsewhere.

**Lesser Cloud:** A creature entering the *cloud* must succeed on a Will save. Failure causes them to, potentially, change directions. Roll a d8 as if throwing a splash weapon that missed its target square; on a 1, the creature continues moving in its intended direction. On a 2 through 8, count around the target creature's adjacent squares in a clockwise direction to determine the direction it walks in. It finishes moving after the intended distance has been traversed, or after it moves into an obstruction (such as a wall). If it was moving faster than its typical movement speed (such as by running) the creature takes 1d4 nonlethal damage. This *cloud* lasts for one minute per caster level.

**Greater Cloud:** As the *lesser cloud*, but you determine the new direction of travel when imbuing the area with the cloud and may select a number of familiar creatures equal to your casting ability modifier to be immune to the *cloud's* effects.

**Powerful Cloud:** As the *greater cloud*, but you may alter the direction of every target moving through the cloud as a free action as long as you remain within close range of the *cloud*.



# Nature

You can command the very terrain to do your bidding.

## Geomancing

As a standard action, you may command terrain and natural effects to act on your behalf. The effect produced depends on the environmental aspect targeted. Each effect must be centered or targeted within close range. Because *geomancing* manipulates natural elements, it is not subject to spell resistance, even if a *geomancing* ability targets a creature directly.

*Geomancing* effects come in two forms: instantaneous and concentration. Instantaneous effects have no duration, while concentration effects persist as long as the caster concentrates or they may spend a spell point as a free action to allow the effect to continue for 1 round per caster level without the need for concentration.

When a caster gains the Nature sphere, he chooses and gains one of the following Nature packages, with its included abilities. A caster may gain the Expanded Geomancing talent to gain additional packages.

### Air

**Breeze:** Concentration, requires air. You create a light wind that remains swirling around a target. The breeze grants the target a circumstance bonus equal to 2 + 1 per 5 caster levels on saves against very hot conditions, severe heat, and saves against clouds, vapors, and gases (such as *cloudkill*, *stinking cloud*, and inhaled poisons).

**Gust Of Wind:** Concentration, requires air. You may create a line-shaped gust of wind emanating out from you out to the edge of your *geomancing* range, affecting all creatures and objects within that line. The severity level of the wind is 3 + 1 per 5 caster levels (see the Wind category of the Weather sphere for more information). If maintaining Gust Of Wind via concentration, you may spend a spell point as a free action to increase the severity level of its wind by 1 for that round. Walls and other barriers block this wind.

**Purify Air:** Concentration, requires air, gas, or vaporous substance. You may convert polluted air or a non-breathable gas or vapor into a cloud of breathable air in a 5 feet + 5 feet per 5 caster levels radius area centered within range. This has no effect on supernatural or other magically created clouds (such as a vampire's gaseous form or a *cloudkill* spell). Creatures who are entirely within the area of the cloud are able to breathe in sufficient air to sustain them.

## Earth

**Bury:** Concentration, requires sand. You shift the sands, swallowing targets within a 10-foot radius + 5 feet per 5 caster levels area centered within range. This functions as Entangle from the (plant) package, but on a failure targets cannot move but do not become entangled. Each subsequent round they do not escape and this effect is still active, the Strength and Escape Artist DC increases by 1. After 10 rounds or if the target is knocked prone within this area and fails their save, they are considered buried and begin to suffocate until they escape.

**Dust Storm:** Concentration, requires sand or loose dirt. You kick up sand or dirt within a 10-foot radius + 5 feet per 5 caster levels area centered within range. All creatures fully within this area gain concealment (attacks against them have a 20% miss chance). If creatures within this area attack creatures outside this area, the targets also have concealment.

**Tremor:** Instantaneous, requires dirt or stone. You may spend a spell point to send a tremor through the ground, affecting a 10-foot radius + 5 feet per 5 caster levels area centered within range. Targets standing within this area must succeed at a Reflex save or fall prone.

## Fire

**Affect Fire:** Concentration, requires fire. You may affect a normal, non-magical fire, increasing or decreasing its size by one category, plus one per 5 caster levels. This is only a temporary change; once the effect ends, the fire returns to its normal size. Reducing a fire smaller than Fine extinguishes it, in which case it does not return to normal size after the effect ends.

The fire consumes fuel and deals damage as appropriate for its new size, according to **Table: Maximum Fire Size**. The minimum caster level required to affect a fire is also given in the chart. If two casters are affecting the same fire in the same direction (increasing or decreasing) only the strongest change occurs. If two casters attempt to Affect Fire in opposite directions (one making it bigger, one making it smaller), the second caster must succeed at a magic skill check. On a success, their ability functions normally, overlapping the first caster's effect. The fire counts as its altered size for determining if the second caster can affect it.

*Note:* If multiple fires overlap, or if a Large or larger creature is affected by multiple smaller fires within its area at once, these fires combine to determine the effective size of the fire when determining damage (2 Small fires make 1 Medium fire, 2 Medium fires make 1 Large fire, etc.).

If a creature has caught on fire, treat that fire as being Tiny-sized for the purpose of this effect. When you affect a fire on a creature, you also raise or lower the Reflex save DC to put the fire out by 1/2 your caster level (minimum 0).

**Create Fire:** Concentration, no requirements. You may produce a Diminutive-sized magical fire that burns without fuel. This fire may be 1 size category larger per 5 caster levels, and may be used to ignite flammable materials to create self-sustaining, non-magical fire. If a target is within the area of the created fire, they suffer damage as normal for that fire's size and catch fire. A successful Reflex save halves the damage and negates catching fire.

**Manipulate Lava:** Instantaneous or concentration, requires lava. You may manipulate lava. This is exactly the same



Table: Maximum Fire Size

Minimum Caster Level	Fire Size	Example	Damage per Round	Space
1st	Fine	Tindertwig	1	1/2-ft. square
1st	Diminutive	Torch	1d3	1-ft. square
1st	Tiny	Small campfire	1d6	2.5-ft. square
3rd	Small	Large campfire	2d6	5-ft. square
5th	Medium	Forge	3d6	5-ft. square
8th	Large	Bonfire	4d6	10-ft. square
11th	Huge	Burning shack	5d6	15-ft. square
15th	Gargantuan	Burning tavern	6d6	20-ft. square
20th	Colossal	Burning inn	7d6	30-ft. square
25th	Colossal+	-	8d6	50-ft. square
30th	Colossal++	-	9d6	70-ft. square
35th	Colossal+++	-	10d6	100-ft. square

as the Freeze and Vortex powers from the (water) package, except you must spend an additional spell point for each ability, and you must target lava. Frozen lava becomes obsidian, with a hardness of 5 and 3 hit points per caster level and does not deal damage per round to trapped creatures.

### Metal

**Magnetize:** Instantaneous, requires metal. As a standard action, you may cause a creature or object within your *geomancing* range consisting mostly of metal whose size is not larger than your maximum Recover Ore size to fly towards a creature or object of your choice within your *geomancing* range. This can only be used on unattended objects, attended object from willing creatures, or willing creatures consisting mostly of metal. You may choose to throw the item harmlessly (in which case it can either be caught by the target or else lands in an adjacent square), or you may use this as a ranged attack action. This counts as a ranged attack, except you must use your casting ability modifier in place of Dexterity. If successful, you deal either the object's 'ore damage', or if it is a weapon, the weapon's damage (arrows and bolts with metal tips count as daggers for this purpose, dealing 1d4 damage). Despite the name of this ability, the target object or creature need not be made of metal.

**Recover Ore:** Instantaneous, requires dirt or sand. As a standard action, you may create a piece of metal ore by pulling and combining particles of metal from the ground. You must spend a spell point to use this ability, and must have a large enough piece

Table: Recover Ore

Minimum Caster Level	Required Earth to Pull From	Ore Size Recovered	Ore Damage	Ore Weight (maximum)	Sample Item*
1	1-ft. cube	Fine	1	.8 lbs.	lockpick or nail
1	5-ft. cube	Diminutive	1d2	1 lb.	Bolt, dagger, or shuriken
1	10-ft. cube	Tiny	1d3	8 lbs.	Candelabra, light mace, or shortsword
2	25-ft. cube	Small	1d4	60 lbs.	Heavy mace, heavy shield, or longsword
4	50-ft. cube	Medium	1d6	500 lbs.	Bed, cage, greatsword or table
8	75-ft. cube	Large	1d8	4,000 lbs.	Life-sized statue
16	125-ft. cube	Huge	2d6	16 tons	Wagon
32	350-ft. cube	Gargantuan	3d6	125 tons	Catapult
64	500-ft. cube	Colossal	4d6	2,500 tons	Ship

Table: Metal Types

Metal	Hit Points	Hardness
Brass	20/in. thickness	9
Bronze	20/in. thickness	9
Cold iron	30/in. thickness	10
Copper	20/in. thickness	9
Iron	30/in. thickness	10
Lead	30/in. thickness	10
Mithril	30/in. thickness	15
Silver	10/in. thickness	8
Steel	30/in. thickness	10
Tin	20/in. thickness	9

of earth (sand or dirt) to pull the ore from. This piece of ore can be brass, bronze, copper, or tin, and the size of the ore recovered depends both on your caster level and the square footage of

earth you pull from.

The piece of ore you recover is formed on the ground in an unoccupied space within range and can be of any basic shape (a ball, a rod, a sheet, even a chair) but cannot be anything complex or with moving parts. You may also pull multiple pieces of ore placed in different adjacent squares, so long as their combined size does not exceed your maximum, and each piece of recovered ore must be of the same type (such as copper or tin). For these purposes, 2 Fine-sized pieces of ore equals 1 Diminutive-sized piece, etc.

While this effect is instantaneous and thus cannot be dispelled, ore breaks back into particles after 1 hour per caster level. If a piece of ore is used as a weapon, it counts as an



improvised weapon, dealing either bludgeoning, piercing, or slashing damage, chosen at the time of Recovery. The damage such a weapon deals is listed as 'ore damage' in the chart below. As always, improvised weapons bestow a -4 penalty to attack rolls.

*\*Sample items listed are sized for a Medium-sized creature; modify the object size accordingly for objects sized for smaller or larger creatures.*

*The Value of Recovered Ore:* Ore recovered through the (metal) package from the Nature sphere is of poor quality and degrades quickly, making it impossible to simply create and sell. However, players who possess a metal-based Craft of Profession skill such as Craft (weapons) or Profession (blacksmith) can heat and purify this ore to make it workable. This allows such a character to attempt Craft or Profession checks to earn a wage even without the presence of a market or workshop to work in. Rather than earning money, the check instead creates an amount of raw materials equal to that day or week's wage, which may be sold later or used as raw materials for any metal-based crafting.

**Reforge:** Instantaneous, requires metal. As a standard action, you may spend a spell point to cause an unattended object (or object that you are holding) consisting mostly of metal whose size is not larger than your maximum Recover Ore size to be reshaped into a different object of the same size. For example, you could reshape a longsword into a mace. You may not reshape metal objects into forms with complex moving parts. If targeting a magical item, the effect is not instantaneous, but lasts for only 1 minute before the object reverts to its original form. If reshaping a magical item would make it no longer qualify for specific *enhancements*, those *enhancements* are suppressed for the effect's duration. Reforge does not function on artifacts.

## Plant

**Entangle:** Concentration, requires grass, weeds, vines, or underbrush. You cause plants to grow rapidly, wrapping themselves around everything in a 10-foot radius + 5 feet per 5 caster levels area centered within range. Creatures within this area must succeed at a Reflex save or gain the entangled condition and become unable to move. Creatures that succeed at their save can move as normal, but those that remain in the area must save again at the end of each turn you maintain the effect. Creatures that move into the area must save immediately. Those that fail end their movement and gain the entangled condition. Entangled creatures can break free as a move action, if they succeed at a Strength or Escape Artist check against a DC equal to the effect's Reflex save DC. This area is also considered difficult terrain for the duration of the effect. If the area contained plants with thorns, all creatures suffer 1 point of piercing damage each round they are within this area.

**Table: Branch Size**

Size	Example	Size Modifier	Slam damage	Reach	Armor Class	Hardness	Hit Points
Small	Tertiary Branch or Sprout	-1	1d4	5 ft.	8	5	2
Medium	Secondary Branch or Sapling	0	1d6	5 ft.	7	5	5
Large	Primary Branch or Young Tree	+1	1d8	10 ft.	6	5	15
Huge	Juvenile Tree	+2	2d6	15 ft.	5	5	50
Gargantuan	Typical Adult Tree	+4	3d6	20 ft.	4	5	150
Colossal	Massive Tree	+8	4d6	30 ft.	3	5	500

**Number of Branches Per Size Category of Tree**

Tree Size	Number of Medium Branches	Number of Large Branches	Number of Huge Branches
Huge	1d4 (avg 3)	-	-
Gargantuan	3d4 (avg 8)	1d4 (avg 3)	-
Colossal	9d4 (avg 23)	3d4 (avg 8)	1d4 (avg 3)

**Harvest:** Instantaneous, requires fruit trees, berry bushes, or food crops. You may spend a spell point to cause plants to sprout food spontaneously. You may affect up to 1 plant per caster level within range. Each plant produces enough food to provide 3 Medium-sized creatures or 1 horse with food for a day.

**Pummel:** Concentration, requires a tree. You cause a tree branch to come alive and attack a foe you designate. The tree cannot move, but it makes one slam attack each round against the designated target until you spend a move action to designate another target or until the target dies or moves out of range. Slam attacks may be enhanced as if the tree branch were a creature, and are not subject to spell resistance. You cannot designate a target you cannot perceive.

The branch has a Strength score equal to 10 + your caster level, and a to-hit modifier equal to your caster level + its Strength modifier + its size modifier. You may animate a Medium branch at 1st caster level, and your maximum size increases by 1 category per 5 caster levels. An entire tree can count as a branch, provided the tree is not larger than your maximum Pummel size. In place of animating a branch of Large size or larger, you may animate a pair of branches two sizes smaller on the same tree.

Branches are still objects, and as such always fail saving throws, can gain the broken condition (suffering a -2 penalty to attack and damage rolls), and are destroyed when reduced to 0 hit points.

*Note:* There are very few worlds, even among fantasy, where trees exist that are Colossal+ or larger. However, a caster of particularly high caster level may continue to subdivide the branches they may animate with this ability (thus, if a caster would be able to animate a branch 2 sizes larger than Colossal, they could instead animate 2 Colossal branches, 4 Huge branches, etc.).





## Water

**Blood Sphere Note:** If you possess both the Nature sphere (water) package and the Blood sphere, you may treat a volume of blood as an equal volume of water for your (water) *geomancing* abilities. You may treat a creature susceptible to bleed damage that is taking bleed damage or below half its maximum hit points as being wet for any ability that requires it. You may treat a creature susceptible to bleed damage of at least Large size (count two Medium creatures as a Large creature, two Small creatures as a Medium creature, etc.) that is suffering bleed damage or below half its maximum hit points as a sufficient volume to use the Fog ability.

**Fog:** Concentration, requires rain, mist, or at least 5 cubic feet of water. You call up a rolling fog, cutting off people's vision within a 10-foot radius + 5 feet per 5 caster levels area centered within range. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance and the attacker cannot use sight to locate the target). The ability does not function underwater. If using a body of water, the fog must be at least partially over the water itself.

If you spend a spell point to maintain this effect without concentration, a moderate wind (11+ mph) will disperse it within 4 rounds. In the presence of a strong wind (21+ mph), you cannot use this ability.

**Freeze:** Instantaneous, requires water. You may spend a spell point to flash freeze water, turning it into ice. You may freeze a 1 inch thick, 5-foot-by-5-foot square of water per caster level. Alternatively, you may cover a wet Medium-sized creature with 1 inch of ice per caster level. You may increase the size of the frozen area or size/number of the frozen creatures, but divide the ice's thickness by the equivalent number of Medium-sized creatures.

Creatures smaller than Medium count as Medium-sized creatures for this effect, with the exception of multiple creatures occupying the same space. Add the sizes of multiple creatures occupying the same space together when determining their size for this purpose. For swarms, count each 5-foot square as being 2 Medium-sized creatures occupying the same space. You may affect both squares and creatures, but all affected targets and spaces must be contiguous and must have the same thickness of ice.

Creatures are allowed a Reflex save to avoid being frozen. On a failure, they are encased and cannot move, and suffer 1 point of cold damage per round per inch of ice. To escape, they must succeed at a Strength check or Escape Artist check as a full-round action to escape the ice (DC 15 +1 per inch of thickness) or another creature must break the ice around the trapped creature (3 hit points per inch). While encased, a target can only take mental or verbal actions, or attempt to escape. Being encased in ice blocks line of effect, but not line of sight (the creature may still be targeted, but effects that deal damage to the target must break through the ice first before dealing damage to the target).

On a successful save, the target is still entangled for 1 round. Ice melts 1 inch of thickness per minute on the average day.

When freezing ice or wet ground, you may also create slick ice. A creature traversing slick ice must spend two squares of

**Table: Creature Size**

<i>Creature Size</i>	<i>Equivalent number of Medium-sized creatures</i>
Fine	1/16
Diminutive	1/8
Tiny	1/4
Small	1/2
Medium	1
Large	2
Huge	4
Gargantuan	8
Colossal	16

movement to first enter a space with ice, and cannot move more than half speed without a successful DC 15 Acrobatic check at the start of the movement, falling prone on a failure. Running or charging requires a DC 20 Acrobatics check, falling prone on a failure, but increasing the runner's move across the ice by 10 feet if successful by 5 or more, though the runner is considered flat-footed until the start of its next turn.)

**Vortex:** Concentration, requires a large body of liquid. You may create a spinning vortex in a body of liquid that sucks creatures and objects to its center. This vortex is 5 feet wide at its base, is 10 feet high + 5 feet per 5 caster levels, and is half as wide at the top as it is high. Any creature entering this area must succeed at a Reflex save or suffer bludgeoning damage equal to  $1d8 + 1/2$  your caster level (minimum 0). If the creature is smaller than the vortex, they must succeed at a second Reflex save or be pulled into the middle of the vortex. Creatures in the middle of the vortex suffer bludgeoning damage once per round with no save, and must succeed at a Reflex save each round or be unable to move, and on a success may only move at half their swim speed. A vortex cannot contain more creatures than would exceed its volume.

You may move the vortex up to 30 feet per round as part of the action required to concentrate on it. If maintaining the effect through a method other than concentration, you may designate a simple pattern for it to move, which you may alter as a move action. Creatures in the middle of the vortex are carried along with it as it moves.

## Nature Talent Types

Some talents are marked (air), (earth), (fire), (metal), (plant), or (water). You must possess the (air), (earth), (fire), (metal), (plant), or (water) package respectively to gain these talents. Talents marked (geomancing) give you new *geomancing* abilities.

### Spirit

Some talents are marked (spirit). These talents give the caster ways they have learned to tune their spirit with nature. Each (spirit) talent grants the caster a new ability they may use as a standard action unless otherwise specified. If a (spirit) talent grants multiple options, each one is considered a separate *spirit* ability. If an ability granted by a (spirit) talent affects a target directly, that effect is subject to spell resistance.

## Nature Talents

### Deep Nature

When you use a *geomancing* or *spirit* ability that requires concentration, the ability continues to maintain itself for 2 rounds after you stop concentrating. When you spend a spell point to make a *geomancing* or *spirit* ability endure without concentration, its duration increases by one step (1 round per caster level becomes 1 minute per caster level, while 1 minute per caster level becomes 10 minutes per caster level).

### Expanded Geomancing

Choose and gain a Nature package you do not already possess. You may select this talent multiple times, gaining a new package each time.

### Grant Spirit

When activating one of your *spirit* Nature abilities, you may touch a willing target and grant them the benefit of your (spirit) talent, rather than gaining it yourself. This can only be done with (spirit) talents that have a non-concentration duration, and requires a minimum of a standard action when granting an effect to another.

You may take this talent twice. When taken twice, you may spend an additional spell point to affect up to 1 additional creature per 2 caster levels (minimum 1). Each target must be within range and must be affected by the same (spirit) talent and ability. Once created, each *spirit* is considered a separate sphere effect. Taking this talent twice is considered a mass talent.

### Ranged Geomancy [range]

The range of your *geomancing* abilities increases from close to medium range. You may select this talent up to 2 times. Each time it is selected, the range increases by 1 step (close to medium, medium to long).

### Instill Spirit [instill]

As a standard action you may touch a small container of liquid and instill a *spirit* effect inside it, which functions as a potion or oil. *Spirit* effects with an instantaneous or concentration duration cannot be instilled, and if you do not have the ability to grant *spirit* effects to other creatures, the instilled liquid is only usable by you.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Wild Instinct

While concentrating on any Nature sphere ability, you gain the benefits of uncanny dodge. You may take this talent twice, upon taking this talent a second time, you also gain the benefits of improved uncanny dodge using your caster level in place of class level to determine the minimum rogue level required to flank you.

## Geomancing Talents



### Air Mastery (air, geomancing)

When you use the Gust Of Wind ability, you may create a cone area of effect instead of a line. Additionally, you gain the following *geomancing* abilities:

**Absorbing Inhalation:** Concentration. You may, as a standard action, grant your lungs inhuman strength and capacity, allowing you to harmlessly and completely inhale one gas, fog, smoke, mist, or similar cloud-like effect during the duration of the talent. The cloud-like effect can have no larger of a radius than 10 feet + 5 feet per 5 caster levels. If the targeted cloud is a magical effect, you must succeed at a magic skill check to inhale it. Inhaling the cloud removes it from the area, leaving normal breathable air in its place. Gaseous creatures gain a Reflex save to avoid being inhaled. This talent can only affect an instantaneous-duration cloud (such as a breath weapon) if you ready an action to utilize the talent in response.

You may keep the cloud harmlessly contained within you for as long as the talent remains active, but you must hold your breath to do so (even if you do not normally have to breathe).

If the cloud has a duration, the time the cloud is contained within you counts toward that duration (gaseous creatures are immediately and harmlessly exhaled should their gaseous form expire in the nearest empty space). As a standard action, you may release the stored cloud as a breath weapon, filling a 60-foot cone (or the cloud's original area, if smaller). Any creature in the breath's area is subject to its normal effects, attempting





saving throws and spell resistance checks as appropriate against the cloud's original DC. The exhaled cloud resumes its duration, if any. Exhaling the stored cloud immediately ends the duration of this talent. If you do not exhale the cloud before this talent's duration expires, you suffer the cloud's effects, automatically fail any saving throw made to resist it, and exhaling any gaseous creatures inhaled into the nearest empty space.

**Feather Fall:** Concentration, requires air. You cause all falling creatures or objects within a 5 feet + 5 feet per 5 caster levels area to fall slowly, changing the rate at which they fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet). The targets take no damage upon landing while this talent is in effect. Once applied, this effect stays with the individually affected targets until the duration expires. You may use this ability as an immediate action by spending a spell point.

### Create Nature (geomancing)

As an instantaneous effect, you may spend a spell point to create your *geomancing* element anywhere within range. While this is its own *geomancing* ability, it may also be combined with another *geomancing* ability as part of the same action, in which case the second *geomancing* ability comes into effect immediately, using the created element to meet the second ability's prerequisites. You must pay any costs associated with both abilities to combine them in this manner.

Create Nature counts as a *geomancing* ability or effect belonging to the package being used.

**Air:** *Create Air:* You create a cloud of air. This creates one 5-foot cube per 2 caster levels (minimum 1 cube) of breathable air. The created cloud of air will immediately displace other gases, liquids, and vapors in the area, but will shortly thereafter behave as normal air. For example, if this talent is used underwater, the created air cloud will form a bubble that will begin to ascend to the surface.

**Earth:** *Granulate:* You create enough loose dirt or sand to cover a 5-foot radius + 5 feet per 5 caster levels area. You may reduce the spell point cost by 1 (minimum 0 spell points) if you choose to break apart rock and stone within this area (reducing their thickness by 1 inch, +1 inch per 5 caster levels), instead of creating the dirt or sand spontaneously.

### Collapsing Structures

Generally speaking, single castings of Create Nature (earth) on stone structures will not be enough to compromise the structural integrity of a building. Should half of the structure's load bearing columns, keystones, or walls be reduced to half thickness or less, a weakened area is created. Those who notice the weakened area (with a successful DC 20 Craft (stonemasonry) or Knowledge (engineering) check), may exacerbate the situation by destroying half of the structure's load-bearing objects, triggering a cave-in or collapse. Rules for the cave-in and collapse hazard can be found in the *Pathfinder Gamemastery Guide*.

**Fire:** While the (fire) package already has the power to Create Fire, you may now combine Create Fire with another *geomancing* ability, as outlined above. This can include using Affect Fire and Create Fire at the same time to create truly powerful fires. Unlike the uses listed above, you do not need

to spend a spell point to combine Create Fire and other *geomancing* abilities as part of the same action.

**Metal:** You may now use Recover Ore in conjunction with other *geomancing* abilities, as outlined above, though doing so increases the cost of Recover Ore to 2 spell points instead of 1.

**Hemoglobin:** You may create metal ore out of a living creature's essence. Target a living corporeal creature within your *geomancing* range. To use hemoglobin, make a ranged touch attack against the target, inflicting 1d2 Constitution damage to the target (Fortitude save for half damage). The die size of the Constitution damage increases by 1 step for every 5 caster levels (1d3, 1d4, 1d6, etc.). Regardless of the creature's size or bodily composition, you Recover Ore of Fine size upon successfully hitting the target. While the name of this ability suggests the target must bleed or have blood, it is not necessary; the only requirement is that the creature be corporeal and living. If the target is immune to ability damage, you still Recover Ore of Fine size.

**Plant:** *Grow Plants:* You spontaneously grow plants. This may create one tree (to a maximum size equal to that which you can control through the Pummel *geomancing* ability) or a field of plants within a 5-foot radius + 5 feet per 5 caster levels area. This may create basic plants (corn, underbrush, ivy) and may be combined with Harvest to create edible food, but cannot create plants with inherent qualities (i.e., you cannot create rare herbs, etc.).

**Water:** *Create Water:* You create a pool of water. You create one 5-foot cube per 2 caster levels (minimum 1 cube) of clean water. Using this ability in conjunction with Vortex can create a vortex that travels on land, so long as it is always touching the ground. Using this ability in conjunction with Freeze can allow you to create walls of ice by freezing vertical spaces as you would normally do horizontal spaces. These walls cover the same area and have the same hit points as usual, but may be arranged in a contiguous wall no more than 5 feet high per inch of thickness.

### Earth Mastery (earth, geomancing)

Increase the maximum radius of your Bury and Tremor by an additional 5 feet per 5 caster levels.

Additionally, you gain the following *geomancing* abilities:

**Unearth:** Concentration, requires dirt or stone. You may manipulate the earth surrounding a burrowing or buried creature or object, forcing them to be pushed or pulled 5 feet + 5 feet per 5 caster levels each round towards the surface (Fortitude negates). While affected, the target is unable to burrow or earth glide on its own, but is otherwise unimpeded. You may only target a creature or object whose location you have pinpointed (such as with a successful Perception check or with tremorsense). Unless the target has earth glide, the creature cannot be forcefully moved through stone (or lava if the target possesses fire resistance 20+ or fire immunity), but rather only sand or dirt. Each round, the target is allowed a new Fortitude save to end the effect.

**Sandstone:** Instantaneous. You may spend a spell point to transform dirt or sand into stone in an area within range. The size of the created rock or stone depends both on your caster level and the radius of dirt or sand you target. Alternatively, you may encase a dirt or sand covered target in 1 inch thick



stone. Refer to **Table: Sandstone** to determine the maximum target size to be encased. For every size smaller the encased target is than the required radius of dirt or sand, either double the thickness of the stone or increase the number of encased targets. Creatures and objects are allowed a Reflex save to avoid being trapped in stone. On a failure, creatures or objects caught in the area are encased; to escape, they must succeed at an Escape Artist or Strength check (equal to your Bury *geomancing* DC) as a full-round action; alternatively, a creature may break free by dealing sufficient damage to the rock or stone. Stone has a hardness of 15 and 2 hit points per inch. On a successful save, affected targets are still entangled and immobilized until they escape or 1 minute per caster level, whichever comes first.

**Table: Sandstone**

Minimum Caster Level	Required Radius of Dirt/Sand	Created Rock or Stone Size	Maximum Target Size	Encased Rock or Stone Weight (maximum)
1	1-ft. radius	Diminutive	Small	1 lb.
1	5-ft. radius	Tiny	Medium	8 lbs.
2	10-ft. radius	Small	Large	60 lbs.
4	15-ft. radius	Medium	Huge	500 lbs.
8	20-ft. radius	Large	Gargantuan	2 tons
16	25-ft. radius	Huge	Colossal	16 tons
32	30-ft. radius	Gargantuan	Colossal+	125 tons

### Elevated Nature (geomancing)

Your *geomancing* abilities can now affect greater depths and heights; rocks fly, vines reach, and fire blazes in such a way as to affect creatures at much higher or lower elevations than normal.

When using Entangle or Tremor, you may affect flying creatures up to 10 feet per caster level over the effect. Affected creatures must succeed at a Fly check (DC 15 + caster level) or fall; Entangle pulls targets harmlessly to the ground and entangles them as normal, while Tremor causes targets to suffer falling damage.

When creating a Vortex, increase the height to 10 feet + 10 feet per caster level. The top of the vortex is 10 feet + 5 feet per 5 caster levels wide, though the base of the vortex is still 5 feet.

When using Affect Fire, you may cause the fire to manifest as a pillar, reaching 10 feet per caster level into the air.

When using Gust Of Wind you may create the gust as a column with a radius of 5 feet + 5 feet per 5 caster levels and a height of 10 feet per caster level, centered anywhere within your *geomancing* range.

When using Magnetize, double the range you can target.

### Fire Mastery (fire, geomancing)

You gain a number of ways of expressing mastery over fire. You gain the following *geomancing* abilities:

**Alter Light:** Concentration. You may alter the light produced by a fire within your Affect Fire maximum. You may halve or double the radius of its light, as well as change its granted light from an emanation to a cone of double its light radius. You may also increase its granted light by 1 level (usually to bright light) or decrease its granted light by 1 level (to dim light).

**Extinguish:** Instantaneous. You may spend a spell point to extinguish any and all fires within your *geomancing* range that are within your Affect Fire maximum, as you desire.

**Reflash:** Instantaneous. If a non-magical fire within range would become extinguished (through magical or mundane means), you may, as an immediate action, cause the fire to re-light in up to a 15-foot radius burst of flame dealing fire damage equal to the largest sized fire you can create. This can be used to reignite a character who has caught on fire and extinguished the flames. If so, a successful Reflex save halves the damage and negates catching fire.

### Fog Mastery (water, geomancing)

When you create Fog, you may add one of the following additional effects depending on what other packages you possess.

**Air:** *Wind Blades:* Your fog attacks those inside it with blades of wind. Any creature or object moving through this fog must succeed at a Reflex save or suffer 1d6 + 1 per 2 caster levels points of slashing damage for every 5 feet of movement spent entering or moving through this fog.

**Earth:** *Sandstorm:* Requires loose dirt or sand instead of water. You create a sandstorm. In addition to the fog, this also functions as a Vortex, except it travels over land and extends into the air, and can even leave the ground and travel in the air. The obscuring effect only applies to the actual area of the vortex, and creatures that possess earthsight or tremorsense do not have their vision obscured by this effect.

**Fire:** *Smokescreen:* Requires fire instead of water. You may create a fog out of smoke instead of mist. Creatures that begin their turn within or enter the cloud must succeed at a Fortitude save or become blinded for 1 minute. In addition, creatures suffer -2 penalty on attack rolls and Perception checks for as long as they remain inside and for 1 round after exiting the smoke. Creatures that possess firesight do not have their vision obscured by clouds modified with this effect.

**Metal:** *Acid Rain:* You may spend an additional spell point to create acid rain. An acid fog deals 1d6 acid damage per 2 caster levels (minimum 1d6, no save) to creatures inside it. This fog deals damage when you first create it and each subsequent round at the beginning of your turn. Any creature who enters the cloud immediately suffers damage, but only once even if they leave and re-enter the cloud as part of their movement. Creatures that possess metalsight do not have their vision obscured by this effect.

**Plant:** *Spore Cloud:* Requires grass, weeds, or trees instead of water. You may create a cloud of spores. Creatures that begin their turn within or enter the cloud must succeed at a Fortitude save or become sickened for as long as they remain within the fog + 1d6 rounds after leaving. If a creature fails its Fortitude save against this effect while already sickened, it also becomes nauseated for 1 round. Creatures and objects that exit the cloud are covered in visible sticky spores that remain until removed as a full-round action; outlining their form and revealing their position, and making invisibility impossible without first cleaning off the spores. Creatures that possess greensight or plantsight do not have their vision obscured by this effect.

**Water: Solid Fog:** You may make your fog so thick that it becomes effectively solid. Creatures move at half their speed through the fog, cannot make 5-foot steps, and suffer a -1 penalty to all weapon attacks and damage rolls made within or that pass through this area -1 per 10 caster levels. Objects that fall within this area are slowed so that each 10 feet of fog reduces the falling damage by 1d6, +1d6 per 10 caster levels.

### Hazardous Terrain (geomancing)

You know how to make many of your *geomancing* abilities particularly dangerous.

When using the Freeze or Tremor *geomancing* abilities, you may cause the affected area grows spike-like formations which last 1 round per caster level. If using Freeze on creatures, this affects the spaces adjacent to where they are standing. Freeze can't create both spikes and slippery ice in the same space.

Whenever a creature steps onto an affected square, make a touch attack roll against the target using your caster level as your attack bonus. If successful, the target suffers piercing damage equal to your caster level (minimum 1) and has its land speed reduced by half due to its wounded feet. This movement penalty lasts for 24 hours or until the creature is treated with a DC 15 Heal check or receives at least 1 point of fast healing/magical healing/regeneration. A charging or running creature must immediately stop if it enters the affected area. A creature may move at half speed through this area without risking damage to itself.

When using Entangle you may cause the effect to grow thorns, dealing piercing damage equal to 1d6 + your caster level per round to all creatures inside the effect. Those who succeed at their Reflex save against the Entangle take half damage.

When using Affect Fire or Create Fire, increase the space the fire occupies as if it were one size category larger than it actually is.

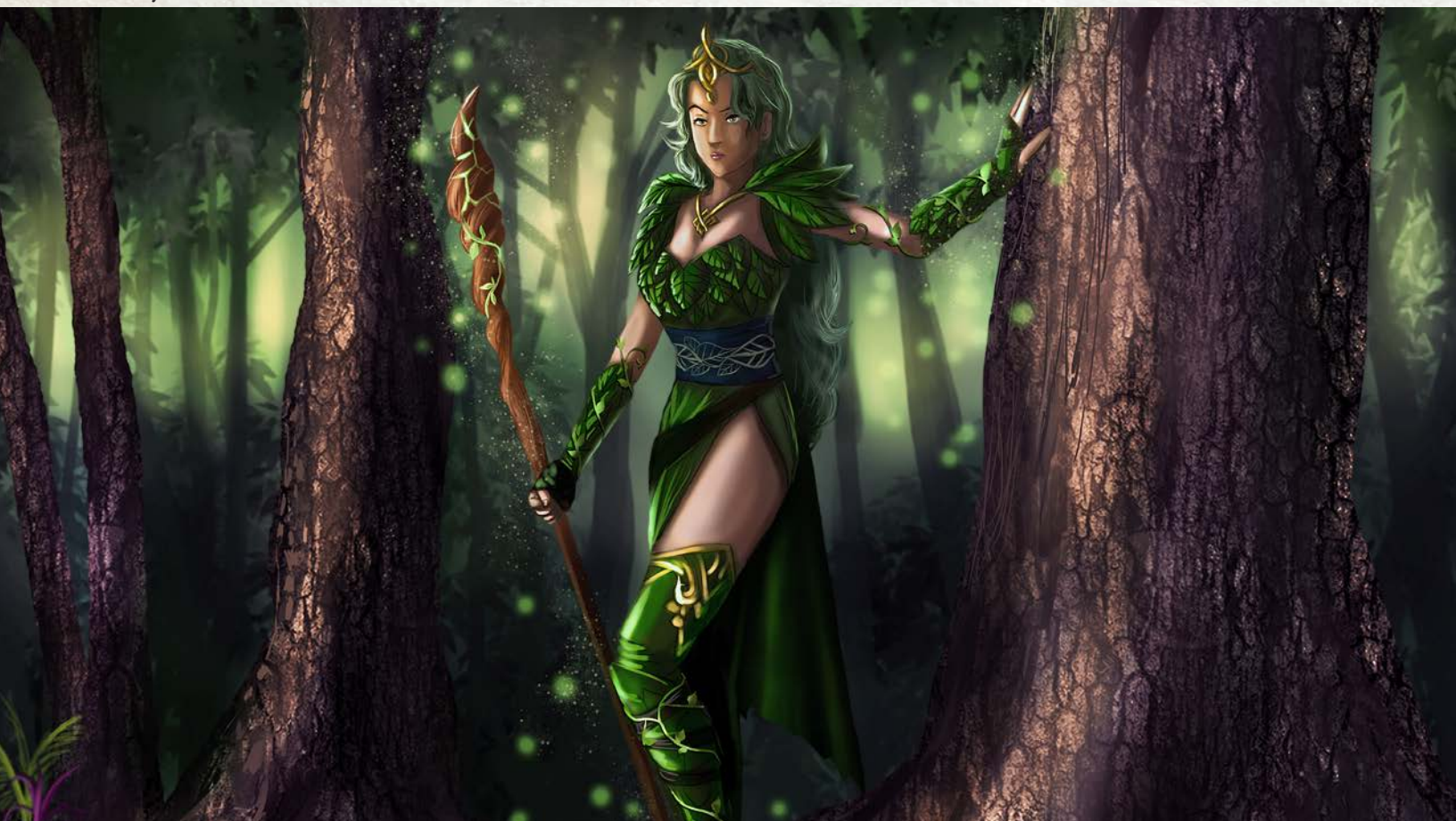
Finally, when using Magnetize you may target a 5-foot radius + 5 feet per 5 caster levels area instead of a single target. When used in this way, Magnetize becomes a concentration effect. Any target who enters or begins their turn within this area is attacked by the metal object, as if using the Magnetize ability. These attacks are not attack actions. A single creature can only be attacked once per round in this way, no matter how many times they pass through the affected area during their movement. While this effect is active, attempting to grab or impede the Magnetized object requires a successful grapple (CMD equals 10 + your caster level + your casting ability modifier + any size benefit or penalty from the object).

### Manipulate Nature (geomancing)

You may manipulate the elements to take on different shapes. The types and forms you can create are determined by your Nature packages, as outlined below:

**Air: Air Geyser:** Instantaneous, requires air. You may, as a standard action, create a powerful blast of air capable of flinging a Medium-sized or smaller target within range upward into the air (Reflex negates). If the target fails its Reflex save, the force of air hurls the target upward a number of feet equal to 5 x your caster level (or 10 x your caster level if you spend an additional spell point). If a solid object (such as a ceiling) is encountered, the target strikes the object taking 1d6 damage per 10 feet that the target was not hurled upward. For example, if a creature would be hurled 20 feet into the air but hits a ceiling at 10 feet, the target would take 1d6 damage. After this blast of air ceases, the target falls down (unless it was flying), taking falling damage as normal. The maximum size of the target increases by 1 size category every 5 caster levels.

**Earth: Forge Earth:** Instantaneous, requires ground. You may spend a spell point to alter the ground within a 5-foot radius + 5 feet per 5 caster levels area within range. You may raise





or lower the terrain up to 5 feet + 5 feet per 5 caster levels, and may create variants within the affected area such as summoning a small wall or creating gradients and stair effects. You cannot both raise and lower the terrain with the same use of this ability and cannot create variants in anything smaller than 5-foot squares (i.e., you cannot create 1-foot diameter holes or create a spike of earth). Targets within this area are not damaged by falling if you lower the terrain, and climbing up the edges of lowered terrain usually requires a DC 15 Climb check.

**Fire: Move Fire:** Concentration. You may move a fire within your Affect Fire size up to 10 feet per caster level per round in whatever manner and direction you desire. A fire moved in this way continues to burn, even without fuel (although it may be drowned or extinguished otherwise as normal), and dies as soon as the effect ends if not moved to a new fuel source. If you have spent a spell point to make this use of Affect Fire self-sustaining, directing the fire is still a move action. When moving fire to or through a space occupied by a creature, that creature suffers the fire's damage and catches on fire (Reflex for half damage and to not catch on fire). A creature can only be affected once per round by a fire, no matter how many times the fire moves through their space.

If you can Affect Fire or Create Fire, you may Move Fire as part of those *geomancing* effects.

**Metal: Pin-ball:** When using the Magnetize *geomancing* ability as a weapon, if the attack hits you may spend a spell point as a free action to Magnetize another creature within range and make a ranged attack at that creature. These additional attacks are not attack actions. The number of granted attacks increases by +1 per 5 caster levels, but if you miss once the pin-ball ability ends without any further attacks. You may not make ranged attacks with the pin-ball ability two or more times in a row against the same target.

**Plant: Shelter:** Instantaneous, requires tree or branch. You may spend a spell point to reshape a tree to create a shelter. Use the Pummel *geomancing* ability to determine the hit points and size of a shelter based on the tree used (the radius of the shelter is the reach of the tree or branch used). Creatures and equipment under the shelter suffer no harm from being in a hot or cold environment, and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45.5 and 60 degrees Celsius) without having to attempt Fortitude saves. In addition, the shelter provides protection against other environmental hazards such as smoke, lack of air, and so forth, however the vessel does not protect against any environmental damage such as cold or fire damage. The shelter also provides cover (+4 AC, +2 Reflex saves) to and from those inside, and hostile creatures cannot enter the shelter without first destroying the shelter. However, if the tree or branch used to create the shelter is destroyed, the effects of the shelter immediately end.

**Water: Wave:** Instantaneous, requires water. You may create a surge in water that pushing targets in its wake. This surge may be created anywhere within range and may face any direction, but once created it travels in a straight line for a distance of 30 feet + 5 feet per 2 caster levels. This area may extend out of the water and onto land to a maximum of 10 feet + 5 feet per 5 caster levels. The wave created is 5 feet wide. The width may

be doubled by halving the length. This may be done multiple times, but the length cannot become smaller than 5 feet. A target cannot be pushed back further than the wave's length.

All creatures within the affected area are pushed as if by a bull rush combat maneuver, except it does not provoke an attack of opportunity. Use your caster level + your casting ability modifier in place of your CMB. If the target is on land and is successfully pushed by this ability, they must also succeed at a Reflex save or fall prone. If combined with Create Water, it may be created anywhere and may travel up to 30 feet + 5 feet per 2 caster levels over land.

### Metal Mastery (metal, geomancing)

Whenever you use Recover Ore, you gain the ability to Recover Ore of iron, lead, or steel. Upon reaching caster level 5th, you add cold iron and silver to the types of ore you may recover. At caster level 10th, you gain the ability to recover mithril ore.

When using Magnetize, you may also affect the metal object with Reforge with the same action, spending a spell point to transform the metal object into a more dangerous form. The object may take the form of a specific weapon of your choice, or simply into a dangerous form which deals bludgeoning, slashing, and piercing damage and deals double the ore damage normal for its size.

You also gain the following *geomancing* ability:

**Fortify:** Instantaneous. You may spend 2 spell points as a standard action to fortify an unattended object (even non-metal objects) within range. The target becomes fused with metal, permanently increasing or decreasing the hardness and AC of the object by 1, +1 per 5 caster levels. An object may only be under the effects of one fortify at a time, as each future casting dismisses and replaces the previous casting. This grants no further benefit or penalties due to the metals used.

### Nature Lord (geomancing)

Treat your caster level as 5 higher when determining the maximum area radius and height you can affect with your *geomancing* abilities that affect an area (such as Bury, Dust Storm, Entangle, Fog, Gust Of Wind, Purify Air, Tremor, or Vortex). When using a *geomancing* ability dependent on size (such as Affect Fire, Create Fire, Magnetize, Pummel, or Recover Ore), increase the maximum size object you can create or target by 1 size category. When using Freeze, you may affect twice as many equivalent Medium-sized creatures without affecting the thickness of the ice.

### Plant Mastery (plant, geomancing)

Your mastery of plantlife becomes even more pronounced.

Increase the maximum radius of your Entangle by an additional 5 feet per 5 caster levels.

When using Pummel, you may spend an additional spell point. If you do, you may affect an additional number of branches equal to 1 + 1 per 5 caster levels.

When using Harvest, you may produce 2 magical berries per caster level, along with the usual food. Any creature who consumes one of these berries is healed 1 hit point. These berries lose their magical potency after 24 hours.



### Pummel Mastery (plant, geomancing)

You may direct your animated branches to attack as a free action instead of a move action. In addition, you may cause a branch to perform any of the following actions instead of making an attack.

**Aggravating Vegetation:** You may instruct the vegetation to focus on antagonizing its target instead of making a regular attack. The branch or tree makes an attack roll as an antagonize check against the target's Psychology DC (10 + Hit Dice + Wisdom modifier; or 10 + Sense Motive bonus, if it is higher). Unlike a normal antagonize check, you do not suffer a -4 penalty on antagonize attempts made against opponents of a different creature type or that are of animal intelligence (Intelligence 1 or 2). Creatures who have been previously antagonized gain a +4 bonus to their Psychology DC. Mindless creatures are immune to the effects of antagonize.

Antagonize is a mind-affecting effect. If you successfully beat the target's Psychology DC, the creature, instead of taking damage, gains the antagonized condition against the attacking vegetation. The antagonized condition remains for 1 round. The duration of this condition increases by 1 round for every 5 by which you beat your opponent's Psychology DC.

**Sap Conglutination:** Instead of a regular attack, you may instruct the vegetation to excrete a rubbery resin and attempt to coat the target with it. Targets hit by the attack become coated with this sap and gain the fatigued condition until they remove it as a full-round action. If a fatigued creature becomes coated with sap a second time, they gain the exhausted condition until the sap is removed as a full-round action.

#### Antagonized Condition

The antagonized condition appears in *Ultimate Charisma*, published and copyrighted by Everyman's Game, LLC.

An antagonized creature can only target its antagonist (the one who caused the antagonized condition) with hostile actions. A hostile action is any attack or effect that causes direct harm to an opponent in the form of damage, negative conditions, or any other effect that penalizes or hinders a creature. Furthermore, an antagonized creature does not threaten any opponents except its antagonist: it cannot make attacks of opportunity or be used to determine flanking bonuses against other opponents. A creature is no longer antagonized if its antagonist is helpless, unconscious, or cannot participate in combat. If an antagonized creature uses an ability that targets multiple creatures, the antagonist must be chosen among these targets. If an antagonized creature uses an ability that targets an area, its antagonist must be within the ability's targeted area.

On each round after the first, an antagonized creature may attempt a Sense Motive check as a swift action to realize the folly of its actions. This skill check is opposed by the antagonist's original antagonize check. If the creature succeeds on its Sense Motive check, the antagonized condition ends, but the creature suffers a -2 penalty on attack rolls and a -2 penalty to the saving throw DC of its abilities and any spells it casts for 1 minute. These penalties do not apply against the antagonist.

### Reforge Mastery (metal, geomancing)

As a concentration effect, you may use a limited form of Reforge that can even affect attended objects. When targeting an attended object, you may apply one of the following effects.

**Reforged Edge:** You may target a weapon and affect its critical hit threat range, increasing or decreasing it by 1, +1 per 10 caster levels. This bonus or detriment is applied after abilities and feats such as Improved Critical or the *keen* weapon special ability, and cannot be doubled. If this would decrease a weapon's critical hit threat range below 1, the weapon instead has its critical hit multiplier decreased by 1 for every point it is reduced below 1 (minimum x1 crit multiplier).

**Reforged Reach:** You may target a weapon and increase the weapon's reach by up to 5 feet + 5 feet per 10 caster levels.

**Chill Metal:** If you possess the (water) package, you may target a piece of metal or mostly-metal equipment and decrease its temperature. Any creature who begins their round touching the chilled metal takes 1d6 cold damage per 2 caster levels. If the chilled metal is something they are holding such as a sword or coin, they may attempt a Reflex save to drop the item to take only minimum damage, otherwise, the creature may attempt a Fortitude save for half damage. Worn equipment such as armor cannot be dropped in this fashion. If the object is used as a weapon, it deals an additional 1d6 cold damage. If this ability is used on a metal object with moving parts (such as a door's hinges), those pieces become non-functional as they freeze together, requiring a Strength check to beat your MSD to break loose and restore functionality.

**Heat Metal:** If you possess the (fire) package, you may heat metal. This functions the same as chill metal, except dealing fire damage instead of cold damage, and moving parts cease functionality due to being slightly welded rather than frozen.

#### Temperature (fire, geomancing)

Your control over fire extends to a level of mastery over temperature. You gain the following *geomancing* abilities.

**Trail Blaze:** Instantaneous. You may spend a spell point to create a wave of ash, hot air and smoke in 120-foot line which reveals a safe path to traverse, allowing creatures to ignore difficult terrain within the affected area for a number of rounds equal to 1/2 your caster level (minimum 1). Creatures who are caught in the area of effect when first cast must attempt a Fortitude save or become exhausted, creatures that succeed at their saves become fatigued instead.

**Boil Water:** Concentration, you must possess the (water) package. you may, as a standard action, cause a 5-foot cube of water per 2 caster levels (minimum one 5-foot cube) within range to heat up and boil, dealing 1d6 per 2 caster levels (minimum 1d6, no save) fire damage to any creature within. Each round at the beginning of your turn, any creature still within the boiling water suffers damage again. If a creature enters the boiling water, they immediately suffer damage, but only once during their movement, no matter how many times that movement takes them in and out of the boiling water.

**Melt Earth:** Concentration, you must possess the (earth) package. You may spend 2 spell points as a standard action to melt the surface of a 5-foot square of sand, dirt, or stone, plus another contiguous 5-foot square per 5 caster levels, transmuting the top inch per caster level into lava. This is not enough



lava to create vortexes. Creatures who enter this square or begin their turn in this square suffer 1d6 fire damage per caster level (Reflex half, targets who are in the square when the lava is created may instead attempt a Reflex save to move out of the space and avoid all damage).

Even after a creature leaves the lava, creatures who failed a saving throw against this lava suffer half damage each round for 1d3 rounds (no save). A creature may spend a full-round action to remove the lava and end this effect for future rounds. If a creature is within this square when the effect ends, the earth instantly cools around the creature, immobilizing it (Reflex negates). An immobilized creature cannot move until it succeeds at Strength or Escape Artist check against the caster's Nature DC, both of which require a full-round action. Alternatively, another creature may attempt a Strength check as a standard action to break the earth, or any creature may deal 5 damage per caster level to the earth to break it.

### Thrown Pummel (plant, geomancing)

When using the Pummel *geomancing* ability, the tree branches may throw vegetation as a ranged attack instead of only making melee slam attacks. The attack is treated as a thrown weapon with a range increment equal to twice the tree branch's reach. The attack roll and damage otherwise remain unchanged.

### Water Mastery (water, geomancing)

Your mastery of water is delicate and intricate. You may manipulate snow as if it were liquid water.

In addition, you gain the following *geomancing* abilities:

**Air Bubble:** Concentration, requires both water and air, meaning it usually must be used at the water's surface. You may fold water in such a way that it traps air inside of it. This can take one of two forms: You may create either an individual air bubble around a creature's head, or create a large bubble measuring up to 5 feet + 5 feet per 5 caster levels in radius. You may move this bubble as if it were a Vortex. An individual air bubble allows a creature to breathe underwater for 1 hour normally, but otherwise does not impede swimming. A larger air bubble traps significantly more air, and allows those inside to remain dry and walk on the ground at the bottom of the body of water as if it were ground. A large air bubble contains enough air for a Medium creature to breathe normally for 6 hours per 5 feet in the bubble's radius.

**Push Swimmer:** Instantaneous. You may move creatures and objects within a 5-foot radius + 5 feet per 5 caster levels area that are surrounded or submerged in water up to 5 feet per 2 caster levels in any direction that ends with them still in water (Reflex negates if unwilling). A target slammed into a solid object suffers 1d6 falling damage per 10 feet of movement.

### Slow Suffocation

A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate. Small characters consume half as much air as Medium characters.

## Spirit Talents

### Destroy Element (spirit)

As a standard action you may spend a spell point to remove and deconstruct your elements. This requires a touch attack or ranged touch attack against a target within your *geomancing* range. You may use the following abilities depending on what packages you possess.

**Air: Suffocation:** You pull the breath from a living creature's lungs. The target is allowed a Fortitude save to resist, and on a failure is staggered and is left unable to speak, use breath weapons, cast spells with verbal components, or perform any other action requiring breath for 1d4 rounds, +1 per 2 caster levels. If a target is unable to breathe for long enough, they may begin to suffocate, as detailed in the Gamemastery Guide.

**Earth: Shatter:** You may target an unattended, non-magical object, regardless of composition, of up to 10 lbs. per caster level and shatter it to pieces. This can be used to target objects attached to other objects (for example, a door or window), but cannot target a section of a larger object (for example, a portion of a stone wall). You may instead target a creature comprised mostly of stone or crystal; stone creatures suffer 1d6 damage per 2 caster levels while crystalline creatures suffer 1d6 damage per caster level (Fortitude half).

**Fire: Ash Strike:** You may generate a cone of ash that reaches from you to the edge of your *geomancing* range. This does not require a touch attack. This ash reveals invisible characters until they can wash off the ash or remove it as a full-round action (which provokes attacks of opportunity), and reveals the square invisible creatures are in if they walk on the ground, as they leave footprints in the ash. Targets struck by the ash strike must succeed at a Fortitude save or be blinded for 1d4 rounds, or until they wash off or remove the ash as mentioned above.

**Metal: Oxidation:** You destroy a metal object or creature. If the target's size is one or more sizes larger than the size of ore that you can recover, the creature or object takes 1d8 damage per 2 caster levels (Fortitude half), otherwise the target takes 1d8 per caster level (Fortitude half). This damage overcomes any hardness the creature or object may have. If targeting an attended object, you must pass the touch attack roll and the target is allowed a Reflex save to negate damage. If an object receives sufficient damage to destroy it, it instead becomes non-functional for 1 minute per 2 caster levels, before returning to the broken condition with 1 hit point.

**Plant: Decompose:** You cause a living target's flesh to rot, possibly even growing mold and mushrooms. The target suffers 1d4 + 1 per 5 caster levels points of Constitution damage (Fortitude half). If a target fails their saving throw against this ability, all fast healing/magical healing/regeneration they gain is halved for 1 round per caster level (minimum 1).

**Water: Dehydration:** You suck the moisture from a living creature, causing it to suffer 1d6 nonlethal damage per caster level and become sickened for 1 round (Fortitude half). Oozes, plants, and creatures with the aquatic or water subtypes suffer lethal damage instead.





### Dragonlung (spirit)

You gain a breath weapon when you gain this talent. This breath weapon is either a 60-foot line or a 30-foot cone, chosen the first time this talent is gained. This talent may be taken twice to gain both options. This breath weapon deals 1d8 damage per 2 caster levels (minimum 1d8), and allows a Reflex save for half damage. Using this breath weapon is a standard action, but you must wait at least 1d4 rounds between uses.

Whenever you use this breath weapon, you may choose a damage type from among those available to you based on your packages, as outlined below:

- **Air:** sonic damage
- **Earth:** bludgeoning/slashing/piercing damage
- **Fire:** fire damage
- **Metal:** electricity damage
- **Plant:** acid damage
- **Water:** cold damage

### Friend To Wildlife (spirit)

Choose either animals or vermin. You may take this talent twice to gain both options.

You may spend a spell point as a standard action to cause the chosen creature type to treat you as a friend for 1 minute per caster level. Indifferent creatures (such as domesticated animals or domesticated honeybees) become friendly to you, while unfriendly creatures (such as wild animals) become indifferent to you. This means that wild creatures will not attack unless provoked, and you may make requests of these creatures, provided you may communicate with them (if you cannot communicate with a creature, only basic commands such as 'go', 'come', 'fight', or 'stay' may be communicated). This has no effect on animals or vermin who are hostile to you (such as those already in combat), and a creature with a master (such as an animal companion) will still attack if commanded to by its master.

Once during the duration of this ability, you may call the nearest animal or vermin (depending on the type chosen when this talent is taken) of a particular type you designate to seek you out. The creature's CR cannot exceed your caster level, though if you choose vermin you may summon a swarm with a CR no more than 1/2 your caster level. The creature moves toward you under its own power, so the time it takes to arrive depends on how close a creature of the desired type is when you cast the spell. If there is no animal or vermin of that type capable of reaching you within this effect's duration, you are aware of this fact.

### Master Of Elements (spirit)

You count as possessing three additional Nature packages of your choice when determining what (spirit) talents you can gain and use. You may take this talent twice, which allows you to count as possessing every package. If you later gain all Nature packages except one per time you've gained this talent, you immediately retrain this talent into Expanded Geomancing. Abilities from (spirit) talents that scale off of *geomancing* abilities (such as an ability that deals damage or determines size by referencing a particular ability function) normally

according to the statistics that ability would have if you possessed it. For retraining purposes, possessing any Nature package counts as having Master Of Elements.

### Nature's Carapace (spirit)

You may spend a spell point as a move action to wrap an element around yourself for 1 minute per caster level. This allows you to grant yourself one of the benefits outlined below, dependent on the packages you possess:

**Air:** *Buffeting Winds:* You gain a 10% miss chance vs. ranged attacks, +10% per 5 caster levels. This does not affect ranged weapons that are unusually massive, such as boulders or siege weapons.

**Earth:** *Stoneskin:* You gain DR/adamantine equal to 1/2 your caster level. Once this has absorbed damage equal to 10 per caster level, it immediately ends even if its duration has not expired.

**Fire:** *Flame Mantle:* You place fire around yourself as a mantle. This does not deal fire damage to yourself, but all adjacent creatures take fire damage equal to the largest fire you can create at the end of each of your turns, and must succeed at a Reflex save or catch fire.

**Metal:** *Iron Body:* You wrap yourself in thick iron. You count as a creature comprised mostly of metal and gain a +6 armor bonus and a -3 armor check penalty, both of which increase by 1 per 4 caster levels, and you are considered to be wearing heavy armor, such as when calculating movement speed. You are considered armed when making unarmed attacks, and gain a +2 bonus to Strength and a -2 penalty to Dexterity, both of which increase by 2 for every 8 caster levels you possess.

**Plant:** *Barkskin:* You gain a +1 enhancement bonus to natural armor, +1 per 5 caster levels. In addition, in natural environments you gain a circumstance bonus to Stealth equal to 1/2 your caster level (minimum 1). You lose this circumstance bonus to Stealth in any round that you move more than 5 feet.

**Water:** *Seamantle:* You wrap water around yourself, gaining a circumstance bonus to Escape Artist checks and combat maneuver checks made to escape a grapple, as well as to your CMD to avoid being grappled, equal to your caster level. Additionally, the distortion from the water grants you a 10% chance to negate critical hits and precision damage, +10% per 5 caster levels.

### Nature's Movement (spirit)

You may spend a standard action to gain one of the following benefits for 1 round. You may spend a spell point to gain one of the following benefits for 1 minute per caster level. You may move up to your speed with the granted move type as part of activating this sphere effect, so long as the action used was at least a move action. The movements you can choose are determined by the packages you possess.

**Air:** *Air Ball:* You gain a rideable sphere of compressed air, which can support 200 + 20 lbs. per caster level. This ball can float up to 5 feet + 5 feet per 5 caster levels above the ground, and has a movement speed equal to your base land speed. This ball is only usable by you, but others may ride along if the ball can support the weight of all riders. The ball is treated as a mount, but requires no Ride or Fly checks to use and cannot be affected by uses of those skills such as cover or spur mount, nor can be targeted by opponents.

**Earth: Burrow:** You can tunnel through sand, loose soil, or gravel, at a burrow speed equal to half your land speed (minimum 10 feet) or at a burrow speed equal to a quarter of your land speed through stone (minimum 5 feet). While burrowing with this talent you cannot charge or run. This ability does not grant you the ability to breathe underground, so when passing through loose material, you must hold your breath and take only short trips or else you may suffocate.

**Fire: Ride the Flames:** You may use heat waves to push yourself, gaining a fly speed equal to your base land speed, with a maneuverability of clumsy. This fly speed only functions on your turn. If you are not on a surface that can support you on the end of your turn, you glide safely to the ground, at a speed of 60 feet per round, taking no falling damage. You cannot use this fly speed to hover.

**Metal: Ironshod:** You become difficult to impede with traps, hazards, and difficult terrain. You reduce any damage you take from traps, hazards, and difficult terrain (including caltrops and spike stones) by your caster level, and you can still 5-foot step through difficult terrain. When moving through difficult terrain, you may completely ignore 5 feet of difficult terrain + 5 feet per 5 caster levels when calculating your movement for a round.

**Plant: Brachiate:** You gain a climb speed equal to half your land speed (minimum 10 feet), granting you all the usual

benefits of a Climb speed, including a racial +8 bonus to Climb checks. In addition, you can move through the upper canopies of jungles and forests with the same ease you move along the ground. You can use your base land speed to move through any heavily forested area without touching the ground by leaping and swinging from tree to tree. You can also use this among the rafters of a building, or even stalactites on a cavern ceiling.

**Water: Water Walk:** You gain the ability to walk on water. Water and all other liquid becomes solid to you, allowing you to move over it as if it were normal ground. Especially turbulent water (such as during a storm) may count as difficult terrain. You may always choose to sink into the water and swim if you so desire, in which case you are considered to have a Swim speed equal to your land speed, granting you all the usual benefits of a Swim speed, including a racial +8 bonus to Swim checks. This does not, however, grant you the ability to breathe underwater.

### Nature's Weapon (spirit)

You may perform one of the following special attacks or gain one of the following benefits. In addition to the effects that already possess a duration, if you possess the ability to grant (spirit) talent abilities to another you may spend a spell point as a standard action to grant a target the ability to use one of these attacks for 1 round per caster level. The options available are dependent on your Nature packages, as outlined below:





**Air:** *Cacophony:* As a standard action you may create a torrent of wind that deals sonic damage equal to  $1d4 + 1$  per caster level to all creatures and unattended objects within a cone that reaches from you to the edge of your *geomancing* range. Any creature damaged by the effect must succeed at a Fortitude save or be deafened for  $1d4$  rounds.

**Earth:** *Stone Fist:* As a free action you may encase one or both of your fists with stone for 1 round. While so encased, you cannot hold anything in that hand and suffer a -2 armor check penalty. You also are considered armed when making unarmed strikes with that hand, gain a +1 shield bonus to AC, and your unarmed strikes with that hand deal  $1d6$  damage Medium ( $1d4$  Small) and ignore hardness less than 8. This damage increases by 1 die size ( $1d8$ ,  $1d10$ ,  $2d6$ ,  $2d8$ , etc.) every 4 caster levels you possess, and the shield bonus increases by 1 for every 6 caster levels you possess. This does not stack with monk levels or other effects that increase the damage of unarmed strikes.

**Fire:** *Fire Wielder:* As a free action you may create a fire in one or both of your hands. You are considered armed with this fire, and can treat it as a light weapon when making attacks. Attacks with this flame are touch attacks, and deal fire damage equal to the largest fire you can create with Create Fire. This fire cannot be augmented like a normal fire, and attacks with this fire are not augmented by your Strength modifier or effects that increase physical damage such as Power Attack, as flame is immaterial. You cannot be disarmed of this fire, but you may throw it as a ranged weapon attack with no range penalty to a maximum of your *geomancing* range.

**Metal:** *Blade Whip:* As a standard action you may reshape a mostly metal weapon (such as a sword or battleaxe) you are wielding into a cable and perform a trip, disarm or sunder combat maneuver against a target within your *geomancing* range. This is considered a ranged attack, and you cannot be targeted in return on a failure. You gain a bonus to the check equal to  $1/2$  your caster level (minimum 1). After the combat maneuver check has been resolved, your weapon returns to its original form.

**Plant:** *Bramble Strike:* You may spend a spell point as a standard action to cause brambles to burst from any mostly wooden weapon (such as a club, quarterstaff, or spear) you are wielding, or pieces of mostly-wooden ammunition such as an arrow or bolt coming from a ranged weapon you are using, for 1 round per caster level. Once per round when you strike a creature with one of your qualifying weapons, you may cause them to attempt a Reflex save. On a failure, the target becomes entangled for 1 round. For every 10 caster levels you possess, you may use this ability an additional time per round. Escaping this entanglement follows the same rules as escaping from the Entangle *geomancing* ability. If a creature fails their saving throw while already entangled from this effect, the condition's duration increases by 1 round.

**Water:** *Icicles:* You may spontaneously create an icicle in your hand as a free action. These icicles count as masterwork daggers and melt if they leave your hand for more than 1 round. These icicles gain a +1 enhancement bonus per 4 caster levels you possess (maximum +5) and deal an amount of extra cold damage equal to  $1/2$  your caster level.

## Nature Sight (spirit)

You may gain a supernatural sense depending on what Nature packages you possess for as long as you concentrate, or you may spend a spell point to gain the sense for 1 minute per caster level. This sense has a range equal to your *geomancing* range. Each sense must be gained as a separate effect.

**Air:** *Cloudsight (Su):* You gain mistsight, except allowing you to only see through clouds of fog, mist, and smoke as if they were transparent. In addition, you do not suffer miss chance from concealment or total concealment against creatures that are flying or have the air subtype provided they are within range of your cloudsight.

**Earth:** *Earthsight (Su):* You gain tremorsense, only allowing you to detect anything in contact with the same body of ground as you. In addition, you do not suffer miss chance from concealment or total concealment against creatures that are underground or have the earth subtype provided they are within range of your earthsight.

**Fire:** *Firesight (Su):* You can see through flames, lava, and smoke as if they were transparent. In addition, you do not suffer miss chance from concealment or total concealment against creatures that are on fire or have the fire subtype provided they are within range of your firesight.

**Metal:** *Metalsight (Su):* You gain the scent ability, except only allowing you to detect metal objects (including creatures wearing or carrying metal objects). In addition, you do not suffer miss chance from concealment or total concealment against ferrous creatures or creatures that have the clockwork or robot subtypes provided they are within range of your metalsight.

**Plant:** *Plantsight (Su):* You gain greensight, except only allowing you to see through leaves, living wood, greenery, undergrowth, and vines as if they were transparent (you still cannot see through dead wood). In addition, you do not suffer miss chance from concealment or total concealment against creatures that are entangled in plantlife or of the plant creature type provided they are within range of your greensight.

**Water:** *Watersense (Su):* You gain tremorsense, except only allowing you to detect anything in contact with the same body of water as you. In addition, you do not suffer miss chance from concealment or total concealment against creatures that are underwater or have the water subtype provided they are within range of your watersense.

## Rejuvenation (spirit)

As a standard action, you may heal yourself an amount equal to  $1/2$  your caster level (minimum 1) per round for as long as you concentrate. This healing only functions if you have  $1/2$  your maximum hit points or less. You may spend a spell point to grant yourself fast healing equal to  $1/2$  your caster level (minimum 1) for 1 minute per caster level, but this fast healing also only confers healing so long as you have  $1/2$  your maximum hit points or less.

## Resist Elements (spirit)

As a swift or move action, you may grant yourself one of the following benefits for 1 round, depending on what packages you possess. You may spend a spell point to gain one of these benefits for 1 minute per caster level, or to gain it for one round as an immediate action.



Whenever you activate this ability, you may spend an additional spell point to absorb damage instead of resisting it. Whenever damage is negated by one of these benefits, you are healed an amount equal to the negated damage.

**Air:** Sonic resistance equal to 10 + your caster level.

**Earth:** DR 1/adamantine, +1 per 5 caster levels. This stacks with other forms of damage resistance.

**Fire:** Fire resistance equal to 10 + your caster level.

**Metal:** Electricity resistance equal to 10 + your caster level.

**Plant:** Acid resistance equal to 10 + your caster level.

**Water:** Cold resistance equal to 10 + your caster level.

### Ride The Elements (spirit)

You may spend a spell point as a move action to increase or decrease your movement speeds by 10 feet + 10 feet per 5 caster levels (applying to all movement modes) for 1 minute per caster level. When attempting an Acrobatics check to jump while this ability is active, the height and length of your jump is doubled, to a maximum of your move speed.

### Speak With The Elements (spirit)

You may spend a spell point to commune with the elements for 1 minute per caster level.

**Air:** *Speak With Clouds:* You gain the Auran language, and may speak with clouds of fog or mist. This is not truly accomplished with speech, but rather by interacting with the cloud you may learn what else has touched it, passed through it, is hidden within it, etc. You can tell depth, weight, size, and number of passers-by, but not more detailed information.

**Earth:** *Speak With Stone:* You gain the Terran language, and may speak with natural or worked stone. This is not truly accomplished through speech, but rather by touching a stone you may learn what else has touched it, passed by it, what is hidden underneath it, etc. You can tell depth, weight, size, and number of passers-by, but not more detailed information.

**Fire:** *Speak With Fire:* You gain the Ignan language, and may speak with fire or smoke. This is not truly accomplished through speech, but rather by gazing into the flames and smoke you may learn what else has touched it, passed by it, what is responsible for creating it, etc. You can tell weight, size, and number of passers-by, but not more detailed information.

**Metal:** *Speak With Metal:* You gain the Aklo language, and may speak with natural ore or worked metal. This is not truly accomplished through speech, but rather by touching a piece of metal you may learn what else has touched it, worn it, passed by it, what is hidden inside it, details of its forging, etc. You can tell depth, weight, size, and number of passers-by, but not more detailed information.

**Plant:** *Speak With Plants:* You gain the Sylvan language, and may speak with normal plants and plant creatures. You can communicate with normal plants and plant creatures and can ask questions and receive answers from them. A normal plant's sense of its surroundings is limited, so it will not be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

**Water:** *Speak With Water:* You gain the Aquan language, and may speak with pools or bodies of water. This is not truly accomplished through speech, but rather by dipping a limb into the water you may learn what else has touched it, passed by it, what is hidden inside it, etc. You can tell depth, weight, size, and number of passers-by, but not more detailed information. You can speak with both fresh or salt bodies of water, and if attempting to converse with particularly large bodies of water, such as oceans, you can only acquire information from a portion of the body of water, to a maximum distance of 1000 feet + 100 feet per caster level.

### Speak With Wildlife (spirit)

Choose either animals or vermin. You may spend a spell point to gain the ability to speak with your chosen creature type for 1 minute per caster level. You can ask questions of and receive answers from them, but this does not make them any more friendly than normal. Mindless vermin cannot understand or answer with more than basic information, wary and cunning animals are likely to be terse and evasive, and stupid creatures make inane comments. If a creature is friendly toward you, it may do some favor or service for you. You may take this talent twice, gaining both options.

### Wreath Of Elements (spirit)

As an immediate action, (or a free action usable even when it is not your turn by spending a spell point) you may reach out with one of your elements. This grants you the following abilities, depending on which packages you possess. You may only use Wreath Of Elements once per round.

**Fire:** You attack a target within your reach with fire, dealing fire damage equal to your caster level (Reflex half).

**Air:** Make a check adding your caster level and casting ability modifier vs. the bull rush CMD of a target within your reach. On a success, the target is pushed 5 feet directly away from you.

**Earth:** You gain temporary hit points equal to your caster level against one attack.

**Metal:** You reach out with a magnetic field, gaining a deflection bonus to AC and CMD equal to 2 +1 per 5 caster levels against one attack.

**Plant:** Make a check using your caster level + your casting ability modifier vs. the grapple CMD of a target within your reach. On a failure, the target is entangled for 1 round.

**Water:** Make a check using your caster level + your casting ability modifier vs. the trip CMD of a target within your reach. On a failure, the target is knocked prone.



# Protection

You are a user of the magics of preservation.

## Aegis

As a standard action, you may touch a creature and spend a spell point, granting them an *aegis* for 1 hour per caster level. Unwilling targets are allowed a Will save to resist gaining an *aegis*, and *aegis* is subject to spell resistance.

Multiple *aegises* of the same talent can be placed on a single creature, and the creature can benefit from them when they are providing different effects. This means Armored Magic can give a target both armor and shield, and Energy Resistance can grant resistance to multiple energy types to the same target.

You gain the following *aegis* when you gain the Protection sphere:

### Deflection

You grant the target a +1 deflection bonus to AC, +1 per 5 caster levels.

## Ward

As a standard action, you may create a *ward* centered on yourself with a radius of up to 10 feet + 5 feet per caster level, but can also be made so small as to only cover yourself. Wards remain as long as you concentrate, but you may spend a spell point to allow them to remain for 1 round per caster level without concentration. Wards remain in the location they were created, even if you move (however, if the *ward* is created entirely on top of a vehicle, it will move with that vehicle). If a *ward* affects targets inside it, its effects are subject to spell resistance. When you gain the Protection sphere, you gain the following *ward*:

### Barrier

You may create a *ward* that creates a mostly-transparent wall of force at its perimeter. While this *barrier* does not block line of sight, it does block line of effect; thus, while you could still target a creature through the *barrier* (such as for an attack that attempts to break the *barrier* and still deal damage to the creature on the other side), the *barrier* does stop attacks, movement, breath weapons, and any spells or sphere effects that rely on line of effect until the *barrier* is destroyed. Ethereal creatures are technically stopped by the *barrier*, but can usually find a way around it (as the *barrier* does not cut through objects, and so usually stops at ground level). Creatures inside a space where

a *barrier* is created are shunted to the nearest empty space on the outside.

A *barrier* has hit points equal to twice your caster level and a Break DC of 15 + 1/2 your caster level. A *barrier* can hold weight, up to 2,400 lbs. + 250 lbs. per caster level; beyond that, a *barrier* simply shatters as if broken with a Strength check. If a *barrier* is broken anywhere, the entire effect ends.

If an attack is directed at a target through the *barrier*, the attack first deals its damage to the *barrier* itself. If this damage is enough to destroy the *barrier*, the attack continues on to its intended target, although damage dealt to the *barrier* is subtracted from any damage done to the target or targets. Burst-effect attacks such as splash weapons, *fireball* spells, or others attempting to travel through the *barrier* explode at the *barrier*'s edge and also must overcome the *barrier*'s hit points to damage targets on the other side. If you maintain your *barrier* through concentration, its hit points is renewed each round on your turn.

## Protection Talent Types

Certain protection talents grant you additional *aegises* or *wards*, and are marked (aegis) or (ward) respectively.

### Succor

A (succor) talent allows you to create an effect by sacrificing an *aegis* you created. This is an immediate action that can be performed using any *aegis* you created that you have line of effect to. The resulting effect occurs to the creature that bore the *aegis*. These talents require line of sight, but otherwise have unlimited range.

# Protection Talents

### Barrier Maze

When you create a *barrier*, instead of having a wall at the edge of the *ward*, you may spend a spell point to create a number of cubes equal to twice your caster level. Each cube is a separate object that completely fills a 5-foot square, and has 5 hit points, or 4 + your caster level hit points if you possess the Greater Barrier talent. Like a *barrier*, the cubes are mostly-transparent, and they block the same modes of attack. They are otherwise materially identical to a *barrier*, and have the same Break DC.

Objects and creatures can not be trapped within a cube, and the presence of a creature in a square prevents the cube from forming there. Cubes must be created at ground level, but can be joined into larger configurations. All cubes must be created within an area you could cover with a *ward*.

### Buttressing

You may repair any *barrier* you created (including those created using Greater Barrier) causing it to regain a number of hit points equal to twice your caster level. This is a move action, or you may spend a spell point to do this as a swift action. You must have line of sight to the *barrier* to use this talent.

In addition, when you spend a spell point to maintain a *barrier* without concentration, you may spend an additional spell point to make it self-repairing. The *barrier* regains 1 hit point + 1 hit point per 2 caster levels at the start of each of your turns.



A *barrier* that has been reduced to 0 hit points has been destroyed and cannot regain hit points or be restored using this talent.

If used on a *barrier* comprised of cubes using the Barrier Maze talent, this talent allows each cube to regain 1 lost hit point or for 1 cube to regain all lost hit points when you spend a move action or a spell point and a swift action to use this ability. When you spend a spell point to maintain the *barrier* without concentration, you may spend an additional spell point to make each cube regain 1 hit point per round. A cube that has been reduced to 0 hit points has been destroyed and cannot regain hit points or be restored using this talent, though the remaining cubes can still regain hit points.

### Community

So long as you are on the same plane and are aware of it happening, whenever a creature under one of your *aegises* takes damage, you may spend a spell point as a free action (usable outside your turn) to transfer up to half of that damage to any other creature under one of your *aegises*. Damage transferred by this talent may not be resisted or redirected further.

### Continuous Barrier

*barriers* you create are completely sealed spheres. If creating the *barrier* would cause it to go through another object, the *barrier* cuts harmlessly through the material (without compromising the integrity of the object, but preventing the object from being moved). If creating the *barrier* would cause it to go through a creature or animated object, the *barrier* shunts the creature just outside the effect of the sphere.

These modifications to your *barriers* make it so that ethereal creatures, or creatures with unusual movement modes such as burrow cannot enter the *warded* area by going around the *barrier*, but must instead destroy the *barrier* to enter or exit.

This ability can be combined with Greater Barrier to allow your *barrier* wall to pass through objects.

### Distant Protection [range]

When creating a *ward*, you may center it anywhere within close range. When granting an *aegis*, you may grant it to a target within close range. You may take this talent multiple times. Each time it is gained, increase the range by one step (close to medium, medium to long).

### Enduring Protection

When you spend a spell point to make a *ward* last without concentration, it lasts 1 minute per caster level.

### Glyph

At the time of casting a *ward* you may choose to shape the *ward* into a *glyph*: a magical trap whose effects are not immediately active until triggered. A *glyph* is cast upon a 5-foot-by-5-foot area and takes the form of a 6 inch tall symbol, faintly visible on a surface. The *glyph* lasts for 1 hour per caster level or until activated by a trigger specified by the caster at the time it is created. When activated, the *glyph* becomes the center point for the *ward*, and it performs its function for a number of rounds equal to your caster level, and then the ability ends. Once cast, the *glyph* cannot be moved from its location, unless its complete surface is movable (for example, if cast on the deck of a ship). Destroying the surface the *glyph* is on destroys it, but does not end the *glyph* effect once it has been triggered. If you have the Permanent Ward advanced talent, you may make

a *glyph* that is permanent, and will activate with its trigger, stay active for as long as the trigger is active, and shut off afterwards until triggered again.

Creating a *glyph* requires a round per caster level and a spell point. You must also pay the spell point cost of whatever *ward* the *glyph* will create, though you do not need to spend a spell point to maintain the *ward*: the *glyph* can maintain the *ward* as if it were concentrating. When you create the *glyph*, you may decide what area is covered by the *glyph's* effect; this may be up to close range from the location of the *glyph*.

You set all of the conditions of the *glyph* when it is created. Typically, any creature entering the *warded* area or opening the *warded* object without speaking a password (which you set when creating the *glyph*) triggers the magic it stores. Alternatively or in addition to a password trigger, *glyphs* can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. *Glyphs* can also be set with respect to chaos, evil, good, or law, or to pass those of a particular religion. They cannot be set according to class, Hit Dice, or level. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, if, for example, a cabinet has three different drawers, each can be separately *warded*.

A *glyph* knows when it has been read, which may be used as part of a trigger. A *glyph* can only have one trigger, but you can always trigger your own *glyph* as a free action, provided you are still on the same plane of existence.

A *glyph* can be seen by effects that detect or sense magic, and can also be detected as a magical trap can be. In order for someone to spot one of your *glyphs* it requires a Perception check with a DC equal to 25 + 1/2 your caster level (minimum 1). Disabling the *glyph* requires a Disable Device check with the same DC. Alternatively, destroying the surface the *glyph* is imprinted on can destroy the *glyph*, but once activated, destroying the *glyph* does not dispel the effect, and the *glyph* activates when damaged if the damage is not sufficient to destroy it.

### Greater Barrier

You may fashion your *barrier* into a flat plane if you so choose. This wall must be contiguous and must begin adjacent to you, although it may extend as far out as close range (if you possess the Distant Protection talent, it must begin within close range and be contained within medium range), and can cover up to 1 10-foot square per caster level. This flat plane may be arranged vertically, horizontally, or along whatever angle you choose. In addition, when creating a *barrier*, you may spend an additional spell point to increase its Hit Points to 10 per caster level, double its maximum weight, and increase the Break DC by 10. The *barrier's* hit points do not replenish, even if maintained through concentration.

### Instill Aegis [instill]

As a standard action you may touch a small container of liquid and instill an *aegis* inside it, which functions as a potion or oil.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the

sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Lingering Succor

Whenever you use a (succor) talent, the effects of the *aegis* sacrificed do not end until the end of your second turn. An *aegis* cannot be sacrificed to power a *succor* a second time.

### Mass Aegis [mass]

When using an *aegis*, you may spend an additional spell point to affect an additional 1 creature per 2 caster levels (minimum 1) with the *aegis* at the same time. Each creature must be within range and must be affected by the same *aegis*. When using Mass Aegis, the duration of each *aegis* is decreased to 10 minutes per caster level. Once created, each *aegis* is a separate sphere effect, and can be sacrificed to use a *succor* individually.

### Selective Barrier

When you create a *barrier*, you may spend a spell point to make its structure more complicated, allowing certain kinds of activities to pass through the *barrier*. For each of the following, you must choose whether it can cross the *barrier*, and if so, in what direction: melee attacks, ranged attacks, area of effect abilities, and movement. Whenever the *barrier* regains or could regain hit points, you may change this decision.

### Shared Aegis

In addition to providing an aura of protection, any *aegis* you create can be extended beyond the body of the creature bearing it. When a creature under the effects of an *aegis* you created has an allied creature within its natural reach, the ally also gains the benefit of the *aegis*. This requires active effort from the creature wearing the *aegis*, and they can not use their Dexterity bonus against the source of the effect they are protecting their ally from.

While a creature is under the protection of your *shared aegis* this way, you may use (succor) talents that target them as if they were bearing the *aegis*. Only one creature may benefit from a *succor* this way.

### Status

You always know the direction and distance to all creatures benefiting from your *aegises* and are aware of any conditions affecting them (confused, disabled, diseased, dying, nauseated, panicked, poisoned, staggered, stunned, unconscious, unharmed, wounded, etc.). If the target dies or moves to another plane of existence, this effect ceases to function.

## Ward/Aegis Talents

### Ablating (aegis)

You may create an *aegis* that has a chance of negating attacks against the protected creature. When created, the *aegis* has an ablation rate of 20% + 5% for every 3 caster levels, maximum 50%. The *aegis* acts as a miss chance equal to its ablation rate against attacks, and whenever the protected creature is missed due to miss chance, its ablation rate drops by 5%. When the ablation rate becomes equal to or less than 0, the *aegis* ends, even if the duration has not yet expired. If the character has a miss chance from another source, only the highest miss chance



applies, and the *aegis* is only reduced if its ablation rate is higher than all other miss chances.

### Armored Magic (aegis)

You may create an *aegis* that wraps the target in protective barriers, granting them either a +3 armor bonus or a +1 shield bonus to AC (your choice). This does not stack with other armor or shield bonuses, but does apply against attacks made by incorporeal creatures. These bonuses increase by +1 for every 5 caster levels you possess.

### Breathless (aegis)

You may create *aegis* that suspend the body's needs. The target gains a +4 morale bonus to saving throws against poisons and diseases, can withstand extreme pressures (such as from the ocean), and can survive without air, making it immune to effects that require breathing (such as inhaled poison), and granting it the power to survive underwater, or even in a vacuum. This does not give immunity to cloud or gas attacks that do not require breathing.

### Clarity (ward)

Within the area of this *ward*, attempts to conceal, obfuscate, or disguise oneself are hindered. Any creature within the *ward* must succeed at a Will save or they become unable to use any abilities to disguise or conceal themselves. Likewise, any spell, spell-like ability, or sphere ability that creates illusions or makes it difficult to sense physical phenomena is more difficult to use. When the *ward* is first created, the user attempts a single magical skill check against every illusion or concealing effect created with a spell, spell-like ability, or sphere ability. Magic items have a MSD of 11 + their caster level and creatures using spell-like abilities have an MSD equal to 11 + their Hit Dice.



If your check succeeds, the effect is suppressed or the magic item ceases to function, respectively. Time spent suppressed counts toward a magical effect's total duration. Any additional attempt to create an illusion or concealment effect requires the caster to beat your MSD with a magical skill check. They must do this even if they passed their Will saving throw.

### Deathless (aegis)

You may create an *aegis* that blocks direct attacks on one's life. This grants the subject a +4 morale bonus to saving throws against all death spells, Death sphere abilities, channeled negative energy, and other magical death effects, as well as harmful effects originating from healing spells, Life sphere abilities, channeled positive energy, and other magical healing effects. The subject is granted a Will save to negate these effects even if one is not normally allowed.

### Destructionless (aegis)

You may create an *aegis* that protects against direct magical attacks. This grants a +4 morale bonus to AC and saving throws against ray attacks, effects from the evocation magic school or the Destruction sphere, breath weapons, as well as attacks and effects originating from elementals.

### Energy Resistance (aegis, ward)

You may create a *ward* that suppresses one energy type of your choice (acid, cold, electricity, fire, or sonic). Any damage of that energy type dealt within this area is reduced by 10 + your caster level. You may also create an *aegis* that grants energy resistance 10 + your caster level to either acid, cold, electricity, fire, or sonic. These effects only absorb damage and may not protect from other side effects of an attack.

### Exclusion (ward)

You can create a *ward* that prevents entry of a common material or element chosen when you create the *ward*. You may choose an element based on their physical material (such as stone, metal, water, or acid), form of energy (such as fire or light) or based on their physical properties (such as poisonous materials or living materials). Magical and non-magical materials excluded have great difficulty entering the *ward*, but are unaffected once inside.

Creatures made of or carrying the material with them must succeed at a Strength check against a DC equal to your Protection sphere DC to cross the threshold of the *ward*, or they can simply drop any of the *warded* material they are carrying. An attack from outside the *ward* that crosses into the *ward* and is composed of the offending material receives a penalty to attack equal to your caster level.

### Eyeless (aegis)

You may create an *aegis* that protects against effects dependent on light, dark, or that attack the senses. This grants a +4 morale bonus to AC and saving throws against effects from the Light and Dark spheres, attacks based on light or from illusionary sources (although this does not grant a bonus to saving throws made to disbelieve illusions), as well as gaze attacks and attacks and effects with the shadow descriptor.

### Fateless (aegis)

You may create an *aegis* that protects against tugs on the strands of fate. This grants a +4 morale bonus to saving throws against effects from the divination magic school, effects from the Divination and Fate spheres, and effects with the curse

descriptor. This also applies to all spells, spell-like, and supernatural abilities originating from hags and outsiders. The subject is granted a Will save to negate curse effects even if one is not normally allowed.

### Friendship (aegis)

You may create an *aegis* that gives a creature special protection from the spell, spell-like, sphere and supernatural abilities of his allies. Whenever one of that creature's allies uses a spell, spell-like, sphere or supernatural ability that is subject to spell resistance and covers an area, allies with this *aegis* and their equipment are treated as if they were immune.

### Guardian (aegis)

You may create an *aegis* that draws harmful attention to its bearer and away from their allies. Any hostile target within 10 feet of the bearer of this *aegis* who decides to target any creature other than the bearer of this *aegis* suffers a -1 penalty to their attack roll. This penalty increases by 1 for every 5 caster levels possessed. Multiple Guardian *aegises* do not stack; if a creature attacks one creature with this *aegis* while within the area of another creature with this *aegis*, they suffer no penalty for their attack.

### Impartiality (aegis, ward)

Creatures within this *ward* or bearing this *aegis* are treated as having no alignment for all magical effects. Effects that detect alignment (such as the Divine Alignment alternate divination from the Divination sphere) do not detect the creature or creatures protected, while those that affect certain alignments have no effect on protected creatures at all. This does not allow a creature to disguise their alignment - they appear as an absence of alignment.

### Impedance (aegis, ward)

You may create a *ward* that makes it difficult for creatures to approach the center of the *ward*. At the beginning of their turn, or when they try to enter the *ward*, a creature must succeed at a Will save or they are unable to enter or move any closer to the center of the *ward*. If applied as an *aegis*, this functions the same except the range is reduced to 5 feet + 5 feet per 10 caster levels.

This talent does not interfere with attacks; only movement.

### Inner Peace (aegis)

You may create an *aegis* that grants the target a +4 morale bonus to saving throws against all fear, emotional and mind-affecting abilities, both magical or mundane. When the target is affected by a magical ability this bonus applies to, they are always granted a save to completely negate the effect, even if one is not normally allowed. The improved composure of the subject also grants them a +4 morale bonus to Bluff checks to conceal emotions or relay secret messages, and to Diplomacy checks to influence attitudes to make creatures calm.

### Iron Shield (aegis)

You may create an *aegis* that protects against the forces of nature. This grants a +4 bonus to AC and saving throws against all forms of environmental damage (though not from vacuum), attacks that utilize nature as a resource (such as lightning called from the sky, but not from all electricity attacks), abilities of the Nature and Weather spheres, and the spell, spell-like, and supernatural abilities of fey creatures, magical beasts, and plant creatures.





### Logic (ward)

This *ward* presents subtle inconsistencies and misdirections that prevent entry. Creatures must have an Intelligence of at least 3 to enter into the *warded* area. Teleportation bypasses the effect of this *ward*, and low-intelligence creatures can still be pushed or otherwise motivated into the *ward* area by other more intelligent creatures or by accident.

### Magnetic Shield (ward)

Creatures within this *ward* have damage reduction equal to your caster level against all metal weapons or metal tipped weapons, with the exception of silver weapons. This defense also applies to melee attacks by ironshod creatures or creatures that have metal covering the point of contact of the attack (such as a punch from someone wearing a gauntlet).

### Mettle (aegis)

A creature with this *aegis* receives an untyped bonus to their AC equal to 5 + your caster level against critical hit confirmation rolls.

### Missile Shield (ward)

You may create a *ward* that protects creatures within from projectiles, including projectile weapons, thrown rocks, rays made up of projectiles (such as created by the Stone Blast talent of the Destruction sphere) or falling debris. Any damage of that type dealt within this area is reduced by 5 + your caster level. These effects only absorb damage and may not protect from other side effects of an attack (like being pinned under the weight of a thrown boulder or being poisoned by a poisoned arrow).

### Mystic Shell (aegis)

You may create an *aegis* that protects magical effects on the character. A *mystic shell* has 2 layers, + 1 layer per 10 caster levels. While the layers are in place, whenever a magical effect on the character would be dispelled, it remains and instead a layer of the shell is lost. Each layer is counterspelled as a separate magical effect. Layers of the shell can also be sacrificed to use (succor) talents or abilities. Layers from multiple castings of this *aegis* do not stack.

### Obscurity (aegis, ward)

Creatures with this *aegis* or within this *ward* appear unremarkable and unimportant to those around them. Creatures must succeed at a Will save to be able to notice their presence, even if they succeeded on a relevant Perception check. A successful save allows them to see the obscured creatures normally (assuming they can see the creatures normally), until they have left the sight of the creature by either moving out of line-of-sight or succeeding at a Stealth check. Creatures who are specifically looking for the protected creatures and are aware of their identity (like those who have been told you are there by someone else), or who are engaged in combat with them automatically pass this saving throw. Creatures with this *aegis* do not leave behind tracks or other signs of their passage.

### Obstruction (aegis)

You may create an *aegis* that absorbs damage. The target gains DR/- equal to 1/2 the caster level (minimum 1). Once this *aegis* has absorbed damage equal to 10 x the caster level, the *aegis* ends even if its duration has not yet expired.

### Painful Aegis (aegis)

You may create an *aegis* that inflicts pain on creatures that hurt its bearer. Whenever a creature successfully hits the bearer of this *aegis* with a melee or ranged attack, that creature suffers 1 point of nonlethal damage per 2 caster levels (minimum 1).

### Peacebound (aegis, ward)

You may create a *ward* that renders all creatures within incapable of causing violence. Any violent action or targeted offensive magical effect created within the *ward* fails and the target's action is wasted (Will negates). If any target succeeds at this Will save, the *ward's* effect immediately ends for all. When a Peacebound *ward* is broken in this fashion, all creatures within become immune to that caster's Peacebound *ward* for 24 hours. You may also create an *aegis* that makes the target immune to violent actions or magic. Any such action made against the target requires the attacker to succeed at a Will save or lose that action. If a creature succeeds at this Will save they are immune to the effects of that casting of this *aegis*. If the bearer of the Peacebound *aegis* takes an offensive action against any creature, the *aegis* immediately ends.

### Plexing Aegis (aegis)

A Plexing *aegis* offers no specific protection until activated, but at any time during its duration you may spend an immediate action to activate it, turning it into any *aegis* you can create. When this occurs, you must pay the spell point cost of the new *aegis* normally. You may activate Plexing *aegises* on multiple creatures with the same action, provided all of them are being turned into the same kind of *aegis*. Once activated, the Plexing *aegis* remains that *aegis* type for the remainder of its duration. The caster level of a Plexing *aegis* is determined when it is cast and does not change once activated.

A Plexing *aegis* costs a spell point to create like any other *aegis*, and may be sacrificed to use a *succor* ability before or after it is activated. You may combine this talent with the Mass Aegis talent at the time of its casting or to activate multiple Plexing *aegises* at once, but must pay the cost of Mass Aegis for each of these uses.

### Quantum Lock (ward)

You may create a *ward* that represses all effects that alter reality, including sphere abilities that change the rate of time, teleportation, gravitational effects, transdimensional effects, distortion of space, and Warp and Time sphere abilities within its area of effect. When this *ward* is created, attempt one magic skill check against each effect in the area of the *ward* that it can repress. Magic items have a MSD of 11 + their caster level. If your check exceeds the MSD of the magical effect or item, the effect is suppressed or the magic item ceases to function, respectively. Time spent suppressed counts toward a magical effect's total duration.

Once inside the effect, any caster attempting to use an ability that can be repressed by this *ward* must attempt a magic skill check against your MSD. If they fail, the ability is negated completely (e.g., the creature never leaves its point of origin).

### Ray Deflection (aegis)

Whenever a ray attack is used against a creature with this *aegis*, there is a 20% chance the ray will be deflected back at the caster. This increases by 5% for every 5 caster levels to a maximum of 50%. This *aegis* does not offer protection against rays



that automatically hit, such as those with a natural 20 on the attack roll. A deflected ray makes an attack against the attacker using the same attack roll and all of the applicable modifiers of the original attack and if it hits, the attacker takes the attack's damage and suffers all the other consequences of getting struck with that attack.

### Repel Chaos/Evil/Good/Law (ward)

You may create a *ward* that repels creatures of one end of the alignment spectrum (chaotic, evil, good, lawful), chosen by you when this *ward* is created. All creatures of that alignment cannot cross the edge of this *ward* unless they succeed at a Will save. Once a creature has succeeded at this Will save, they may cross the barrier without trouble and are immune to your Repel *ward* for 24 hours. If a creature is already within this *warded* area when it is created, or if the *ward* is moved into their space, they instantly become immune to the *ward*, as if they had succeeded at their saving throw. You cannot repel an alignment that you yourself possess.

### Resist Transformation (aegis)

You may create *aegis* that holds the target's shape together. This grants the subject a +4 morale bonus on saves against polymorph effects, Enhancement and Alteration sphere effects, effects from the alter ability from the Creation sphere, and spells from the transmutation school, as well as to saving throws against spell, spell-like, and supernatural abilities of lycanthropes and creatures with the shapeshifter subtype.

### Resistance (aegis)

You may create an *aegis* that grants +1 resistance bonus to all saving throws. This increases by 1 for every 4 caster levels you possess.

### Slippery (aegis)

You may create an *aegis* that protects a creature from being physically restrained or manipulated. The bearer of this *aegis* gains a +2 enhancement bonus to Acrobatics checks, Escape Artist checks, and to CMD, and if they are under an effect they could escape with an Escape Artist check they may attempt such a check immediately as an immediate action. These bonuses increase by 1 for every 5 caster levels you possess.

### Spell Ward (aegis, ward)

You may spend a spell point to create a *ward* that represses all magic within its area of effect. Attempt one magic skill check against each magical effect, magic item, or summoned creature within the area. Magic items have a MSD of 10 + their caster level. If your check exceeds the MSD of the magical effect, item, or caster who summoned the creature, the effect is suppressed, the magic item ceases to function, or the summoned creature temporarily disappears. Time spent suppressed counts toward a magical effect's total duration. Any caster attempting to use a magical ability in or targeted within this area, or any summoned creature attempting to enter this area, must attempt a magic skill check against your MSD. On a success, the magical effect is unimpeded, and the summoned creature is not banished by that Spell Ward. This counts as an antimagic field for effects that interact with them.

You may also spend 2 spell points instead of 1 to create an *aegis* that grants the target spell resistance equal to 10 + your caster level.

### Stabilize (aegis)

You may create *aegis* that stabilizes the target against planar effects or effects that warp time and space. The target gains a +4 morale bonus to AC and saving throws against any teleportation effects, effects from the Time or Warp spheres, direct *telekinesis* (such as Hostile Lift, but not attacks from Bludgeons) as well as any other effects that *alter time*, such as the slow spell. This also applies to attacks and abilities from extraplanar creatures, such as summoned or conjured creatures.

## Succor Talents

### Bulwark (succor)

As an immediate action, you may dismiss an *aegis* on an ally to give them DR/- equal to your caster level until the beginning of your next turn.

### Healing Aegis (succor)

As an immediate action, you may dismiss one or more of your *aegises* on a target, healing that target for an amount equal to your casting ability modifier + your caster level per *aegis* dispelled. This may keep the target from dying.

### Luck (succor)

As an immediate action, you may dismiss an *aegis* on a target to allow them to reroll a saving throw they have just made. They must take the second result, even if it is worse.

### Punishment (succor)

When a creature successfully hits a creature you have placed an *aegis* on with an attack, you may sacrifice an *aegis* they are bearing as an immediate action to harm the attacker. The attacker takes 1d8 nonlethal damage per 2 caster levels (minimum 1d8).

### Reflection (succor)

When a creature with an *aegis* you created becomes the target of a spell or sphere ability that affects only them, you may spend a spell point and sacrifice an *aegis* they are bearing as an immediate action to attempt to counterspell the ability and redirect the effect. You attempt a magical skill check against the magical skill defense of the caster, and if successful, the sphere effect affects the caster as if they had been the original target. Any bonuses you or the other sphere caster have to counterspelling apply to this roll. The decision to do this must be made before any attack roll or saving throw is made.

### Vengeance (succor)

When an enemy you can see successfully hits a creature you have placed an *aegis* on with an attack, you may sacrifice an *aegis* they are bearing as an immediate action to make an attack with a weapon or natural weapon against the creature. You gain a bonus to damage equal to your caster level for this attack.



# Telekinesis

You can lift and move objects through magic.

## Telekinesis

As a standard action, you can use *telekinesis* to lift one willing creature or unattended object within close range and move it up to 20 feet + 5 feet per 5 caster levels (its *telekinesis* speed). The creature or object levitates as long as you concentrate, have line of effect, and the object remains within close range.

The objects and creatures you may lift are restricted by size; the largest creature or object you can lift is given in the chart below. This assumes the creature or object is made from a dense material, such as flesh creatures or stone objects. Creatures or objects made of lighter materials, mostly open space, or reduced to 1/2 weight with the Lighten talent of the Enhancement sphere count as being one size category smaller, while weightless creatures or objects count as being 2 size categories smaller for this purpose.

**Table: Object Size**

Caster Level	Object Size	Sample Object	Average Weight (lbs.)
1st	Diminutive	Dagger	1 lbs.
3rd	Tiny	Candelabra	5 lbs.
5th	Small	Heavy shield	25 lbs.
8th	Medium	Adult human	125 lbs.
11th	Large	Statue	625 lbs.
15th	Huge	Wagon	3,125 lbs.
20th	Gargantuan	Catapult	8 tons
25th	Colossal	Sailing Ship	39 tons
30th	Colossal+	Tavern	195 tons
40th	Colossal++	Galleon	977 tons
50th	Colossal+++	Temple	4,883 tons
60th	Colossal++++	Cathedral	24,414 tons

Your *telekinesis* is simple and cannot perform dexterous actions (tying a knot, opening a book, turning a key, etc.). Any object you control with *telekinesis* has a touch AC of 10 + your casting ability modifier + any size modifier, and a CMD of 10

+ your caster level + your casting ability modifier + the object's size modifier. If ever a Strength check is required (such as a creature trying to battle you for control of an item), you may use your casting ability modifier as your Strength modifier for that purpose. If another target attempts to use *telekinesis* on something you are already affecting with *telekinesis*, they must overcome your CMD first, or the attempt fails.

The following special rules apply to certain activities you may perform with *telekinesis*:

### Bludgeon

Once per turn when lifting a creature or object with *telekinesis* (referred to as a Bludgeon), you can spend its remaining movement to strike a creature or object within its reach. This is considered a ranged attack and can benefit from feats or combat talents related to weapon and ranged attacks, but does not provoke attacks of opportunity except as provoked by the casting of the *telekinesis* itself. Making the attack is a standard action; if the caster is both maintaining a *telekinesis* effect via concentration and making a Bludgeon attack, they need only spend a single action to do both, provided it is the larger action of the two.

When you use a Bludgeon to strike a target, you must succeed at a ranged attack roll against the target, using your casting ability modifier in place of Dexterity for the attack roll. On a successful hit, the target and the Bludgeon take damage depending on the Bludgeon's size. If the Bludgeon is a weapon, the attack deals appropriate damage for that weapon (bolts and arrows are treated as daggers for this purpose). Since weapons are designed to deal damage, they do not suffer damage themselves if used as a Bludgeon. Objects beyond Colossal are still treated as Colossal for calculating damage.

**Table: Object Damage**

Object Size	Damage Dealt
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	3d6
Colossal	4d6

### Catch

If using *telekinesis* on a projectile or thrown object within your size limit (often as a readied action), you may stop the attack from dealing damage. The originator of the attack (the creature who threw the projectile, etc.) is allowed a Will save to negate this ability. After Catching an object, you may move it as normal for your *telekinesis*.

### Hostile Lift

You may spend a spell point to lift an unwilling creature with *telekinesis*. The target is allowed a Will save to negate this effect, plus an additional Will save each round the effect



is maintained. *Telekinesis* used in this way is subject to spell resistance.

If a Hostile Lift is sustained with Sustained Force, it only lasts until the target succeeds at its save. A creature may suffer falling damage if they successfully save while floating high in the air.

### Sustained Force

As a free action, you can spend a spell point to no longer need to concentrate to maintain lifting a particular object for up to 1 minute per caster level. You may give a Sustained Force simple orders (float in the air, go north, follow a target) that it obeys to the best of its ability, to a maximum of your *telekinesis* range. Changing a Sustained Force's orders is a move action. You cannot sustain combat-related uses of *telekinesis* (combat maneuvers, Bludgeons, etc.), nor complicated tasks (make a wagon load itself with stones and move them to another location, etc.). You may dismiss a Sustained Force as a standard action.

## Telekinesis Talents

### Acceleration

When you move a target with *telekinesis* you can double the distance you can move it that turn by having all of its movement be in a straight line. An object that moves at least 10 feet this way before being used as a Bludgeon is counted as having made a charge and gains the related +2 on its attack roll. If you also possess the Dancing Weapon talent, you may apply charge-related feats and combat talents to your charge with that Bludgeon.

### Dampening Field

You may use your telekinetic force to protect and stabilize creatures and objects that you are lifting.

When lifting an object with your *telekinesis*, you may grant it a +1 bonus to hardness and a +1 deflection bonus to AC, +1 per 5 caster levels, and cause it to take no penalties from the broken condition.

When lifting a creature with your *telekinesis*, you may grant it DR/piercing equal to 1/2 your caster level.

When using a creature or object as a Bludgeon, you may choose for the object itself to not suffer damage from being used as a Bludgeon.

You may grant these benefits as part of a Sustained Force, as part of or independent of any actual telekinetic movement.

### Dancing Weapon

You may add your casting ability modifier to all damage rolls made with a Bludgeon. Additionally, your Bludgeons count as either a ranged, thrown, or melee weapon under your control, as determined by the caster. A caster may change a Bludgeon from one to the other once per round but a single Bludgeon cannot count as more than one at the same time. You may make attack actions with your Bludgeon, though doing so is not combinable with making a full attack, unless using Divided Mind or Mobile Bludgeon. You may apply appropriate feats and combat talents such as Power Attack to your actions with that Bludgeon, and if treating an object as a melee weapon, the Bludgeon has a reach and threatens the area around it

as if wielded by a creature of the same size as the Bludgeon. You are considered to be wielding the weapon for the purpose of making attacks of opportunity or flanking, but do not suffer penalties for oversized or undersized weapons.

### Divided Mind [mass]

You may lift multiple targets at once (up to 1 + 1 per caster level) whose combined size does not exceed your maximum *telekinesis* size. You may treat these objects as one effective object for the purpose of Bludgeoning a creature, or you may make multiple Bludgeons per round (although you cannot make more attacks in a round than would otherwise be allowed with your base attack bonus and any respective feats or combat talents if you possess the Dancing Weapon talent, applying penalties for full attacks as normal). If you spend a spell point to use Hostile Lift or Sustained Force, it may apply it to as many of these objects as applicable as if each were a different effect.

You may also spend a spell point when using the Steal, Telekinetic Maneuver, or Telekinetic Push talents to affect multiple targets at once (up to one additional target per 2 caster levels, minimum 1), although you cannot affect an individual target more than once per round with any push or combat maneuver.

### Finesse

You may use *telekinesis* to perform fine manipulations, such as turning a key in a lock, unrolling a scroll, or tying a knot. You may attempt appropriate skill checks (such as Craft, Disable Device, Profession, or Performance checks that involve objects or instruments, but not Sleight of Hand or other checks involving attended objects unless you possess the Steal talent) at a distance, as well as Heal checks to perform first aid. When performing a skill at a distance you may use your casting ability modifier in place of the normal ability modifier, but you also suffer a -5 penalty to the skill check and cannot take 10.

You may also use Sustained Force to maintain complicated, non-combat procedures such as making knives prepare dinner, make a lute play itself, or making a shovel dig a ditch.

### Flight

When using *telekinesis* to lift a creature or creatures and spending a spell point to create a Sustained Force on them, you may grant that creature the ability to control their own movement for the duration of the Sustained Force. They gain a fly speed equal to your *telekinesis* speed, with maneuverability (perfect).

When affecting a target with a Sustained Force, they no longer need to remain within your *telekinesis* range.

### Floating Shield

When using your *telekinesis* to lift a shield, you may apply its shield bonus to the armor class of anything in its square, though this does not stack with any shield bonus they already possess. A shield sustained with Sustained Force still grants its shield bonus, and may be directed to follow a given individual or target. If you possess the Orbit talent, you may choose a single shield in orbit of you and add its shield bonus to your armor class. If you possess the Dancing Weapon talent, you may apply shield related feats and combat talents (such as Shield Focus) to any shield you are lifting.

### Forceful Telekinesis

When you are using an object or weapon as a Bludgeon, it is effectively one size larger for determining how much damage it deals. In addition, any time you would perform a combat maneuver using *telekinesis* (such as with Steal or Telekinetic Maneuver) you add a +2 bonus to your CMB and CMD.

### Gravity Shift

By concentrating your telekinetic powers on an area you may effectively increase or decrease the area's gravity. As a standard action you may alter the gravity of a 10-foot radius + 5 feet per five caster levels sphere anywhere within range of your *telekinesis*. As long as you concentrate, the area becomes either an area of heavy gravity or an area of light gravity. You may also change the type of gravity in the area as a move action. This talent can be used to alter areas that are already heavy or light gravity, either altering them to normal gravity or doubling their effects, but cannot be used in areas of no gravity or subjective gravity. You may spend a spell point to sustain this effect with Sustained Force.

**Heavy Gravity:** In heavy gravity areas, Acrobatics, Climb, Ride, and Swim checks incur a -2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters that fall in areas of heavy gravity take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

**Light Gravity:** Characters in an area of light gravity gain a +2 circumstance bonus on attack rolls and on Acrobatics and Ride checks. All items weigh half as much, and weapon ranges double. Strength and Dexterity do not change as a result of light gravity, but what you can do with such scores does change. Falling characters in light gravity take 1d4 points of damage for each 10 feet fallen (maximum 20d4).

### Gravity Ward/Well

As a standard action, you can create an area of gravity that either pulls objects in or keeps them out. Select either yourself or a spot within range of your *telekinesis*, and choose either to attract or repel.

If you choose attract, all creatures and unattended objects of up to your *telekinesis* limit within 10 feet + 5 feet per 5 caster levels of the chosen spot are drawn in a straight line to the unoccupied space nearest to the center of the effect. Unwilling creatures are subjected to a drag combat maneuver using your caster level plus your casting ability modifier as your CMB. A creature in the area of this effect cannot move away from the center of the effect except by attempting the drag combat maneuver as a move action against a CMD equal to 10 plus your caster level plus your casting ability modifier, moving the indicated distance away from the center of the gravity well.

If you choose repel, this functions the same way except creatures and unattended objects within the area are pushed in a straight line away from the center of the effect, and creatures are subjected to and perform bull rush combat maneuvers instead of drag combat maneuvers.

This effect lasts as long as you concentrate (pulling or pushing creatures each round on your turn) and can be maintained with Sustained Force.

### Greater Speed

Your *telekinesis* speed increases to 30 feet + 5 feet per 2 caster levels per round.

### Homing

When you miss with a Bludgeon attack, you may spend a spell point as an immediate action to make the Bludgeon home back in on the target. For a number of rounds equal to your caster level the object single-mindedly moves towards the target without you needing to concentrate on it, taking the shortest path as it attempts to attack them each turn. A Bludgeon directed this way can only make one attack per turn, and once it makes a single successful attack it stops pursuing the target and drops to the ground unless you begin concentrating on it again. If you possess the Divided Mind talent you may pay a single spell point to make multiple objects pursue a target, but as soon as any one of them makes a successful attack, they all stop pursuing.

### Idle Concentration

You may choose to maintain concentration on your *telekinesis* as a swift action. However, targets of your *telekinesis* remain motionless while you concentrate on them this way, hovering in place. You cannot move them, use them to Bludgeon, or direct them to perform tasks. Dancing weapons that hover do not threaten their range or provide flanking bonuses, and you may not apply the benefits of Telekinetic Crush to hovering targets. This talent cannot be used to concentrate on a Hostile Lift or Kinetic Field.



### Increased Range [range]

Increase the range of your *telekinesis* by one step (close to medium, medium to long). You may select this talent multiple times. The effects stack.

### Kinetic Field

You may spend a spell point to apply your *telekinesis* as kinetic energy across an area instead of directly onto targets. This fills an area with a radius of up to 10 feet + 5 feet per five caster levels with kinetic energy, which manifests in one of the following ways, each of which may be made into a Sustained Force. An area cannot be affected by more than one field at a time:

- You may make all squares in the area, including the air, become difficult terrain. Moving through this area causes fire damage equal to 1/2 your caster level (minimum 1) per 5 feet of movement due to intense friction.
- You may cause any projectiles or thrown objects up to one size smaller than your *telekinesis* limit that pass through this area to be affected as if by Catch.
- You may cause creatures or objects up to one size smaller than your *telekinesis* limit that enter this area to move up to half your *telekinesis* speed in one direction, chosen when the field is created, to a maximum distance of the edge of the field. Unwilling targets may attempt a Will saving throw to resist, and if a creature fails this save and attempts to move against the direction of field they must first spend movement equal to half your *telekinesis* speed to overcome the effects of the field. Unattended objects move on your turn and are not fast enough to cause harm. Creatures do not move until their turn.

### Kinetic Sense

You no longer need line of sight to use *telekinesis* on an object or creature, as long as you target the correct space the target is in. If you target an incorrect square your action is wasted, though you retain any spell points you would have spent.

In addition, you may spend a spell point to gain 30 feet blindsense for one minute per caster level.

### Mobile Bludgeon

When you use your *telekinesis* to make a Bludgeon attack, you may continue to move the object after the attack roll is made if it has any movement remaining. This means you may make multiple Bludgeon attacks in a round, though not more than you would normally be allowed with your base attack bonus, and applying penalties for full attacks as normal. You may choose to forfeit any remaining movement in order to make a full attack with a single Bludgeon against a single target. If you possess the Dancing Weapon talent, you may gain extra attacks from feats and combat talents.

### Orbit

When you lift an object with your *telekinesis* and move it into your square or drop an item you are holding, you may place it in a passive orbit around you. An object in orbit drifts slowly around you, moving with you when you move as if you carried it, and does not require concentration to remain in orbit, though it does nothing except drift passively. At any point you may begin concentrating on it again, directing it and using it normally with your *telekinesis*, or you may pick up an item in

orbit as a free action. You may have multiple objects around you at one time so long as their total size does not exceed the size limit of your *telekinesis*. If you possess the Dancing Weapon talent, you are considered to be wielding any object in your orbit and may use them to make attacks, though they are still made through the Dancing Weapon talent. Items caught with Catch may immediately be placed into orbit. You may not use Hostile Lift in conjunction with Orbit.

### Parry

You may use the Catch function of *telekinesis* to block attacks with melee weapons, though they retain their hold on their weapon even if you successfully block their attack. However, if you possess the Steal talent as well, you may immediately use it on that weapon as part of a successful Catch. Your *telekinesis* must be specially tuned towards the task, so when you ready an action to Catch (or when you spend a spell point on the catch field option of the Quick Reactions talent, if you possess it) you must specify whether your *telekinesis* can intercept melee or ranged attacks.

### Powerful Telekinesis

Increase the maximum-sized object or creature you may affect with *telekinesis* by 1 size category.

### Quick Reactions

You may spend a spell point to make a telekinetic Catch as an immediate action. If you possess the Telekinetic Push talent, you may spend a spell point to perform pushes as an immediate action.

If you possess Kinetic Field, you may spend a spell point as a standard action to fold kinetic energy around yourself to create a catch field. This catch field moves with you and lasts 1 round per 3 caster levels (minimum 1). Once per round this stops a projectile aimed at you as if you were using Catch. You cannot have more than one use of this ability active at any one time.

### Return

When you stop a ranged attack with telekinetic Catch, you may immediately fling it back at the attacker if they are in range of your *telekinesis*. Resolve this as a standard Bludgeon attack using the object you were attacked with. Return may not be used in conjunction with the catch field option of Quick Reflexes.

### Steal

You may use *telekinesis* on attended objects. You may perform a disarm or steal combat maneuver against a target using *telekinesis*, using your caster level plus your casting ability modifier as your CMB. You may use *telekinesis* to perform Sleight of Hand checks at a distance as well and may use your casting ability modifier in place of your Dexterity modifier for this purpose, but you also suffer a -5 penalty to the skill check and cannot take 10. If the maneuver or skill check is successful, you may move the lifted object up to your *telekinesis* distance in any direction, but may not use it as a Bludgeon as part of the same action.

### Telekinetic Crush

When using your *telekinesis* on a target, you may crush it with your grip. Every round you maintain concentration you may deal 1d6 bludgeoning damage and an additional 1d6 per 5





caster levels. Alternatively, you may attempt a Strength check to break an object you are holding with your *telekinesis*, using your casting ability modifier instead of your Strength modifier and adding the size modifier from the largest-sized object you can lift with *telekinesis*. You may use this on sections of a larger object than you can lift with your *telekinesis*, allowing you to punch holes through walls or rip down doors so long as you can lift the targeted section.

### Telekinetic Maneuver

You can use *telekinesis* to manipulate a target with more finesse than a Hostile Lift. You may target a creature with *telekinesis* to perform a bull rush, drag, reposition, trip, dirty trick, or grapple (upgrades to pin if the target is already grappled) combat maneuver against a target, ignoring size limitations. Use your caster level plus your casting ability modifier as your CMB. If grappling, your CMD is your *telekinesis* CMB + 10 and the target is allowed to attempt a Will save each round after the grapple is initiated to negate the effect, just as they can with Hostile Lift. These maneuvers do not provoke an attack of opportunity from the target. If grappling, you do not gain the grappled condition, and you cannot be knocked prone by failing a trip check.

### Telekinetic Push

You may throw your telekinetic power at an object, aiding or impeding its natural movement. As a readied action, you may push a projectile, creature, thrown object, or another caster's Bludgeon up to one size larger than your *telekinesis* limit. If aiding, you may increase a weapon's range increment by half your *telekinesis* speed and increase its effective size by 1 size category +1 per 5 caster levels for the purposes of dealing damage and determining if another caster may Catch the object with their own *telekinesis*. If aiding a creature, you may choose to instead grant it an enhancement bonus to its movement equal to 1/2 your *telekinesis* speed. You may also add 1d6 damage + 1d6 per 5 caster levels to the falling damage a target suffers. This ability may be used to cause damage to a target that was successfully tripped.

Alternatively, you may slow down a creature or object, cutting its movement speed in half. If the target is falling, this decreases their falling speed to 60 feet per round, allowing them to fall great distances without being hurt.

When you use the Catch function of your *telekinesis*, you may also choose to deflect an object instead of Catching it, causing it to simply miss instead of being lifted with *telekinesis*.

Telekinetic Push still requires a spell point when used directly on hostile targets, but does not allow a Will save to negate, even when used with Catch, due to the briefer contact and more indirect force. Telekinetic Pushes cannot be sustained with Sustained Force.

### Telekinetic Tools

You may use your *telekinesis* to mimic simple tools, such as shovels, hammers, or scissors by using your *telekinesis* as if manipulating an item of the appropriate size.

If you possess the Finesse talent, you may mimic tools associated with any of the listed skills, allowing you to Perform without an instrument or pick a lock without thieves tools. In addition, if you possess the Telekinetic Maneuver talent, when grappling a target you may choose to use the tie up grapple

action to restrain them with telekinetic force instead of a rope. A creature successfully tied up this way is bound and helpless, and must follow the tie up rules to escape their bonds. This restraining force lasts until broken by a successful combat maneuver, until they receive help from an outside force as a full-round action, or until you dismiss it. A target cannot attempt a Will save to negate the effects of these bonds, or a Strength check to break them.

You may also attack your enemies with pure telekinetic force. You may make Bludgeon attacks without an object, dealing bludgeoning or slashing damage as a Bludgeon of the size you specify, up to your *telekinesis* size limit. If you possess the Dancing Weapon talent, you may treat this Bludgeon attack as if it was made with a weapon you have proficiency with, sized up to your *telekinesis* size limit.

### Tether

You can create a telekinetic connection between two objects of any size, tethering them together. As a standard action you can tether two targets within 30 feet of each other, preventing them from moving further than 30 feet from each other without either breaking the tether or dragging the other target with them. An unwilling creature gets a Reflex save to avoid being tethered. A creature dragging an object follows the normal carrying capacity and encumbrance rules, but must use the drag combat maneuver to drag an unwilling creature. The tether may be broken as a move action with a Strength check equal to the tether's save DC. A tether lasts as long as you concentrate and an additional number of rounds after that equal to your caster level. You may spend a spell point to maintain a tether with Sustained Force.

### Whirlwind Assembly

You can use your *telekinesis* to ready yourself for any given situation. You may perform any of the following actions as a swift action:

- You may draw up to two sheathed weapons or items you are carrying (even if it is stored in a backpack or similar container) and put away up to two objects you are holding in your hands. In addition, you may don a single set of armor or robes and put away any robes or armor you are currently wearing, or swap out any number of smaller worn items (such as gloves, hats, or rings). Each individual item equipped or put away must fall within the size limit of your *telekinesis*.
- You can call a single unattended object that you can see within 20 feet + 5 feet per 5 caster levels instantly to your hand. The object must fall within your *telekinesis* size limit, and the object must be no more than a light load for you.
- You may load a ranged weapon you are wielding that has a reload time of a standard action or less. For reload times greater than a standard action, the reloading time is reduced by a standard action as it has been partially done.



# Time

You can alter the flow of time itself.

## Alter Time

The base Time sphere grants you two methods to *alter time*. All *alter time* effects require a standard action to activate (unless otherwise stated) and have a range of touch, and are subject to spell resistance. Effects that target an area are centered on you. Effects maintained through concentration require you to remain within close range of the target or location after placing the effect.

When you gain the Time sphere, you gain the following ways to *alter time*:

### Haste

You grant the target increased speed. The target gains a +10 feet enhancement bonus to all forms of movement, as well as a +1 bonus to attack rolls and a +1 dodge bonus to AC and Reflex saves. This increases by +10 feet per 5 caster levels, and a +1 bonus per 10 caster levels. You must concentrate to maintain this effect, but may spend a spell point as a free action to allow it to remain for 1 round per caster level without concentration.

### Slow

You slow the target's movements and perception of time. The target has its movement speeds halved (minimum 5 feet) and suffers a -1 penalty to attack rolls, AC, and Reflex saves (Will negates). This penalty increases by 1 per 10 caster levels you possess. You must concentrate to maintain this effect, but may spend a spell point as a free action to increase its duration to 1 round per caster level without concentration.

If a Haste and Slow ability are used on the same creature, the second caster must attempt a magic skill check against the effect of the first caster. On a failure the target is unaffected. On a success, the effects counter each other, leaving neither in place.

## Time Talent Types

Some Time talents are marked (time). These talents grant you additional *alter time* abilities.

# Time Sphere Talents



### Augment Healing

When you use Haste or Slow on a creature (or group of creatures, such as with the Mass Time talent), you may spend an extra spell point to augment the natural healing abilities of all affected targets. With Haste, you can grant them fast healing equal to 1 + 1 per 5 caster levels you possess for the duration of the effect.

With Slow, you can suspend the target's natural healing abilities, preventing any fast healing or regeneration they may possess for the duration of the effect. Magical or extraordinary healing from other sources continues to function as normal. A creature whose regeneration cannot be suppressed or ignored (such as the tarrasque) is immune to this effect.

### Improved Haste

When you use Haste on a target, that target may either make an additional attack at their highest base attack bonus when making a full attack, or make additional attacks of opportunity during the round (+1 attack of opportunity, +1 for every 5 caster levels you possess). The target may only benefit from one such benefit per round; if they make a full attack with a bonus attack, they do not gain additional attacks of opportunity that round. This effect is not cumulative with similar effects, such as that provided by the *haste* spell or a speed weapon, and taking a full attack with a bonus attack from such a source counts as choosing that option for Haste for that round.

### Improved Slow

When you use Slow on a creature, the target also becomes staggered.

### Instill Time [instill]

As a standard action you may touch a small container of liquid and instill an *alter time* effect that targets a single creature or object inside it, which functions as a potion or oil. The chosen effect cannot have a duration of concentration.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Mass Time [mass]

When using an *alter time* effect that targets creatures, you may spend an additional spell point to affect an additional 1 creature per 2 caster levels (minimum 1) at the same time. Each target must be within range and must be affected by the same *alter time* effect. Once created, each *alter time* effect is considered a separate sphere effect. Alternatively, you may spend an extra spell point to double the size of an *alter time* effect that targets an area.

### Ranged Time [range]

Your *alter time* effects gain a range of close. You may select this talent multiple times. Each time it is selected, you may increase the range by one level (close to medium, medium to





long). Increasing the range beyond close also increases the range at which you may maintain an effect through concentration.

### Retroactive Preparation

As a standard action, you may spend a spell point to edit the past, retroactively obtaining a generic object, such as a mundane item or a commonly-available magic item such as a healing potion, worth less than 100 gp per caster level. The object immediately appears on your person or in a container or extradimensional space attended by you. The cost of the item is immediately deducted from the wealth (usually coins, but can be nonmagical gemstones or other nonmagical objects used for trade) you currently carry.

You cannot obtain an object worth more than you have the wealth to purchase. The object must be one that would have been available in a settlement you have visited within the past 1 week per caster level.

### Second Chance

As an immediate action, you may spend a spell point to allow any creature currently benefiting from one of your *alter time* effects to reroll a saving throw they just failed. They must accept the new result even if it is worse than the original roll.

### Temporal Trap

You may spend a spell point to place an *alter time* effect onto an adjacent, unoccupied 5-foot square in addition to the normal costs of that effect. Any creature who steps onto the square activates the *alter time* effect; if it is normally a targeted ability, the creature is immediately affected by that ability, though they are allowed a saving throw as normal, if appropriate. If the *alter time* effect normally creates an area effect, the square itself is used as the center of that effect (even if it would normally be centered on the caster) and all creatures within the area are immediately affected by the ability, attempting saves as normal if appropriate. Any *alter time* effect with a duration longer than instantaneous lasts for 1 round per caster level, regardless of its normal duration, though you may dismiss it on your turn as a free action.

You may only have 1 active *temporal trap* at a time; placing a second trap deactivates the first. *Temporal traps* may be made permanent with the *permanency* spell or ritual; permanent *temporal traps* do not count against your total number of active traps and automatically reset after their duration expires.

When used with an ability that includes a variable cost, such as the Time Clone advanced talent, the cost must be paid up front; if the cost is insufficient to affect the creature that triggers this effect, the trap is not activated. If the variable cost is greater than required to affect the triggering creature, the excess spell points are wasted but the trap and effect otherwise occur as normal.

You may select this talent multiple times, increasing the number of *temporal traps* you may have active at once by 1 each time you do so.

### Time Strike [strike]

As a standard action, you may make a single weapon attack in conjunction with using an *alter time* effect that targets a single creature. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also struck by the *alter time* effect. If using a scatter

weapon, the effect only applies to a single target, chosen at the time of attack.

### Time Zone

When activating a (time) effect that targets an area, you may adjust the affected area to one of the following shapes:

- **Globe:** Radius of up to 10 feet + 5 feet per 2 caster levels centered on your square. This effect radiates from a central point, and cannot extend through walls. You may choose to exclude yourself from the effect.
- **Wall:** You may arrange your *alter time* as up to three 10-foot cubes, +1 cube per caster level. You must be able to perceive all areas your *alter time* will inhabit. You must occupy a space in or adjacent to one of the cubes.

If you possess the Ranged Time talent, the selected area may be anywhere with range and does not have to be centered on or adjacent to you, but the effect cannot extend beyond your Ranged Time range.

## Time Talents

### After Image (time)

You may cause a target to bleed through time, blurring their image so that they appear to be in multiple places at once. This grants the target concealment (20% miss chance) against attacks, +5% per 3 caster levels to a maximum of 50%. This is a blur effect, and may be counteracted by abilities that specify they can see through them. Opponents that cannot see the subject ignore this penalty, although fighting an unseen opponent carries penalties of its own.

This effect lasts as long as you concentrate, although you may spend a spell point as a free action to allow this effect to remain for 1 minute per caster level without concentration.

### Age (time)

You may spend a spell point to increase or decrease a target's age by 1 category (unwilling creatures attempt a Fortitude save to negate). This adds or removes penalties to physical ability scores but does not add or remove bonuses to mental ability scores. You may move the target 1 age category older or younger, plus an additional category for every 5 caster levels possessed.

This cannot cause the target to die of old age, nor become so young they were never born. This effect lasts as long as you concentrate, but you may always spend a spell point as a free action to allow this effect to continue for 1 minute per caster level without concentration. The effects of different age categories are cumulative (thus, a target moved from young adult to venerable would suffer a -6 penalty to all physical ability scores).

You may also target an object instead of a creature. Attended objects are permitted a Will save by their holder to negate this ability. Unless noted, the chosen effect persists for as long as you concentrate, or for 1 minute per caster level if you spend an additional spell point. Choose from the following effects:

**Restore:** As an instantaneous effect, you may spend a spell point when targeting an object with the broken condition to restore it to the form it previously had, removing the broken condition. This does not restore any charges to limited use items nor restore expended single-use items. This option can

**Table: Age Categories**

Age Category	Physical Penalties (Age penalties accumulate)
Child	-1 size category, -2 to all physical ability scores
Youth	-1 to all physical ability scores
Young Adult	none
Middle Age	-1 to all physical ability scores
Old Age	-2 to all physical ability scores
Venerable	-3 to all physical ability scores

also be used to counter or dispel the other applications of this talent with requiring a magic skill check.

**Spoilage:** As an instantaneous effect, you may cause an amount of food sufficient to feed 1 Medium creature per caster level to spoil or cause an equal amount of spoiled food to return to a palatable state. This does not remove other changes made to the food, such as adding poison or magical effects unless you spend a spell point and succeed on a magic skill check against the poison or effect's DC. Restoring the food does not prevent future spoilage.

**Weather:** The object is shifted to its future state, reducing its hardness by your caster level.

### Broken Time (time)

You cause time to move at an unnatural pace around the target for as long as you concentrate, jumping and skipping in distorted shudders unless they succeed at a Will saving throw. Targets who fail their saving throw take a penalty on all skill checks and attack rolls equal to 1/2 your caster level and must succeed on a concentration check against your MSD to cast a spell; failing this concentration check means the spell fails and the effort is wasted. You may spend a spell point to allow this effect to continue for 1 round per caster level without concentration.

Creatures affected by this ability may attempt a new Will saving throw as a free action once each round to attempt to end its effects.

### Causality (time)

You may spend a spell point to pull causality from an alternate timeline, making cause follow effect rather than the other way around. The target or targets must succeed at a Will save or suffer 1d8 bludgeoning damage per 2 caster levels and fall prone. The cause of this damage could be a falling rock, the target tripping over something, or any other random occurrence (the details are left to the GM).

### Delay Pain (time)

As an immediate action, when an ally or object with your natural reach (or within Time sphere range, if you possess the Ranged Time talent) would take damage or be subject to any effect, you may spend a spell point to delay the onset of that damage and/or effect until the end of the creature's next turn (for creatures and attended objects) or the caster's next turn (for unattended objects). The delayed damage and/or effect is incurred at this time, though it is subject to any changes to immunity, resistances, etc. A given effect or instance of damage cannot be delayed more than once. Unwilling creatures and objects attended by unwilling creatures require a successful touch attack and are allowed a Will save to negate this delay.

If you spend an additional spell point as part of using this ability, you may partially delay ability damage, ability drain, and hit point damage further, causing the creature to receive half (round up) of the damage or drain at the end of its next turn and the remainder at the end of the following turn.

### Eject (time)

You may spend a spell point to attempt to *eject* a creature from time itself for 1 round per caster level (Will negates). The creature disappears completely and cannot be the target of any damage or effect while it is vanished. When the effect ends, the creature returns in the exact spot it disappeared from (or the closest unoccupied square). From the target's perspective no time has passed, and any effect already on the target with a duration (such as magic or poison) continues as if the time spent *ejected* simply had not happened. An *ejected* creature can attempt a new saving throw each round as a full-round action to end this effect early.

### Fast Time (time)

You may spend a spell point to accelerate time within a 10-foot radius burst, +5 feet per 5 caster levels. All effects that are in effect within this area or on a creature within this area have their duration decreased by 1 round per caster level. This affects magic (spells, sphere abilities, etc.), poisons, diseases, etc., but does not grant extra actions to the targets within this area or provide any other benefit. In the case of effects that target areas, only the effect contained within Fast Time's area is accelerated. Unwilling targets (including allies if they choose) are allowed a Will save to negate this effect for themselves or area effects originating from them. You can choose whether or not to affect yourself with your own *fast time*.

### Lethargy (time)

You may spend a spell point and make a melee or ranged touch attack against a target within range, causing them to experience a massive amount of time in a single instant, rendering them exhausted unless they succeed at a Fortitude saving throw. Targets who are already fatigued or exhausted fall asleep.

Sleeping creatures are helpless. Slapping or wounding awakens a sleeping creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action), and the target awakens exhausted if it got less than 1 hour of sleep, or fatigued if it got less than roughly 8 hours.

### Rapid Response (time)

You grant the target a competence bonus to initiative checks equal to 1/2 your caster level (minimum 1) and the ability to act in the surprise round even if they fail their Perception check to notice the presence of foes. You must concentrate to maintain this effect, but may spend a spell point to allow it to remain for 10 minutes per caster level without concentration.

You may take this talent up to three times; the second time you take this talent, affected targets also gain evasion (or improved evasion if they already have evasion) and a +2 competence bonus on Reflex saving throws. The third time you take this talent, affected targets also gain uncanny dodge (or improved uncanny dodge if they already have uncanny dodge) as a rogue of your caster level and increase the competence bonus on Reflex saving throws to +4.





### Repetition (time)

You may spend a spell point to momentarily extend time for a target, allowing them to take extra care when performing an action. This allows the target to take 20 on a Strength- or Dexterity-based skill check without increasing the time required to perform the action, even if stress or distractions would normally prevent the target from taking 10 or taking 20.

This may only be used on skill checks that take no more than 1 round to perform. If using this ability on yourself and only yourself, you may use this ability as a swift action. You cannot use this ability as a swift action in this manner if combining it with the Mass Time talent.

### Retry (time)

As an immediate action, you may spend 2 spell points to force a target to redo their turn (Will negates if unwilling). The target is returned to where their turn began, and any skill checks, attack rolls, movement, attacks of opportunity, etc. that occurred during their turn become as if they never happened. The target may perform the same actions again (remaking any rolls required by such actions), or they may choose completely different actions. If you choose to redo your own turn in this manner, you do not recover the action or spell points spent using this ability.

### Shift Time (time)

You may spend a spell point to grant the target the ability to immediately take a standard, move, or swift action if they choose. Any target who takes an action with this ability loses that action for their next turn. You may use this ability on yourself and only yourself as a swift action, or a free action if you choose to take a swift action with this ability. You cannot use this ability as a swift or free action in this manner if combining it with the Mass Time talent. A creature cannot benefit from Shift Time more than once per round.

### Steal Time (time)

You may spend a spell point to attempt to erase a creature's turn from existence. The target is dazed for 1 round (Will negates). If successful, you immediately gain an additional standard action. An individual target cannot suffer the effects of this ability more than once per round. Even if you successfully target multiple creatures in the same round with this ability (such as through the Mass Time talent), you cannot gain more than a single standard action in a round in this manner, nor can you use this new standard action to activate this talent an additional time by any means.

### Stretch Time (time)

You may spend a spell point to decelerate time within a 10-foot radius burst, +5 feet per 5 caster levels.

All effects that are active within this area or on a creature within this area have their duration extended by 1 round per caster level, to a maximum extended duration of twice the effect's normal duration (so an effect that normally only lasts for 1 round could not be extended in this manner for more than 1 additional round). This affects magic (spells, sphere abilities, etc.), poisons, diseases, etc., but does not prevent creatures within the area from taking actions as normal. In the case of effects that target areas, only the portion of the effect contained within Stretch Time's area is decelerated. Unwilling targets (including allies if they so choose) are allowed a Will save to negate

this effect for themselves or area effects originating from them. You can choose whether or not to affect yourself with your own *stretch time*. Stretch Time counters the effects of Fast Time within its affected area and vice versa.

### Time Bubble (time)

You may spend a spell point to create a bubble of distorted time around yourself that extends outward in a sphere with a radius of up to 15-foot + 5 feet per 5 caster levels. This sphere lasts for 1 round per caster level and moves with you, remaining centered around you at all times. Time passing within this sphere moves at a different rate than time outside, granting all creatures within the sphere partial concealment from attacks originating from outside the sphere. If a creature occupies a space both within the sphere and without (such as a Large or larger creature), creatures within the sphere do not gain partial concealment against its attacks, but the creature takes 1d8 damage per two caster levels as its body is torn apart by conflicting temporal forces. This damage occurs when the creature first enters the spaces within and without the *time bubble*, and at the start of their turn each round they remain within the affected area. Creatures cannot be damaged by this effect more than once per round. You may spend an additional spell point when you create this sphere to apply the effects of the Haste or Slow abilities (including the effects from Improved Haste or Improved Slow) to all creatures within the sphere's affected area; you may choose at the time of casting whether or not to subject yourself to these additional effects.

### Time Freeze (time)

You may spend one spell point to freeze all activity within a 10-foot radius burst, +5 feet per 5 caster levels. If used as a readied action, this can stop ranged attacks or instantaneous magical effects (such as *destructive blasts*), but in the case of effects that target areas, only the effect contained within the Time Freeze's area is stopped. Unwilling targets (including allies if they choose) are allowed a Will save to negate this effect for themselves or effects originating from them (attacks, magic, etc.). You can choose whether or not to affect yourself with your own *time freeze*.

All affected objects and creatures within this area cannot act for 1 round, neither can they be acted upon (moved, dealt damage to, etc.). Once the effect is in place, non-affected creatures can enter the area of effect without incident, so long as they do not disturb an affected creature or object. After one round has passed, everything within the area is unfrozen; creatures resume moving, ranged attacks hit the square they were targeting, and blast effects resolve as normal.

### Timeline Bridge (time)

By connecting the target to versions of themselves that exist in alternate timelines, you grant the target an insight bonus on all Knowledge checks equal to 1/2 your caster level and the ability to attempt such checks untrained. You must concentrate to maintain this effect, but may spend a spell point to allow it to remain for 1 minute per caster level without concentration. As an immediate action, you may spend a spell point to end this effect on the target and apply the insight bonus to their AC against a single attack or to a single saving throw by giving them a surge of revelation from a version of themselves that has already survived the attack or effect in another timeline.



# War

You can alter a battlefield, affecting both allies and enemies with your magic.

## Totem

As a standard action, you may place a *totem*. A *totem* is an effect on a 50-foot + 5 feet per 2 caster level radius area centered on you, but does not move as you do (if a *totem* is created entirely on top of a vehicle, it will move with that vehicle but only extend to the edge of the vehicle's space). Creatures who leave this area lose the effects of your *totem*. You must concentrate to maintain a *totem*, but may always spend a spell point as a free action to allow a *totem* to remain for 1 minute per caster level without concentration.

You must remain within long range of the center of your *totems* when maintaining them through concentration. If you move beyond this range, the *totem* ends. The effects of a *totem* are subject to spell resistance.

When you gain the War sphere, you gain the following *totem*:

### Totem Of War

You and your allies gain a +2 circumstance bonus to all weapon damage rolls. This bonus increases by 1 for every 5 caster levels.

## Rally

A *rally* is a magical effect you may enact as an immediate action, targeting a creature within the area of effect of one of your *totems* (or with whom you share a *mandate*, as detailed below), granting the target bonuses or allowing them to take certain actions. You must be within long range of a target to *rally* that target. If a *rally* targets a specific creature, it is subject to spell resistance.

Some *rallies* can be used in response to other events, in which case the *rally* occurs before the triggering event completes, unless noted otherwise. *Rallies* that work from triggers can only be used when that trigger occurs, and can only affect those allies that the trigger applies to.

When you gain the War sphere, you gain the following *rally*:

## Commanding Aid

You may use the aid another action on the target. You must use your caster level + your casting ability modifier in place of your melee attack bonus for this purpose, and may aid them against any creature also within range of your *rally*.



## War Talent Types

Talents marked (totem) grant you new *totems*. Talents marked (rally) grant you additional *rallies*.

### Mandate

Talents marked (mandate) grant you ways of creating *mandates*. *Mandates* are effects that exist between a pair of allies, each of whom benefits from the actions of the other.

As a standard action, you can create a *mandate* between two allies within medium range, one of whom may be yourself. You may concentrate to maintain a *mandate*, or can spend a spell point to make it last 1 minute per level without concentration. A *mandate* only works while the two sharing the *mandate* are within medium range of each other, and both are conscious and able to act.

A creature can be part of multiple *mandates* with the same or different creatures, but cannot be a member of the same *mandate* type talent multiple times. Bonuses granted last until the end of the next turn of the ally who received the bonus. The advantage of a *mandate* can be triggered over and over again, though it does not stack with itself.

### Momentum

Talents marked (momentum) grant you a *momentum* pool, as well as a method of using it.

If you have at least one (momentum) talent, you can spend a spell point as a standard action to gain a *momentum* pool. This pool lasts 1 hour per caster level, and holds a number of points of *momentum* equal to the War caster's caster level plus their casting ability modifier. Using this ability again refills your *momentum* pool; it does not create additional pools.

Allies within 30 feet of you can spend points of *momentum* from this pool to activate any ability from any of your (momentum) talents (using a (momentum) talent spends *momentum* points, not spell points). All of your (momentum) talents draw from the same pool, and using *momentum* is not considered a sphere ability and does not provoke attacks of opportunity.

The caster level associated with the *momentum* pools is that of the caster when they last filled their pool. Being knocked unconscious or made helpless makes the *momentum* pool inaccessible until you are conscious again.

## War Talents

### Bleeding Battlefield

When you create a *totem*, enemies within your *totem* cannot heal naturally, and fast healing and regeneration are halved. Multiple *totems* do not reduce the healing further. Magical healing works normally.



### Blood Bond

When you create a *mandate* and spend a spell point to maintain it without concentration, the *mandate* lasts for 10 minutes per caster level rather than 1 minute per caster level. If you are a member of the *mandate*, it instead lasts 1 hour per caster level.

### Call To Arms

You may create a *totem* or *mandate* as a move action, or spend an additional spell point to create one as a swift action. You may not use this talent to both create a *totem* or *mandate* as a move action and a swift action in the same round.

### Close Cooperation

Allies you share *mandates* with are considered within touch range for the purposes of your sphere abilities and supernatural abilities.

### Combat Inertia

Whenever you spend a spell point to use a War sphere ability, you regain a point of *momentum* + 1 per 10 caster levels, provided you currently have at least one point of *momentum* remaining.

### Declaration Of War

When you create a *totem*, you may designate a type or subtype of creature (using the ranger's favored enemy categories). Enemies of that type take a -2 to saving throws against that *totem*.

### Eternal Vigilance

You may *rally* any ally within 30 feet of you even without a *totem* in place, and you can always *rally* yourself.

### Hammer And Anvil

Whenever you enter a *mandate* with an ally, you may choose a combat or teamwork feat you possess. Your ally gains the benefits of that feat for the duration of the *mandate*. This ally must qualify for the feat in order to gain its benefits. You may share an additional feat for every 10 caster levels you possess.

### Lingering Resentment

When you cease concentrating on a *totem* or *mandate* effect, you may choose to have it remain for two rounds before dissipating.

### Mass Rally [mass]

When *rallying* a target, you may spend an extra spell point to *rally* up to 1 additional creature per 2 caster levels (minimum 1). You must affect every selected creature with the same *rally*.

### Mental Assault

When you use a mind-affecting ability against an enemy that is within the area of one of your *totems*, the DC to resist increases by +2. This includes sphere abilities, but not the abilities of the *totem* itself or any other *totem* it might overlap areas with.

### Ranged Totem [range]

When placing a *totem*, you may center it anywhere within close range. You may select this talent multiple times. Each time it is taken, increase the range by one range increment (close to medium, medium to long).

### Redeployment

You can move *totems* you created as a swift action. In order to move a *totem*, it must be your *totem*, and it must be within the range you can create *totems*. The *totem* can be moved to

anywhere within range. It is still the same *totem*, so creatures which made saving throws against it do not reroll.

If you have the ability to create *totemic auras*, then you may move auras between creatures (even while they are unconscious), or turn them into fixed *totems* and back again, but unwilling targets receive a Will save to resist. Doing so may change the range of the *totem*.

### Resounding Rally

Whenever you *rally* an ally other than yourself, you may also *rally* yourself at the same time with the same *rally* without expending any additional spell points. If the *rally* is triggered by an event, that event must affect you for the *rally* to affect you as well.

### Resourcefulness

The maximum size of your *momentum* pool increases by the number of (momentum) talents you possess. In addition, when you refill your *momentum* pool, it refills to its maximum value, including these additional points. You may take this talent multiple times; its effects stack.

### Totemic Aura

You may create *totems* attached to yourself or to other creatures. A *totem* attached to a creature is called a *totemic aura*. This functions as a regular *totem*, except that it has a radius of 30 feet, it moves with the creature it is attached to, becomes inactive if that creature is knocked unconscious and is dispelled if they are killed. They continue to function if they go beyond long range of their creator, but the creator can only *rally* those within that *totem* (including the creature it is attached to) if they are within long range.

The recipient must be within range (adjacent to you, or in close range if you possess the Ranged Totem talent). An unwilling creature can have a *totem* attached to them as a touch attack; no saving throw is allowed, but the Break Enchantment talent from the Life sphere or a similar effect can dispel the *totem* before its natural duration expires. An enemy with a *totem* attached to them still receives any saving throws the *totem* allows to avoid being affected. A successful save means they are unaffected by the *totem*, but it remains attached to them and it still affects those within range of it.

Spell resistance can prevent a *totemic aura* from being attached to a creature. A failed spell penetration check dispels the *totem*.

## Mandate Talents

### Adroitness (mandate)

When a member of this *mandate* is missed by an enemy, the other member of this *mandate* receives a +4 morale bonus to damage rolls against that enemy.

### Aptitude (mandate)

When a member of this *mandate* succeeds in a skill check, the other member gains +4 morale bonus to the same skill. If both members of a *mandate* attempt a skill check at the same time with the same skill and one succeeds, it can change the result of the other's skill check.

### Awareness (mandate)

When a member of this *mandate* damages an enemy, the other member can make attacks without the enemy benefiting



from any form of concealment, displacement, invisibility or effects that attempt to prevent an attacker from knowing where a target is.

### Guile (mandate)

When a member of this *mandate* succeeds in a combat maneuver against an enemy, the other member gains full concealment against that enemy.

### Mobility (mandate)

When a member of this *mandate* moves adjacent to a creature, the other member may use an immediate action to move up to their speed, provided this movement ends in a square adjacent to the same creature.

### Perseverance (mandate)

When a member of this *mandate* regains hit points, the other member gains an equal number of temporary hit points, up to a maximum equal to their maximum hit point total. The temporary hit points gained do not stack with each other, and last until the *mandate* ends.

### Resolve (mandate)

When a member of this *mandate* hits an enemy with an attack, the other member gains a +4 morale bonus to AC and CMD against that enemy, and a +4 morale bonus to saving throws against that enemies' abilities.

### Ruthlessness (mandate)

When a member of this *mandate* misses an enemy with an attack, the other member may use an immediate action to use a combat maneuver against that enemy. This does not provoke attacks of opportunity.

### Tenacity (mandate)

When a member of this *mandate* succeeds in a saving throw, the other member gains +4 morale bonus to saving throws. If both members of a *mandate* attempt a saving throw at the same time and one succeeds while the other fails, the bonus can change the results of failed allies' saving throw if the bonus is sufficient to meet the original DC required.

### Vindictiveness (mandate)

When a member of this *mandate* is hit by an enemy, the other member of this *mandate* receives a +2 morale bonus to attack rolls and CMB against that enemy.

## Momentum Talents

### Aggressive Momentum (momentum)

As a swift action, any ally may spend three points of *momentum* to grant themselves an additional attack made at their highest base attack bonus for that round. This does not stack with effects that grant extra attacks as part of a full-round action.

### Damaging Momentum (momentum)

Whenever an ally hits an enemy with a weapon attack, natural weapon attack or unarmed strike, they may spend two points of *momentum* to add your casting ability modifier to the amount of damage done. The damage is of the same type as the attack. This may be done only once per attack.

### Demoralizing Momentum (momentum)

Whenever an ally hits an enemy with an attack, they may spend a point of *momentum* as an immediate action to try and demoralize that enemy with their Intimidate skill. If the enemy

is already shaken, they may instead spend three points to attempt to make the shaken enemy frightened. If they are already frightened, they may instead spend five points to attempt to make the frightened enemy panicked.

### Favorable Momentum (momentum)

Allies may spend two points of *momentum* to add a 1d6 circumstance bonus to any skill or ability check. The decision to add this bonus must be made before the skill or ability check is rolled. Each ally may do this only once per turn.

### Marauding Momentum (momentum)

On their turn, an ally may spend a point of *momentum* to move 5 feet. This is a free action that draws attacks of opportunity normally. The ally may do this up to 4 times on their turn, and these movements may be taken between attacks.

### Resilient Momentum (momentum)

Whenever an ally takes hit point damage, they may spend a point of *momentum* to reduce the damage of the attack by your casting ability modifier (minimum 1). This is not a form of damage resistance and does not stack with itself.

### Tactical Momentum (momentum)

When an ally attempts a combat maneuver, they may spend a point of *momentum* to receive an insight bonus equal to 1/2 your casting ability modifier (minimum 1). If they do, the combat maneuver does not provoke any attacks of opportunity. Only one point of *momentum* may be spent per combat maneuver.

### Threatening Momentum (momentum)

When an ally hits an enemy with a weapon attack with a natural roll of 16 or greater, they may spend a point of *momentum* to have the attack be considered a critical hit for the purpose of triggering critical feats. This does not make the hit an actual critical hit, and no confirmation roll is required. This can allow a critical feat to be triggered even if the target is immune to critical hits. The normal rules for critical feats apply. If the attack was already a threat, they may spend a point of *momentum* to confirm it instead. They must do this before rolling to confirm.

## Rally Talents

### Absorb (rally)

When an enemy deals damage to an ally you can *rally*, you may spend a spell point to transfer half of this damage to another ally you can *rally*. This damage cannot be reduced or divided further.

### Counterattack (rally)

When an enemy misses an ally with a melee attack, you may spend a spell point to *rally* that ally, allowing them to make an attack with a natural or manufactured weapon on the enemy that missed them. If the attack hits, the ally gains a +4 dodge bonus against that enemy until the end of their next turn. If the ally was flat-footed against the enemy, they are no longer flat-footed.

### Empower (rally)

You may spend a spell point to *rally* a target, giving them a +4 morale bonus to either attack rolls and CMB, AC and CMD, saving throws, or concentration checks and spell penetration checks. The bonus from this *rally* lasts 1 round. The decision

to use this *rally* in response to an attack must be made prior to the attack roll, and the decision to use this *rally* in response to a saving throw must be made before the save is rolled.

### Engage (rally)

You may spend a spell point to *rally* a target, allowing them to attempt an Escape Artist check, draw a weapon, ready a shield, set a weapon against a charge, retrieve a stored item, stand-up from a prone position, or any other simple, non-offensive action the GM deems appropriate. The action is taken by the ally immediately as a free action and does not draw any attacks of opportunity.

### Finish (rally)

You may spend a spell point to *rally* an ally, allowing them to reroll an attack roll (even an attack roll to confirm a critical hit) or CMB check. The decision to roll must be made before the results of a roll are announced, and the second result must be used.

### Intercept (rally)

You may spend a spell point to *rally* a target, allowing them to swap positions with an adjacent ally. This does not draw attacks of opportunity. Both allies must be capable of movement for this to work, even if they can only crawl. If this is done in response to an attack, then the target of the attack changes to the other ally.

### Position (rally)

You may spend a spell point to *rally* a target, allowing it to immediately move up to 5 feet per 2 caster levels (minimum 5 feet). This movement does not provoke attacks of opportunity and must end within the area you can *rally*. If used to avoid an attack or area effect (or to move the attacker), this grants the defender evasion and a dodge bonus to AC and Reflex saves equal to half your caster level (minimum 1).

### Replenish (rally)

You may spend a spell point to *rally* a target, allowing them to reroll a saving throw they just failed. They must take the second result, even if it is worse.

### Retribution (rally)

When an enemy deals damage to an ally and both ally and enemy are within the area you can *rally*, you may spend a spell point to deal 1d6 damage to the attacker for every 2 caster levels you possess (minimum 1d6). This damage may be either acid, electricity, cold, or fire.

### Safety (rally)

When a creature confirms a critical hit against the target, you may spend a spell point to cause that critical hit to resolve as a normal hit instead.

### Strike (rally)

You may spend a spell point to *rally* an ally, allowing them to use a combat maneuver (but not an Escape Artist check or grapple) on an enemy they threaten. The combat maneuver does not provoke an attack of opportunity, and receives a morale bonus to CMB equal to 1/5th your caster level (minimum 0).

## Totem Talents

### Absolute Totem (totem)

You must spend a spell point to create an *absolute totem*. Within this *totem*, the weapons, armor and equipment allies are wearing or carrying receive a bonus to their hardness equal to your caster level. While using these weapons, allies receive a +1 competence bonus to sunder attempts. This increases by +1 for every 5 caster levels, and whenever an enemy strikes them with a melee attack using a manufactured weapon, they may attempt to sunder their opponent's weapon as an immediate action.

### Blood Totem (totem)

You must spend a spell point to create a *blood totem*. Whenever an enemy within this *totem's* area deals damage to an ally within this *totem's* area, the damage roll is reduced by 1 (to a minimum of 0), and the attacker takes 1 damage that bypasses all damage resistance. The damage reduced and the damage dealt by this *totem* increases by 1 for every 5 caster levels you possess.

### Divisive Totem (totem)

You must spend a spell point to create a *divisive totem*. While within this *totem*, enemies lose trust in all other creatures. They have no allies except themselves, only enemies. If an effect can only target allies, they can only use it on themselves. They resist the help of other creatures, attempt saving throws even when an ability is harmless (such as healing), and resist being touched. Enemy creatures can not move through other creatures' squares. Summoned and conjured creatures no longer obey commands. This is a mind-affecting compulsion ability.

A creature within this *totem* gets a Will saving throw upon first encountering it, and an additional Will saving throw at the end of each turn they are affected by it until they successfully save. Even when a successful save is made, their allies may still treat the creature as an enemy if they are also within the *totem* and have not made a save.

### Giving Totem (totem)

You must spend a spell point to create a *giving totem*. Whenever a creature is subjected to a positive energy effect that causes them to regain or lose hit points (but not temporary hit points granted or ability damage dealt) the number of hit points gained or lost increases by your caster level or by the original value, whichever is less.

### Gyroscopic Totem (totem)

You must spend a spell point to create a *gyroscopic totem*. Gravitational fluctuations keep enemies within this *totem* unbalanced while they remain within. An unbalanced creature can still move, but entering squares draws attacks of opportunity as if they had left the square, and the creature can not take 5-foot steps.

In addition, at the end of any movement with a total distance greater than 5 feet, the creature must succeed at a Reflex save or fall prone. If the creature has more than 2 legs, it gains a +1 bonus to this saving throw for each additional leg, and creatures that are flying, crawling, swimming, or burrowing are unaffected, as are creatures that are not affected by gravity such as incorporeal creatures. Teleporting creatures do not draw attacks of opportunity because of this *totem*.

### Hallowed/Unhallowed Totem (totem)

You may create either a *hallowed* or *unhallowed totem*. If creating a *hallowed totem*, all creatures within the area of this *totem* suffer a -1 penalty to saving throws made to resist channeled positive energy and positive energy effects such as cure spells and Life sphere effects. This penalty increases by 1 for every 10 caster levels. If creating an *unhallowed totem*, this penalty instead applies to channeled negative energy and negative energy effects, such as inflict spells and Death sphere effects. If you place a *hallowed totem* in a location that already has an *unhallowed totem* present or vice versa, you must succeed at a magic skill check to place your *totem*. On a success, the two *totems* cancel each other, leaving neither *hallowed totem* nor *unhallowed totem* in place.

### Haunting Totem (totem)

Enemies within this *totem* must succeed at a Will save, or become distracted by hallucinations at the edge of their perception. If they fail, any of the caster's allies threatening them are considered to be flanking them. This lasts as long as are in the *totem*, ends if they leave the *totem*, and resumes if they reenter the *totem*. They do not get a new saving throw if they leave and then reenter the *totem* area. This is a mind-affecting illusion (phantasm) effect, and creatures with blindsense or blindsight automatically succeed at their saving throw.

### Invigorating Totem (totem)

You and your allies gain 1 temporary hit point per round at the end of your turn, +1 per 5 caster levels. These temporary hit points stack with themselves, to a maximum number of temporary hit points equal to your caster level. These temporary hit points only remain as long as you remain within the area of effect of this *totem*.

### Quickening Totem (totem)

You and your allies gain a +2 dodge bonus to AC vs. attacks of opportunity. This increases by +1 for every 4 caster levels you possess.

### Rebellious Totem (totem)

You create a *totem* that interferes with charm and compulsion magic as well as other powers that let a caster enforce their will on others. Whenever a creature attempts to exert or maintain mental control over another creature inside your *totem*, they must attempt a magic skill check against your magic skill defense or else their attempt fails, and their control is suspended for as long as the target remains within the *totem*. During the intervening time, the controlled creature is free. A mindless creature may do nothing, or continue in their previous activity, while a creature with their own mind may act normally. They are still under the effects of any ability that controlled them, they simply are not receiving new orders. The controlling caster may attempt to resume control on their next turn.

This *totem's* effects apply to summoned (but not called) creatures, mindless creatures, or creatures that are controlled against their will. It does not expel a controlling life force (such as a ghost or projected spirit), but it does prevent them from controlling the target.

This *totem* ignores spell resistance, spell immunity or any other effect that would render a creature invulnerable, as it is the interaction that is affected by the *totem*, not the creature itself.

### Scourging Totem (totem)

This *totem* emits pulses of energy, damaging every enemy within your *totem's* range for an amount per round equal to 1/2 your caster level (minimum 1). This damage may be acid, electricity, cold, or fire, as chosen when the *totem* is created. Creatures who enter the area of effect of this *totem* suffer damage immediately. Creatures who remain within the area of this *totem* suffer damage each round at the end of your turn.

### Tactical Totem (totem)

When you activate this *totem*, choose a teamwork feat you possess. Allies within the *totem* that qualify for that feat gain the benefits of that feat. In addition, all allies are considered to have that feat for the purpose of determining whether other allies benefit from that feat. For every 10 caster levels, choose an additional teamwork feat. When you create this *totem*, you may choose to spend a spell point. If you do, you may share any teamwork feats you qualify for, not just teamwork feats you possess.







### Taking Totem (totem)

You must spend a spell point in order to create a *taking totem*. Whenever a creature is subjected to a negative energy effect that causes them to regain or lose hit points (but not temporary hit points granted or ability damage dealt) the number of hit points gained or lost increases by your caster level or the original value, whichever is less.

### Totem Of Allegiance (totem)

You must spend a spell point to create a *totem of allegiance*. Choose an end of the alignment spectrum (chaotic, evil, good, or lawful) when you create this *totem*. Creatures within the area of this *totem* who possess that alignment gain a +1 circumstance bonus to all saving throws and attack rolls. This bonus increases by 1 per 10 caster levels.

You must select an alignment that you possess. If you are true neutral, you may select neutrality with this *totem*. This only benefits true neutral creatures; chaotic neutral, lawful neutral, neutral evil, and neutral good creatures are unaffected.

### Totem Of Courage (totem)

You must spend a spell point to create a *totem of courage*. You and your allies gain a +1 competence bonus to attack rolls and a +1 morale bonus to saves vs. fear. The bonus to attack rolls increases by 1 for every 10 caster levels you possess, and the bonus to saves vs. fear increases by 1 for every 5 caster levels you possess.

### Totem Of Deep Thought (totem)

Your allies gain a +1 competence bonus to concentration. This increases by +1 for every 5 caster levels you possess. When you create this *totem*, you may spend a spell point. If you do, the bonus applies not only to concentration rolls, but spell penetration rolls as well.

### Totem Of Doom (totem)

You must spend a spell point to place a *totem of doom*. All enemies in the area become shaken (no save). This effect lasts as long as they remain within the *totem's* effect area. The effects of this *totem* are not cumulative with itself or other sources of fear.

You may take this talent a total of three times. If taken twice, your *totem of doom* becomes cumulative; if a creature comes into contact with your *totem of doom* who is already shaken from another effect, the effect of your *totem of doom* is changed to frightened for that specific creature. If you gain this talent three times, a creature who comes into contact with your *totem of doom* who is already frightened from another effect becomes panicked. Multiple *totems of doom* do not stack with each other for this purpose.

### Totem Of Enemies (totem)

You must spend a spell point to create a *totem of enemies*. Choose an end of the alignment spectrum (chaotic, evil, good, or lawful) when you create the *totem*. Creatures within the area of this *totem* who possess that alignment suffer a -1 penalty to all saving throws and attack rolls. This penalty increases by 1 per 10 caster levels. You must select an alignment that you do not possess. If you are chaotic neutral, lawful neutral, neutral evil, or neutral good, you may select true neutral with this *totem*.

### Totem Of Expulsion (totem)

You must spend a spell point to create a *totem of expulsion*. The *totem* creates a field of energy that applies interdimensional pressure to creatures that do not belong on your plane, and weakens them. All non-native outsiders (including allies) within are sickened (no save) while they remain inside the area of the *totem*. In addition, they receive a penalty to any damage reduction, energy resistance, and spell resistance they possess equal to your caster level. Energy immunity is also affected: treat immune creatures as having a resistance equal to twice their total Hit Dice, then subtract your caster level as you would with normal resistance, to a minimum of 0. You can only create this *totem* on your home plane.

### Totem Of Foresight (totem)

You must spend a spell point to create a *totem of foresight*. Whenever an ally in the area of the *totem* attacks, they may choose two possible target enemies for the attack, and then roll the d20 for each target. They may then choose which enemy they attack, and use the d20 rolled for that enemy as their hit roll.

### Totem Of Insanity (totem)

You must spend a spell point to create a *totem of insanity*. Enemies within this *totem* are filled with bloodlust and confusion, and must succeed at a Will save upon entering the area of the *totem* or upon it being created. If they fail, then on the beginning of their next turn there is a 50% chance they will attack their own nearest ally instead of their enemy. If they do, they are considered an ally for the purposes of your *totems* for the duration of the attack. At the end of any turn they do this, they receive another saving throw.

Leaving the *totem* causes the effect to end for a creature, but re-entering it causes the effect to resume if they have not yet made a successful saving throw. These are mind-affecting, compulsion effects.

### Totem Of Iron (totem)

You must spend a spell point to create a *totem of iron*. This grants you and your allies a +1 natural armor bonus. This bonus increases by +1 for every 10 caster levels you possess.

### Totem Of Liberation (totem)

You must spend a spell point to create a *totem of liberation*. You and your allies gain a +1 insight bonus against all mind-altering effects, enchantment (charm) effects, enchantment (compulsion) effects, and Mind sphere abilities. This bonus increases by 1 for every 5 caster levels you possess.

### Totem Of Mobility (totem)

You must spend a spell point to create a *totem of mobility*. As a swift action, allies within this area may make a 5-foot step. This is in all ways similar to a normal 5-foot step, except this does not prohibit them from taking their usual 5-foot step, nor using a move action to move normally.

### Totem Of Screaming Skin (totem)

You must spend a spell point to create a *totem of screaming skin*. Enemies within this are haunted by the sensation of pain from far away. Whenever their skin is even slightly broken, a wound rips open in the shape of a mouth and screams, making even the smallest injuries horrific. Whenever a weapon or natural weapon attack is made on an enemy inside the *totem*, if the



attack roll misses by 5 or less, and is not a natural 1, the attack is a glancing blow and does damage equal to your caster level. Effects that trigger on a hit, such as a melee touch attack delivering a sphere ability, do not trigger on a glancing blow.

### Totem Of Shared Sight (totem)

You and your allies can share perception, seeing through each other's eyes and hearing through each other's ears. Anything visible or noticed by one is also perceived by everyone else, including with special senses such as blindsense or scent. This can prevent a character from being surprised. If any ally within the *totem* successfully saves versus an illusion effect, then everyone else automatically succeeds at their saving throw as well, even if they previously failed. This *totem* does not prevent allies from being flanked.

### Totem Of Speed (totem)

You and your allies gain a +5 bonus to all movement speeds, +5-foot per 5 caster levels.

### Totem Of Stability (totem)

You and your allies gain a +2 bonus to CMD. This bonus increases by +1 for every 5 caster levels you possess.

### Totem Of Stumbling (totem)

All enemies suffer a -2 penalty to their CMD. This penalty increases by 1 for every 5 caster levels.

### Totem Of Tactical Coordination (totem)

Allies within this *totem* do not take hit point damage from attacks, spells, or abilities of other allies within this *totem*, and may choose to automatically succeed at any saving throws vs. the abilities of allies within the *totem*.

### Totem Of Tactical Prowess (totem)

Whenever you or your allies would gain a bonus to attack rolls or to AC due to battlefield positioning, such as flanking, higher ground, or cover, that bonus is increased by 1, +1 per 5 caster levels.

### Totem Of The Dragonslayer (totem)

You and your allies gain a +1 competence bonus to Reflex saves vs. area effects. This increases by +1 for every 5 caster

levels you possess. When you create this *totem*, you may spend a spell point. If you do, whenever an ally attempts a Reflex saving throw that benefits from this *totem* against an attack that normally deals half damage on a successful save, they take no damage on a successful save instead.

### Totem Of The Heroic Heart (totem)

You must spend a spell point to create a *totem of the heroic heart*. Allies gain a +4 competence bonus to ability and skill checks using Strength, Constitution, or Dexterity. This bonus increases by +1 for every 5 caster levels.

### Totem Of The War Dance (totem)

You must spend a spell point to create a *totem of the war dance*. You and your allies may use your move actions to allow other allies to move. The giving character cannot move (or take a 5-foot step), while the receiving ally gets another move action to spend. This extra move action must be used immediately and can only be used with a movement ability. They may not leave the area of the *totem* during this move. Their actions provoke attacks of opportunity normally. No single ally can be moved by more than 2 allies until their next turn has occurred. Any ally may swap places with an adjacent ally as a move action. This does not provoke attacks of opportunity. Both allies must be capable of moving for this to work.

### Totem Of Whispers (totem)

The area of your *totem* is filled with quiet voices that distract and unnerve your enemies. Enemies take a -1 penalty to their concentration checks and Perception checks involving listening. This increases by -1 for every 2 caster levels you possess. This does not work against deaf enemies, or enemies in an environment where it is difficult to hear. The whispers also interfere with using abilities that require speaking - such an ability has a 10% chance of failing when used plus 5% per 5 caster levels, even if the user is deaf. Whenever a creature uses such an ability, they can attempt a Perform (oratory) as part of the action required to activate the ability with a DC of 10 + your caster level to negate this effect.





# Warp

You can twist space to your whim.

## Teleport

You can spend a standard action to *teleport* yourself and up to a heavy load to any place within close range. Alternatively, you may *teleport* a touched willing creature and their carried equipment instead of yourself. You may spend a spell point to increase your *teleport* range to medium instead of close. You must have line of sight to your destination.

## Warp Talent Types

### Bend Space

Talents marked (space) grant you ways of bending and folding space. *Bending space* requires a standard action, and you must be touching the target or location to be affected.

## Warp Talents

### Distant Teleport

When you spend a spell point to increase the range of your *teleport*, the range increases to long instead of medium.

### Emergency Teleport

You may spend a spell point to perform a *teleport* as an immediate action. The range is decreased to 5 feet per 2 caster levels (minimum 5 feet) and cannot be coupled with talents that would increase its range. If used to avoid an attack or area effect (or to move the attacker), this grants the defender evasion and a dodge bonus to AC and Reflex saves equal to half your caster level (minimum 1). You cannot touch a target as part of this *teleport*, but you may affect another creature if you are already touching them.

### Imbue Teleport

When you would *teleport* a target, you may imbue them with the ability to *teleport* instead of immediately *teleporting* them. The imbued target gains the ability to *teleport* itself once with the same details (such as caster level, talents, spell point expenditures) as you used with the original casting. However, the target may only *teleport* themselves and not others.

The imbued *teleport* remains for 1 hour per caster level, or until used once. You may maintain one imbued *teleport* at a time, plus an additional imbued *teleport* for each five caster levels you possess.

### Instill Teleport [instill]

As a standard action you may spend a spell point to touch a small container of liquid and instill a *teleport* or *bend space* that affects a single target inside it, which functions as a potion or oil. The instilled effect cannot have a trigger/normally require an immediate or readied action to activate, nor have a duration of concentration.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Isoport

When you *teleport* a target you may change their orientation and lower their velocity. This allows you to turn the target up to 360 degrees, which lets you turn them during a charge or run action and either give or remove the prone condition, and cancel out momentum-based movement (such as falling, being thrown or pushed), which effectively resets any distance they have fallen. Using this talent to respond to actions or events outside of your turn typically requires a readied action.

You may choose to apply only the effects of Isoport, changing a target's spatial orientation and velocity without *teleporting* them to another location. Doing so reduces the casting time to a swift action instead of a standard action. If you also spend a spell point, you may Isoport a target as an immediate action. You must possess Unwilling Teleport to affect unwilling targets, and must spend a spell point as usual.

### Mass Teleport [mass]

You may spend a spell point to *teleport* multiple creatures, up to 1 additional target per 2 caster levels (minimum 1). You may choose whether or not to include yourself in the group to be *teleported*. Each creature must be touching you or someone else in the affected group to be *teleported*, unless you possess the Ranged Teleport talent. If you possess the Unwilling Teleport talent, you only need to spend one spell point no matter how many unwilling targets are affected. If one unwilling target succeeds at their saving throw, other creatures are still affected as normal. All targets must be within the same distance from each other at their destination as they were required to be in order to be *teleported* (touching, unless you possess Ranged Teleport).

### Pouncing Teleport

You may spend a spell point or increase your *teleport* casting time by one step in order to make a single attack after successfully *teleporting* yourself. You may also spend an additional spell point to make either a full attack or take an attack action instead of a single attack after successfully *teleporting*. You may not use this talent in conjunction with any abilities or conditions that reduce the action needed to *teleport* (such as Emergency Teleport or Quick Teleport).

### Quick Teleport

When *teleporting* yourself or a group that includes yourself, you may spend an additional spell point to *teleport* as a move action instead of a standard action. You cannot make a free touch attack as part of a quick *teleport*, but you may affect another creature if you are already touching them.

### Ranged Warp [range]

You no longer need to be touching another creature in order to *teleport* them, although the creature must still be within close range to be affected in this manner. Likewise, when you use a (space) talent, the target or location to be affected may be any appropriate target or location within close range instead of touch range.

You may take this talent multiple times. Each time it is taken, increase the range by 1 step (close to medium, medium to long).

### Recall

Before you *teleport* yourself or a willing ally, you may designate the target's current square as a recall point by increasing the casting time of your *teleport* by one step or by spending a spell point. At the end of each round, the target may choose to return to the recall point, *teleporting* there without spending an action so long as it is within *teleport* range. The recall point lasts for 1 round per caster level or until used, whichever comes first.

### Segmented Warp

You may spend a spell point to split a *teleport* in two. You cast a single *teleport* on yourself and pay any spell point costs

once, but may *teleport* yourself twice in quick succession. Between these two *teleports* you may only take one action of any kind you have remaining. Casting the second *teleport* does not require a second action, but provokes an attack of opportunity regardless (though you may cast defensively or use other methods to protect yourself from such attacks). The total distance covered by both *teleports* cannot be longer than the maximum range of the initial *teleport*. If your second *teleport* is disrupted by an attack of opportunity or other means, it is lost.

If used in conjunction with Pouncing Teleport you do not get extra attacks, but may make your attack after either half of the split *teleport*. Attacking this way counts as your single action for the purposes of Segmented Warp. If you choose to full attack, you may instead use any number of your attacks as a single action, and use any remaining attacks after your second *teleport*. Other abilities that would create additional effects with your *teleport* (such as dual sphere feats) only apply to one of the split *teleports*.

### Splinter

When *teleporting* a target (usually with the Teleport Object or Unwilling Teleport talents), you may *splinter* the target, causing it to appear not quite as it was. This deals 1d6 damage per 2 caster levels (minimum 1d6) to the target. This damage bypasses all damage reduction, energy resistance, and hardness.

### Swap Placement

When *teleporting* yourself or another creature to a location already occupied by a different creature, you may send the creature already occupying that location back to where the *teleporting* creature came from. This must be a willing target unless you possess the Unwilling Teleport talent. If the second target is unwilling, you must spend a spell point and they are allowed a save as normal. If they succeed at this saving throw, the *teleporting* creature returns to their point of origin unharmed.

### Teleport Object

You may *teleport* objects independent of people. The object cannot weigh more than 10 pounds per caster level, and it cannot be in the possession of another creature (in their hand or on their person). If a creature is willing, you may *teleport* the object directly into their hand or onto their person.

If you possess the Ranged Teleport talent, you may, as a readied action, catch a projectile out of the air that passes within range, redirecting it against another target if you wish. The creature who initiated the attack is allowed a Will save to negate this effect, and you must make an attack roll against the new target, but using your casting ability modifier in place of Dexterity when making the attack. Damage is still determined by the creature who initiated the attack.

### Teleport Trap

You may lay a *teleport* effect onto an adjacent, unoccupied 5-foot square. If you possess the Ranged Teleport talent, you may place this effect anywhere within that range. This is a latent *teleport* effect, except it only activates when a creature steps onto the target square, and must target the triggering creature. You must possess the Unwilling Teleport talent and spend a spell point as usual if you want your *teleport trap* to affect unwilling targets. You must possess the Teleport Object talent to affect unattended objects, and may decide when making the *teleport trap* whether unattended objects will trigger the effect





or not. If you possess the Mass Teleport talent, you may spend a spell point to allow the *teleport trap* to remain after its initial use, affecting additional creatures who enter its square until the duration expires or it has attempted to *teleport* 1 creature + 1 per 2 caster levels (minimum 2 total). You must designate the destination where triggering creatures will be *teleported* when creating a *teleport trap*.

When a creature steps into the triggering square, the *teleport* effect activates, transporting the triggering creature to the designated destination. Unwilling targets are allowed a saving throw as normal.

A *teleport trap* lasts for 10 minutes per caster level before becoming inert. This is a magical trap with a Perception DC and Disable Device DC equal to the *teleport's* save DC. You may only have one *teleport trap* active at a time. You may select this talent multiple times. Each time this talent is gained beyond the 1st, increase the total number of *teleport traps* you may have active at one time by 1.

### Unseeing Teleport

You may spend an additional spell point when making a *teleport* to no longer require line of sight to the destination; instead of choosing a spot to appear, you may instead indicate a direction and distance.

If the target arrives in a place that is already occupied by a solid body, you may spend a spell point to return the target to its point of origin unharmed. Otherwise, the target takes 1d6 points of damage and is shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, the target takes an additional 2d6 points of damage and is shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, the target takes an additional 4d6 points of damage and the *teleport* simply fails.

### Unwilling Teleport

You may spend a spell point to *teleport* an unwilling creature as you can a willing creature. This requires a touch attack if done at touch range, the unwilling creature is allowed a Will saving throw to negate being *teleported*, and the effect is subject to spell resistance. An unwilling creature can only be *teleported* into open areas on solid surfaces (thus, they cannot be *teleported* into the air or into a solid object, and any such attempt instantly fails). In addition, they gain a +4 bonus to their saving throw if the location would be directly harmful to them (onto a bed of spikes, etc.).

### Warping Strike [strike]

As a standard action, you may make a single weapon attack in conjunction with making a *teleport* or activating a (space) talent that targets a creature or object. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also struck by the *teleport* or (space) talent. You can only *teleport* a willing target unless you also use Unwilling Teleport. If using a scatter weapon, the sphere effect only applies to a single target, chosen at the time of attack.

## Space Talents

### Avert (space)

You may *bend space* around yourself to avert attacks. When you *bend space* against an attack targeted at you, the originator of the attack must make a Will save or have their attack veer wide and miss. You must normally ready an action to make use of this ability since *bending space* requires a standard action, but you may spend a spell point to use it as an immediate action instead.

When you take the total defense action, you may use this ability as an immediate action until the beginning of your next turn without paying a spell point.

### Blink (space)

A creature affected by this ability interacts with physical objects erratically. You may choose to apply this effect as a benefit or penalty. As a benefit this grants the target an effect similar to concealment (20% miss chance + 5% per 3 caster levels, maximum 50%) against attacks against them. As a penalty, the target always attacks as if into concealment (suffering a 20% miss chance + 5% per 3 caster levels on all attacks, maximum 50%), but may attempt a Will save to negate the effect. Miss chance from either version is not applied to force effects or effects that pass between coterminous planes (such as attacks from weapons with the *ghost touch* special ability). Miss chance from this effect does not stack with miss chance from other blink effects, being incorporeal, or similar effects; only the highest applies. This effect lasts as long as you concentrate, though you may spend a spell point to sustain it for one minute per caster level without the need for concentration.

### Create Gap (space)

You *bend space* to create a gap in an otherwise solid object or wall. By spending a spell point, you can create a hole in an inanimate object up to a 5-foot cube in size plus an additional 5-foot cube per 4 caster levels placed in any configuration so long as it is contiguous. This hole does not damage the object or affect its structural integrity; since the created hole is formed of added space rather than removed space, everything in the affected area is still accessible, pushed to the nearest edge of the created gap. If the gap is created so that a creature would fall through it, they may make a Reflex save to safely move to the nearest edge of the hole. This hole lasts as long as you concentrate, though you may spend a spell point to allow a gap to remain for 1 minute per caster level without concentration.

### Dimension Pierce (space)

You allow one touched object or creature to interact with other planes by spending a spell point. A touched creature can target ethereal and incorporeal targets without suffering a 50% miss chance or reduction in damage, and can manipulate such targets as if they were material. A touched ethereal or incorporeal target gains the ability to interact with the world as if it were corporeal in all ways. A touched object gains the *ghost touch* special ability. The effects of this talent last for one hour per caster level.

### Distort Size (space)

You distort the target's spatial footprint, causing them to occupy a smaller or larger area. You may add or subtract 5 feet to the space they occupy (so an enlarged Medium creature



would occupy a 10-foot cube instead of a 5-foot cube, and a shrunken Gargantuan creature would occupy a 15-foot cube instead of a 20-foot cube). You can alter the target's space by an additional 5 feet for every 4 caster levels you possess. This does not change the target's size category for any purpose such as reach, damage, or modifiers, though their reach does extend from the new space they occupy. If you would shrink the target's space below a 5-foot cube, you instead halve their space for each 5 feet you would normally subtract, rounding down to the nearest half foot (a Medium creature shrunk by one step would occupy a 2-1/2-foot cube, or a 1-foot cube if shrunk by two steps) (minimum 1-foot cube).

You may alter the target's space anywhere from their normal size as a swift action each turn (or as part of a concentration action). When you use this ability on a target, you can also grant them control, allowing them to spend a swift action to change their space each turn following the same rules.

This effect lasts for as long as you concentrate, but you may spend a spell point to maintain it for 1 minute per caster level without concentration.

### Extradimensional Room (space)

You may create a small pocket dimension, accessible through a shimmering portal that either appears in the air before you or on a touched, reasonably flat surface. This pocket dimension measures one 10-foot cube per caster level, arranged as you wish so long as the space is continuous. You can make the entrance as small as 5-foot square or as large as 10-foot square. You can select its light level and temperature (from -40° F to 120° F, -40° C to 50° C), but otherwise it is a featureless location.

This space does not exist until you enter the portal, and continues to exist as long as you are inside. However, you may spend a spell point to create the space without entering, and allow it to remain for up to 1 round per caster level regardless of whether or not you are inside it. If the portal is placed on the ground or in some other way an unwilling creature might fall in, the creature is allowed a Reflex save to evade. Climbing the walls of this room requires a DC 20 Climb check. When this ability expires or is dispelled, all objects and creatures within this space are harmlessly ejected through the portal.

You may take this talent two times; when taken a second time you gain greater control over your room. As long as you concentrate, the room remains even if you are not inside it. You do not need to continue concentrating while inside the room, but must begin concentrating again if you exit for the room to remain. In addition, as a standard action or as part of concentration, you can bar the portal and prevent anything from crossing it. Anyone inside can reopen the door as a standard action, while anyone outside can force the portal open with a Strength check or slip through with an Escape Artist check (with the DC being equal to 10 + 1/2 caster level + casting ability modifier). While barred, the portal can still be seen and the room dispelled from the outside. Lastly, if you also possess the Extradimensional Storage talent, you may withdraw any number of items from your Extradimensional Storage and place them on any stable surface in the room when it is created. When the room expires or is dispelled, you may have any unattended items inside of it be placed directly into the space

of your Extradimensional Storage talent rather than ejected so long as they do not exceed its weight limit.

### Extradimensional Storage (space)

You gain a permanent extradimensional space that may hold up to 10 pounds per caster level of non-living material. You can create a portal to this *extradimensional space* within arm's reach at will. Placing an object in this space or calling an object from this space requires a full-round action, but may be done as a swift action by spending a spell point. Living things and attended objects cannot be placed in your extradimensional storage. If you die (or are destroyed, if you lack a Constitution score), all contents of your extradimensional space appear in your square or the nearest unoccupied space.

You may take this talent two times; when taken a second time your extradimensional space may hold an additional 15 pounds per caster level, for a total of 25 pounds per caster level. In addition, you may place or withdraw an object from your extradimensional space as a move action instead of a full-round action, which counts as drawing the equipment normally. If the object would normally be worn or have to be donned in some way (such as armor or a magic ring), you may remove or don it as part of the same action as placing or withdrawing it from storage.

### Flex Space (space)

You can choose to either contract or expand space in an area equal to three 10-foot cubes, plus an additional 10-foot cube per caster level. These cubes must be arranged contiguously, but otherwise may assume any shape. Contracted space is easier to move through, allowing you to move 10 feet per 5 feet of movement. Expanded space is more difficult to move through, and 10 feet of movement allows you to only move one 5-foot square. These effects multiply and divide all other movement costs (such as difficult terrain or poor visibility), and are a specific exception to the normal rule for doubling. This area lasts as long as you concentrate, but you may spend a spell point to allow it to remain for 1 minute per caster level without concentration. If you occupy squares with different effects on your movement speed, you move at the slowest rate of all the squares. If you attempt to contract an expanded space (or vice versa) you must succeed on a magical skill check against the opposing effect. On success, your effect functions normally and the opposing effect is suppressed for the duration.

### Fluctuate (space)

By spending a spell point you can charge a target with spatial instability. Each turn they may *teleport* as a swift action, with the range decreased to 10 feet plus an additional 5 feet per 4 caster levels. This effect lasts as long as you concentrate. As a free action you may spend a spell point to allow the effect to continue for 1 round per caster level without the need for concentration.

You cannot select this talent if you possess the Bender drawback, or otherwise do not possess the *teleport* function of the Warp sphere.

### Looped Space (space)

You bend the edges of an area, bounding it with your magic and trapping creatures inside. The bounded area measures one 10-foot cube, and you may increase the area by an additional 10-foot cube per 5 caster levels, arranged as you wish so long

as the entire area is contiguous. Anyone inside the area must succeed on a Will save to move out of the area. On a failed save, they instead move to the opposite face of the area and must wait until their next turn to attempt to leave it again. This does not prevent attacks across the boundary in either direction, and creatures may enter the area without difficulty. This area lasts as long as you concentrate, but you may spend a spell point to allow it to remain for 1 round per caster level without concentration.

If you also possess Plane Manipulator, you may spend a spell point to apply its dimensional anchor effect to the area of your *looped space*, contesting teleportation and planar travel to a magical skill check.

### Plane Manipulator (space)

You may create a dimensional anchor emanating from yourself, affecting you and all creatures within 10 feet per caster level. You must concentrate each round to maintain this effect, although you may spend a spell point to allow the emanation to continue for 1 minute per caster level without concentration. Any attempt to *teleport* or cross planes made by any creature within this area fails unless they succeed at a magical skill check against you. This also applies to the summoning of companions and other extraplanars.

You may also touch a creature from another plane and spend a spell point to banish them back to their home plane (Will negates).

### Spatial Reach (space)

You can imbue a creature with magic that bridges the distance between them and anything they reach or move towards, contorting space to their benefit. The target gains a +10 feet enhancement bonus to their movement speed and adds 10 feet to their natural reach, though they do not threaten with this additional reach. Both bonuses increase by 5 feet per 5 caster levels. This effect lasts as long as you concentrate, but you may spend a spell point to allow it to remain for 1 minute per caster level without concentration.

### Teleport Beacon (space)

You may spend a spell point to designate a touched spot, object, or creature as a personal dimensional beacon, which lasts for one hour per caster level. You may spend a spell point to *teleport* yourself to your *teleport beacon* regardless of how far away it is, so long as it is on the same plane. If your *teleport beacon* is a creature or object, you may instead *teleport* your *teleport beacon* to you. You must use the Unwilling Teleport talent to do this with an unwilling creature, and they are allowed a saving throw as normal.

There is no limit to the number of *teleport beacons* you can have active at one time. If you possess multiple *teleport beacons* and the Mass Teleport talent, you may use the Mass Teleport talent to *teleport* multiple *teleport beacons* at once, as if you were touching all affected targets. All affected *teleport beacons* must be *teleported* to the same location (you, or an unaffected *teleport beacon* of your choice).

### Warp Link (space)

You may create a link to a touched spot, object, or creature, allowing you to know the direction and distance to it. You know if the target is on another plane and whether that plane is coexistent, coterminous, or separate from the plane you are on, but you do not know their direction and distance if they are on another plane. If your target is unwilling, you must succeed on a melee touch attack (or a ranged touch attack with Ranged Warp) to create the link, and they are allowed a Will save to negate the effect. The link lasts for one hour per caster level. You may only maintain one link at a time, though you may spend a spell point to create a link that does not count against this limit. If you also possess Teleport Beacon, your beacons gain all the effects of this talent as if they were also links.

### Wormhole (space)

You touch a single 5-foot square and link it to another 5-foot square within close range of it to which you have line of sight and line of effect, contracting the space between them. You may connect an additional 5-foot square per 2 caster levels anywhere within range as well. Anyone may choose to use 5 feet of their movement to travel in a straight line between two linked squares as if they were adjacent (though they are not treated as adjacent for any other purpose). This *wormhole* lasts as long as you concentrate, but you may spend a spell point to allow it to remain for 1 round per caster level without concentration.

If you possess Ranged Warp more than once, this also increases the maximum distance between the touched squares (allowing you to place squares within medium range of one another if Ranged Warp has been taken twice, or long range if taken three times).





# Weather

You can command the weather to do your bidding.

## Control Weather

As a standard action, you may control all weather within medium range, adjusting either the wind, temperature, or precipitation levels. If you are in a confined area such as inside a building, your control only extends to the edge of that space. This change in weather lasts as long as you concentrate, but you may always spend a spell point as a free action to allow this change to continue for 1 minute per caster level without concentration. When using *control weather* to change the weather's severity, the change happens 1 level change per category per round until the desired severity is reached. When the effect ends, the severity of the altered weather categories returns to normal by 1 step per round.

If you are maintaining the effect through concentration, the effect moves with you, raising and lowering the severity of unaffected or no-longer affected area as described above. If it is being maintained through a spell point, it remains stationary.

Wind has 7 steps of severity, while temperature and humidity have 13. Temperature is divided between 'Heat' and 'Cold', each with 7 steps of severity. (If the temperature is lowered below step 1 of Cold, it becomes step 2 of Heat. If the temperature is lowered below step 1 of Heat, it becomes step 2 of Cold.) Likewise, humidity is divided between 'Precipitation' and 'Aridity', which follows a similar setup. An average day of no wind, no rain, and unremarkable temperature is assumed to be at severity level 1 for all categories.

At 1st caster level, you may create weather of severity level 1, 2 or 3. This improves by one severity level per 7 caster levels

**Table: Weather Conditions**

Severity	Wind	Cold	Heat	Precipitation	Aridity	Ash	Vog
1	Light	Cool	Cool	None	None	None	None
2	Moderate	Chilled	Warm	Mist	Dry	Light	Light
3	Strong	Cold	Hot	Light/fog	Very dry	Moderate	Moderate
4	Severe	Severe	Severe	Moderate	Parched	Heavy	Heavy
5	Windstorm	Extreme	Extreme	Heavy	Drought	Very heavy	Very heavy
6	Hurricane	Arctic	Burning	Flash flood	Sere	Suffocating	Suffocating
7	Tornado	Killing	Boiling	Great flood	Desiccating	Smothering	Smothering

to a maximum of severity level 7. You may create weather of up to this severity, or lower the severity of pre-existing weather if it is within this limit. If the natural weather is of a higher severity level than you can affect, you cannot use *control weather* to alter that aspect of the weather.

If two casters are *controlling weather* in the same location and affecting different categories, both effects happen normally. If both casters are affecting the same category, the second caster must be able to affect the weather's new severity, and must succeed at a magic skill check to wrestle control from the first caster. On the first caster's subsequent turn, if he maintains his own *control weather* effect, he must succeed at his own magic skill check to wrestle control of the weather back from the second caster. If the first caster is maintaining their effect through a spell point instead of concentration and the second caster succeeds at their magic skill check, the first caster's weather effect is suppressed for as long as the second caster uses *control weather*. Once the second caster's effect ends, the first caster's effect resumes functioning, provided its duration has not already expired.

The following is a description of all the different effects one can create with the Weather sphere. See the Pathfinder Core rulebook for more details on weather and environmental effects. Depending on the terrain, a GM could rule additional effects happen; rain can cause rivers or enclosed spaces to flood, Cold can create ice sheets on flat terrain, etc. Generally, weather conditions from different categories stack. (Thus, if Wind, Cold, and Precipitation were all increased to Severity level 5, the area would be under the effects of the appropriate Wind, Cold, and Snow effects, all at the same time.)

**Note:** It is impossible to raise weather above severity level 7. However, for every effective level above severity level 7 a caster's *control weather* would otherwise be able to reach, all numbers associated with that weather type, including DCs or penalties, are increased by 1.

### Wind

You cannot change the direction of the wind, but you may overpower it. If you wish to change the direction of the wind, you must create a new wind of the direction you desire. If the wind is the same severity as the natural wind, the winds negate (if they oppose) or join to create a wind with a direction halfway between the two. If one wind is smaller than the other, the smaller wind is negated in favor of the stronger one.

**Light Wind:** A gentle breeze, having little or no game effect.







**Moderate Wind:** A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

**Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Perception checks.

**Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a -4 penalty.

**Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Perception checks that rely on sound are at a -8 penalty due to the howling of the wind.

**Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Perception checks based on sound are impossible: all characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

**Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are sound-based Perception checks. While natural winds of severity level 7 can result in a tornado, magically-altered winds of severity level 7 affects too small of an area to create this phenomenon. (Instead of being blown away [see **Table: Wind**], characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage might apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph [roughly 250 feet per round].

A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.)

### Other Wind Effects

**Duststorm:** When severity level 4 winds are created in a desert, it can create a duststorm, blowing fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). At severity level 5, a duststorm deals 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also poses a choking hazard (see Drowning, except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 + her Constitution score).

### Cold

Cold environments can deal either lethal or nonlethal cold damage to a creature. A creature dealt damage in this manner becomes fatigued (frostbitten), and cannot recover from fatigue or damage until warmed up. If a character takes an amount of nonlethal cold damage equal to her total hit points, any further damage from a cold environment is lethal cold damage.

Characters wearing a cold weather suit treat the Cold as if it were 1 level lower in severity, and may use the Survival skill to gain bonuses to saving throws against Cold. A large fire can be used to create an area of warmth in a cold environment. Cold deals damage according to **Table: Cold**.

### Heat

Heat works very similarly to Cold. Hot environments can deal lethal or nonlethal fire damage to a creature. A creature dealt damage in this manner becomes fatigued (heatstroke), and cannot recover from fatigue or damage until cooled off (reaches shade, survives until nightfall, gets doused in water, and so forth). If a character takes an amount of nonlethal fire damage equal to her total hit points, any further damage from a hot environment is lethal fire damage.

**Table: Wind**

Severity Level	Wind Speed	Ranged Attacks Normal/Siege Weapons*	Checked Size <sup>^</sup>	Blown Away Size <sup>`</sup>	Fly Penalty
1 (light)	0-10 mph	—/—	—	—	—
2 (moderate)	11-20 mph	—/—	—	—	—
3 (strong)	21-30 mph	-2/—	Tiny	—	-2
4 (severe)	31-50 mph	-4/—	Small	Tiny	-4
5 (windstorm)	51-74 mph	Impossible/-4	Medium	Small	-8
6 (hurricane)	75-174 mph	Impossible/-8	Large	Medium	-12
7 (tornado)	175-300 mph	Impossible/impossible	Huge	Large	-16

\* The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

<sup>^</sup> Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly check if airborne.

<sup>`</sup> Blown Away Size: Creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they succeed at a DC 15 Strength check. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed at a DC 25 Fly check.

**Table: Cold**

Severity Level	Effects
3 (below 40° F)	Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal cold damage.
4 (below 0° F)	Same as level 3, but a check every 10 minutes.
5 (below -20° F)	1d6 lethal cold damage every minute (no save) and a Fortitude save (DC 15, +1 per previous check) or take 1d4 nonlethal cold damage.
6 (below -60° F)	Same as severity level 5, but damage and Fortitude saves happen each round.
7 (below -120° F)	3d6 lethal cold damage each round (no save). Being encased in ice increases this to 10d6.

**Table: Heat**

Severity Level	Effects
3 (above 90° F)	Fortitude save each hour (DC 15, +1 per previous check) or take 1d4 points of nonlethal fire damage.
4 (above 110° F)	Same as level 3, but a check every 10 minutes.
5 (above 140° F)	1d6 lethal fire damage every minute (no save), and a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 nonlethal fire damage.
6 (above 180° F)	Same as severity level 5, but damage and Fortitude saves happen each round.
7 (above 212° F)	3d6 lethal fire damage each round, no save. Immersion in boiling liquids increases this to 10d6.

**Table: Precipitation**

Severity Level	Rain Effects	Combined with Cold 4 and higher (Snow Effects)	Combined with Winds 4 and higher (Storm Effects)
1	None	None	None
2	Mist	Light frost	Mist
3	Light/fog	Snow	Light storm
4	Moderate	Heavy snow	Storm
5	Heavy	Blizzard	Powerful storm
6	Flash flood	Great blizzard	Monsoon
7	Great flood	Avalanche	Typhoon

Characters in heavy clothing or armor take a -4 penalty on their saves against Heat. Creatures may use the Survival skill to gain bonuses to saving throws against Heat. Heat deals damage according to **Table: Heat**.

### Precipitation

Precipitation has the most severe interaction with the other weather categories, as the conditions change depending on the temperature and wind.

When combined with Cold severity 4 or higher, snow effects are added to rain effects. When combined with Wind severity 4 or higher, storm effects are added to the rain effects. When combined with both Cold severity 4 and Wind severity 4, this results in rain, snow, and storm effects. Mist and fog are

the exceptions to this, as they only appear when rain is not combined with either snow nor storm. Severity of the snow or storm effects depends on the severity of the Precipitation, not the severity of the Wind or Cold.

**Note:** While water freezes at Cold severity 3, magic cannot cause rain to instantly become snow as it falls until severity level 4, since the magical water/cold is only augmenting the natural process, not replacing it.

### Rain Effects

**Mist:** Mist grants all creatures concealment from any creatures over 100 feet away (all attacks suffer a 20% miss chance).

**Fog:** The caster may create light rain or fog. If fog is chosen, it obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment.

**Other rain effects:** Beginning at severity level 4, rain has the same effect on fires, ranged attacks, and Perception checks as wind of equal severity level. This does not stack with the penalties provided by wind. The rain also cuts visibility ranges by half, resulting in an additional -4 penalty on Perception checks due to poor visibility. It rains about 1 inch per hour at severity 4, 2 inches per hour at severity level 5, 5 inches per hour at severity level 6, and 10 inches per hour at severity level 7.

### Snow Effects

Snow causes squares to count as difficult terrain. This requires 24 hours of snow at severity level 1, 8 hours at severity level 2, 1 hour at severity level 3, and happens immediately at severity level 4. At severity level 5, snow obscures vision as fog does. It costs 4 squares of movement to enter a square covered with heavy snow (about 2 feet). This requires 24 hours at severity level 4, 8 hours at severity level 5, 1 hour at severity level 6, and happens immediately at severity level 7. Heavy snow accompanied by strong or severe winds might also result in snowdrifts 1d4 × 5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance.

### Storm Effects

Beginning at severity level 4, storms will randomly strike a square with lightning, dealing 4d8 electricity damage (Reflex half) to everything in or above that square. This happens once per minute. This damage increases by 2d8 for every severity level above 4, to a maximum of 10d8 at severity level 7.

### Aridity

As Heat is the opposite of Cold, Aridity is the opposite of Precipitation. If the Precipitation is lowered below step 1 of Aridity, it becomes step 2 of Aridity. If the Aridity is lowered below step 1 of Aridity, it becomes step 2 of Precipitation.

Water left in open air loses about an inch of height per day for every level of combined severity between Heat and Aridity.

This becomes 2 inches per combined level at Aridity severity level 6, and 4 inches per combined level for Aridity severity level 7.

In normal conditions, a character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must succeed at a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead.

Beginning at severity level 2, all creatures suffer a penalty equal to the Aridity severity level to all saving throws against effects that would cause fatigue or exhaustion, as well as to saving throws made against thirst. At Aridity severity level 3 creatures must drink twice as much water per day to stay healthy.

At severity level 4, the amount of time a character can go without water before they must begin attempting checks, as well as the time between checks, is cut in half (12 + 1/2 Constitution modifier hours, checks every 30 minutes). This time is cut in half again for each severity level above 4.

Even if they are drinking enough water, targets in areas of extreme magically-enhanced aridity still suffer terrible effects as the water in their bodies is constantly sucked up by the environment around them. Targets in areas of high aridity suffer the same chance of suffering nonlethal damage (from desiccation) and suffering fatigue (but not fire damage) as if they were in Heat of the same severity level. This does not stack with the penalties provided by Heat or Cold. However, if combined with Wind or Heat of severity level 4 or higher, the combined effects drain the energy from all living creatures, rendering them sickened for as long as they are within this environment.

Characters who have taken nonlethal damage due to desiccation or from a lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed, or until they receive magical healing.

### Other Weather Effects

There are weather categories that are not able to be manipulated by basic wielders of *control weather*, but can become available through taking certain talents. These weather categories are as follows:

#### Ash

Ash is treated as snow, except that, beginning at severity level 4, any creature inhaling it must succeed at a DC 15 Fortitude save each round or be staggered for one round. The DC increases by 1 for each previous save and by 2 for each severity category above 4. Any creature moving through difficult terrain created by ash takes 1d6 slashing damage for every 10 feet they move (rounded up). Moving through heavy ash causes 1d6 slashing damage for every 5 feet.

Ash is a type of volcanic weather, and thus requires the Volcano Lord advanced talent to create.

#### Vog

Vog of severity level 2 and 3 act as mist and fog. Starting at severity level 4 it also causes all in the area to become sickened until it leaves the area (Fortitude DC 15 negates, the DC increases by 1 per previous save). For each severity level above

4, the DC increases by 2. At severity level 6, all within the area are nauseated as long as they remain in the area and for 1d6+1 rounds after they exit. At severity level 7, they also suffer 1d6 Constitution damage per round as they inhale poisonous gas (Fortitude DC 15 negates, the DC increases by 1 per previous save).

Vog is a type of volcanic weather, and thus requires the Volcano Lord advanced talent to create.

## Weather Talent Types

### Mantle

When you gain your first (mantle) talent, you gain the ability, as a standard action, to touch a creature and spend a spell point, bestowing your *mantle* upon it. Unwilling targets may attempt a Will save to resist a *mantle* being placed on them. A *mantle* lasts for one hour per caster level, and is subject to spell resistance.

Having a *mantle* grants different effects depending on the current weather conditions. Talents marked with the (mantle) tag add effects to your *mantle*; once you have bestowed your *mantle* upon a creature they gain the benefits of all (mantle) talents you have that apply to the weather in its area. Abilities and effects that reduce the severity of weather (such as the Weather incanter specialization or Protective Mantle) do not reduce the effect of *mantles*.

### Shroud

While *control weather* deals in manipulating large weather patterns, a *shroud* is an expression of extremely localized weather, usually only large enough to effect a single target.

You may activate a (shroud) talent as a standard action, placing that *shroud* on a single creature within your *control weather* range. Placing a *shroud* on a target is subject to spell resistance, but a target does not get a saving throw to resist the application of a *shroud*. Shroud effects persist as long as the caster concentrates. The caster may always spend a spell point as a free action to allow the effect to continue for 1 round per caster level without the need for concentration.

Unlike *control weather*, *shrouds* produce no lasting effects; any rain evaporates immediately ice disappears when it leaves the target, etc. Shrouds do not counter the prevailing effects of the local weather (for example, Karakaze does not protect against the effects of Heat), but are also not affected by them (for example, Glare functions even in complete darkness and Heat Stroke works even in arctic levels of Cold).

When a creature is affected by two or more *shrouds* of the same weather type (such as Aridity or Heat) or is affected by a *shroud* and is in an area of the *shroud's* weather type of severity level 3 or above, it suffers an additional effect depending on the *shroud's* type. If a *shroud* has more than one weather type, it can trigger the added effect of any of its types. Regardless of the number of *shrouds* affecting a target, any additional effect only affects them once per round. The saving throw DC and the caster level for any additional effect are equal to that of the *shroud* affecting them. If a target is affected by multiple *shrouds* with different DCs and caster levels, use the highest DC and caster level for the additional effect (even if the highest caster level and highest DC are from different *shrouds*).

### Shroud Additional Effects

**Aridity:** The target takes a -4 penalty to its Constitution score, which may not reduce its Constitution score below 1. It may attempt a Fortitude save (at its unpenalized Fortitude save bonus) at the beginning of each turn to negate this penalty for one round.

**Cold:** The target takes a -2 penalty to attack rolls, concentration checks, and AC. It may attempt a Will save at the beginning of each turn to ignore this penalty for one round.

**Heat:** The target takes a -4 penalty to its Strength score, which may not reduce its Strength score below 1. It may attempt a Fortitude save at the beginning of each turn to negate this penalty for one round.

**Precipitation:** Each round at the beginning of its turn the target must succeed at a Reflex save or treat the square it starts in as difficult terrain. They also take a -4 penalty to Acrobatics and Climb checks, and to CMB and CMD.

**Wind:** Each round at the beginning of its turn the target must succeed at a Fortitude save or be moved 1d6 x 5 feet in a random direction. This movement provokes attacks of opportunity. If the target cannot move this far (such as if a wall or other creature is in the way) it takes 1d6 damage per 10 feet not traveled (minimum 1d6) and falls prone.

## Weather Talents

### Dry Lightning

When you are using *control weather* to create Wind of severity level 4 or above in an area of Aridity severity level 4 or above, you may cause lightning to strike as if there were storm effects of a severity level equal to the Wind severity level. The ability to control where lightning strikes and the increased frequency from Storm Lord applies to these lightning strikes.

### Encompassing Weather [mass]

When using a *shroud*, you may spend an additional spell point to affect additional creatures, up to 1 extra creature per 2 caster levels (minimum 1). Every target must be affected by the same *shroud*. If you possess a *mantle*, you may likewise increase the number of targets you affect with your *mantle*, but the duration is reduced from 1 hour per caster level to 10 minutes per caster level.

### Focused Weather

When *controlling weather*, you may reduce the size of the effect down to a minimum radius of 25 feet and place the effect anywhere so long as it is contained within your *control weather* range.

### Forceful Wind

When you are using *control weather* to create Wind, the DC to avoid being blown away in the area, to move against the wind while checked, and the penalty to Perception checks are all increased by your casting ability modifier (minimum 1). The penalty to ranged attack rolls increases by half this amount (minimum 1).

### Greater Size [range]

When *controlling weather*, you may affect all weather within long range of you.

### Greater Weather

When you use *control weather*, you may spend an extra spell point to affect 2 weather categories instead of 1, or two extra spell points to affect 3 weather categories instead of 2. You do not need to change these categories in the same way, or make them the same severity level (i.e., you may make one category more severe, while making another less severe).

### Head In The Clouds

You may use a standard action spent to concentrate on a *shroud* to also cast a new *shroud*, and may maintain up to two *shroud* effects through concentration as part of the same action. This talent may be taken more than once, each time increasing the number of *shroud* effects you can concentrate on as part of the same action by one.

### Instill Weather [instill]

As a standard action you may touch a small container of liquid and instill a *mantle* or *shroud* inside it, which functions as a potion or oil. You must spend a spell point to allow *shrouds* to endure without concentration.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered



negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action.

### Lengthened Weather

When you spend a spell point to allow your *control weather* effect to persist without concentration, you may cause the effect to persist for 1 hour per caster level instead of 1 minute per caster level.

### Severe Weather

When you *control weather*, you may spend an extra spell point to raise the severity you can create or alter with your *control weather* by 1 level, to a maximum of severity level 7.

### Snow Lord

When you are using *control weather* to create a Precipitation severity level 4 or above in an area of Cold severity level 4 or above, you can choose to change the snow to hail. Hail has the same effect on movement as snow, but it also deals 1 point of bludgeoning damage per severity level of Precipitation to everything within the affected area.

At severity level 4, the visibility penalty of rain does not apply to hail, and the -4 penalty to Perception only applies to Perception checks based on sound.

### Storm Lord

When you are using *control weather* to create Precipitation of severity level 4 or above in an area of Wind severity level 4 or above, you can control where the lightning bolts strike. You may take this talent a total of twice. If taken twice, you may increase the frequency of lightning strikes to 1 per round.

### Weather Strike [strike]

As a standard action, you may make a single weapon attack in conjunction with placing a *mantle* or *shroud*. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack. If the target is struck by the attack, it is also affected by the *mantle* or *shroud*. If using a scatter weapon, this only applies to a single target, chosen at the time of attack.

## Mantle Talents

### Barometric (Mantle (mantle, all))

Creatures bearing your *mantle* immediately know when weather within your *control weather* range is being manipulated, such as with the *control weather* ability. Although they do not automatically know who or what is changing the weather, they do learn in what way the weather is being manipulated (such as what weather conditions are being affected, and whether the severity levels are being raised or lowered). They may also predict the natural weather within medium range for the next 48 hours and gain a +2 bonus to saving throws against the effect of weather (natural or magically manipulated). If you possess the Climate advanced talent they recognize altered weather and predict natural weather at a range of 2 miles.

### Blazing Skin (mantle, heat)

When a creature bearing your *mantle* is in an area of Heat of severity level 3 or higher, and is struck by a metal melee

weapon, natural attack, unarmed strike, or touch attack, the attacker takes 1d4 fire damage. They may spend an immediate action to increase the damage by an additional die. For each category above hot, the die increases one step (from 1d4 to 1d6), to a maximum of 1d12 at boiling.

### Boreal Glare (mantle, cold)

When a creature bearing your *mantle* is in an area of Cold of severity level 3 or higher, they gain a glare attack that deals 1d6 cold damage, plus 1d6 cold damage for each severity level above 3. This functions as a gaze attack with a range of 30 feet, except that it only affects a single creature each round and only if they focus on a target as a swift action. A successful Fortitude save halves this damage, and the attack is not hindered by precipitation. In addition, a creature bearing your *mantle* can see clearly through falling snow and sleet as if they were perfectly clear, ignoring miss chance from these obstructions, up to the normal limits of their vision.

### Borne Aloft (mantle, wind)

When a creature bearing your *mantle* is in an area of Wind of severity level 3 or higher, they gain a 20 feet fly speed (clumsy). For each category above severity level 3 the speed increases by 20 feet and the maneuverability increases by one step. When using this fly speed (but not any other fly speed they might have) they ignore the negative effects of wind related to flying, such as being blown away or taking a penalty to their Fly checks.

### Clear Skies (mantle, all)

Creatures bearing your *mantle* treat weather as one step less severe, plus one step per 10 caster levels. This and other (mantle) talents still work according to the true severity level. You may take this talent a second time at 5th caster level and a third time at 15th caster level. Each additional time you take it, creatures bearing your *mantle* treat weather as an additional one step less severe.

### Desiccant (mantle, aridity)

When a creature bearing your *mantle* is in an area of Aridity of severity level 3 or higher, whenever they strike an enemy with a natural attack, unarmed strike, or touch attack (including as part of another touch attack), the target suffers +1d4 nonlethal damage from desiccation. This increases by 1 die size for every severity level above 3, to a maximum of +1d12 at severity level 7.

### Fluidity (mantle, precipitation)

When a creature bearing your *mantle* is in an area of Precipitation of severity level 3 or higher, they gain a +5 bonus to Escape Artist checks and CMD against grapples, +2 for each category above light rain/fog. For each two categories above light rain/fog, they count as one size smaller for the purpose of squeezing and their reach increases by 5 feet.

### Frost Shield (mantle, cold)

When a creature bearing your *mantle* is in an area of Cold of severity level 4 or higher, they gain a +1 bonus to their AC, +1 for every severity level above 4.

### Gelid Body (mantle, cold)

When a creature bearing your *mantle* is in an area of Cold of severity level 3 or higher, they gain cold resistance 5 and DR 5/bludgeoning or magic, both increasing by 1 for each category above Cold severity level 3. At severity level 5 this damage

resistance becomes DR/bludgeoning, and they gain vulnerability to sonic. At severity level 7, their damage resistance becomes DR/-.

### High Energy (mantle, heat)

When a creature bearing your *mantle* is in an area of Heat of severity level 3 or higher, they gain a number of temporary hit points equal to twice the Heat's severity level. These temporary hit points replenish every round.

### Lightning Rod (mantle, storm)

When a creature bearing your *mantle* is in an area of Storm of severity level 4 or higher, whenever they strike an enemy with a melee weapon that is primarily made of metal or which has a metal striking surface (like most polearms and maces), the enemy is struck by a small lightning bolt dealing 2d4 electricity damage, +1d4 damage per each category above storm. In addition, any creature bearing your *mantle* gains a dodge bonus to Reflex saves against lightning strikes equal to your casting ability modifier.

### Mirage Sight (mantle, heat)

When a creature bearing your *mantle* is in an area of Heat of severity level 3 or higher, they gain a +2 bonus, +2 per category above severity level 3, on saving throws against illusions. At severity level 5 or higher, every time they attack an opponent that has concealment, they roll their miss chance twice and use the better of the two rolls.

### Mist Form (mantle, precipitation)

When a creature bearing your *mantle* is in an area of Precipitation of severity level 3 or higher, weapon attacks against them have a 10% miss chance, +10% per category above light rain/fog. This miss chance stacks with the miss chance from concealment in fog.

### Dummified Flesh (mantle, aridity)

When a creature bearing your *mantle* is in an area of Aridity of severity level 3 or higher, they gain DR 2/slashing and light fortification. The damage reduction increases by 1 for each severity level above 3. At severity level 4 they gain medium fortification and at severity level 7 they gain complete immunity to critical hits and precision damage.

### Razor Ice (mantle, cold)

When a creature bearing your *mantle* is in an area of Cold of severity level 4 or higher, their unarmed strike deals 1 additional slashing damage and any creature striking them with an unarmed strike or natural weapon takes 1 slashing damage. This damage increases by 2 for each category above severity level 4.

### Sand Swimmer (mantle, aridity)

When a creature bearing your *mantle* is in an area of Aridity of severity level 2 or higher, they can swim through sand as if it were water at a speed of 30 feet and gain tremorsense 30 feet (even if they stand on ground other than sand). They may breathe sand as if it were air. The speed and tremorsense range both increase by 5 feet per category above severity level 2. Unlike the effects of other (mantle) talents, if a creature bearing your *mantle* leaves an area of Aridity of severity level 2 or higher they retain the ability to swim through sand for a number of rounds equal to the last Aridity severity level they were in, but not the other effects of this talent.

### Sodden (mantle, precipitation)

When a creature bearing your *mantle* is in an area of Precipitation of severity level 3 or higher, they gain fire resistance 10, plus 5 for each category above severity level 3. At severity level 7 they instead become immune to fire damage. They can also put out fires of Small or smaller size with a touch, increasing by one size category for each severity category above severity level 3, and their weapon attacks deal +2 damage to creatures with the fire subtype, +1 damage per category above severity level 3.

### Whispering Winds (mantle, wind)

All creatures bearing your *mantle* can talk with each other as if they were adjacent to each other, as long each conversation partner is in an area of Wind of severity level 2 or higher. This works regardless of distance or any weather between them, as long they are on the same plane. This allows them to speak and hear each other even if one of them is in an area of magical silence, though it does not allow them to speak verbal components.

### Wind Tunnel (mantle, wind)

Ranged attacks by creatures bearing your *mantle* take no penalty due to wind and can pass through wind wall and similar effects. When a creature bearing your *mantle* is in an area of Wind of severity level 2 or higher, they gain a +1 bonus to all ranged weapon attacks. This bonus increases by +1 for every 2 severity levels above 2.

### Zephyr's Flight (mantle, wind)

When a creature bearing your *mantle* is in an area of Wind of severity level 2 or higher, they gain a +5 feet bonus to all their movement speeds, +5 feet per category above severity level 2.

## Shroud Talents

### Battering Winds (shroud, wind)

You place this *shroud* on a target creature, causing small eddies and gusts to constantly buffet it. The target takes a -2 penalty to Reflex saves and attack rolls. The penalty increases by -1 per 5 caster levels.

### Biting Wind (shroud, wind)

You place this *shroud* on a target creature, targeting a biting wind at its eyes. It treats all creatures beyond 30 feet as having concealment.

### Black Ice (shroud, cold)

You place this *shroud* on a target creature, causing ice to form under its feet or on its wings. The target can only walk at half speed, and only by succeeding at a DC 10 Acrobatics check. If the target flies using wings, it can only fly at half speed, and only by succeeding at a DC 10 Fly check. If it fails it cannot move that round and must succeed at a Reflex save or fall. If it fails by 5 or more it immediately falls, with no Reflex save. If the target does not move on its turn, it does not need to attempt this check and is not considered flat-footed for using Acrobatics to move over uneven ground.

### Crackling Arc (shroud, precipitation)

You place this *shroud* on a target creature, causing it to be veiled in plasma that leaps to strike its allies. Each round at the beginning of its turn, one of the target's allies, chosen at random, within close range takes electricity damage equal to 1d6

+ your caster level. The ally can attempt a Reflex save to halve this damage.

#### Diamond Dust (shroud, cold)

You place this *shroud* on a target creature, causing the air around it to suddenly be filled with ice crystals. At the beginning of each turn the target takes cold damage equal to  $1d6 +$  your caster level. A successful Fortitude save halves this damage.

#### Drench (shroud, precipitation)

You place this *shroud* on a target creature, causing a small cloud to follow it, pouring constantly. Unless the target takes a swift action to dry off (provoking attacks of opportunity) each round its move speed is reduced by half, to a minimum of 5 feet.

#### Dust Cloud (shroud, aridity)

You place this *shroud* on a target creature, filling the air it breathes with dry dust. At the beginning of each turn the target must succeed on a Fortitude save or begin coughing, becoming staggered for one round.

#### Fata Morgana (shroud, heat)

You place this *shroud* on a target creature, causing it to be distracted by mirages. The target takes a -2 penalty to AC and to saving throws against illusions. This penalty increases by -1 per 5 caster levels.

#### Glare (shroud, heat)

You place this *shroud* on a target creature, causing sunlight to blind it. The target is dazzled and treats all targets at a higher elevation than it as having concealment. Other creatures can also pinpoint its location in non-magical darkness, though it still has complete concealment unless they have senses that pierce the darkness.

#### Heat Stroke (shroud, heat)

You place this *shroud* on a target creature, creating a region of intense heat that befuddles them. They take a -2 penalty to all Intelligence- and Wisdom-based ability checks and skill checks, -1 per 5 caster levels. Additionally, each round they take nonlethal fire damage equal to  $1d6 +$  half your caster level. At 10th level, half of this damage becomes lethal.

#### Illuminating Shaft (shroud, aridity)

You place this *shroud* on a target creature, causing a beam of sunlight to reveal its position. The target takes a penalty to Stealth checks equal to -10 plus your caster level and all ranged attacks against the target gain a bonus equal to 1 plus 1 per 5 caster levels.

#### Intensified Weather (shroud)

Choose Aridity, Cold, Heat, Precipitation, or Wind. The target suffers the effect of that weather at severity level 3. Precipitation of severity level 3 causes light rain, not fog. If you possess talents or feats that would increase the severity of that type of weather that you can create, apply that increase to the effects of this *shroud*. If the target is already in weather of the chosen type at the same severity or higher, it suffers the effect of the chosen type of weather as if it were one step more severe.

This *shroud* counts as whichever type of weather you chose for the purpose of causing additional effects. You may apply this *shroud* multiple times to a single target, choosing a different type of weather each time.

#### Karakaze (shroud, cold)

You place this *shroud* on a target creature, creating a cold, dry mountain wind to numb them. The target takes a  $1d6$  penalty to Dexterity, which increases by 1 at the beginning of each of its turns, to a maximum increase equal to half your caster level. This penalty cannot reduce a creature's Dexterity below 1 and ends when this *shroud* does.

#### Personal Thunderhead (shroud, precipitation)

You place this *shroud* on a target creature, causing a small cloud to follow it and periodically strike it with lightning. Every time the target attempts to take a standard or full-round action, it takes electricity damage equal to  $1d6 +$  your caster level (Reflex negates). This counts as taking place during the casting of a spell or the use of a sphere ability for the purpose of concentration checks. Each time the target fails a Reflex save against this *shroud's* effects they must succeed at a Fortitude save or be deafened for one round.

#### Sirocco (shroud, aridity)

You place this *shroud* on a target creature, causing a constant dry wind to sap its strength. The target is fatigued and each round it takes nonlethal damage equal to  $1d6 +$  half your caster level. At 10th level it is instead exhausted. At the beginning of each turn the target may attempt a Fortitude save to reduce the damage by half and negate the fatigue for one round or reduce the exhaustion to fatigue. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

#### Squamish (shroud, wind)

You place this *shroud* on a target creature, creating a constant strong wind that pushes the target back. When you place this *shroud* on the target, choose a direction for the wind to blow from. Each round this *shroud* makes a bull rush attempt from this direction against the target. Your CMB for this check is equal to your caster level + your casting ability modifier.



## Chapter 6

# Advanced Magic

Magic is the heart of the fantasy experience and influences everything from setting to plot to game style. In some worlds, wandering heroes must trek to distant lands, while in others teleportation magic is common and available to all with the money to afford it. In some adventures, heroes must search out ancient libraries and forgotten scrolls to learn lost secrets, while in others priests can directly petition the gods at any time, gaining greater knowledge than what is available through mortal means alone.

Each of the examples listed above are great worlds for adventure, but the choice of what magic is or is not available carries repercussions that are felt in the plots that can be experienced and how that setting develops. After all, a world where the rich can have themselves brought back to life after an assassination is very different from one where death is always final, and a game where players need vehicles, healing kits, and a network of spies is vastly different from one where players can scry on the enemy, teleport to its location, destroy it with magic, then bring it back from the dead later for questioning.

With some exceptions, the spheres found earlier in this book deal with the game on a small scale: how combats are fought, how wounds are healed, etc. Advanced magic, on the other hand, deals with magic on a grand scale: transportation, resurrection, and other effects that may drastically alter the way the world functions or how the game itself is played. Advanced magic is not necessarily more powerful than basic magic, but its breadth, scope, and affect on the world puts it more in the realm of storytelling tools rather than tools for tactical combat, providing players and GMs with tools they need to alter the face of the gaming world and determine what sort of game they will play.

### Using Advanced Magic

For the most part, there is nothing included in the Advanced Magic chapter that is beyond the scope and capabilities of many spells included in the core Pathfinder RPG magic system. However, because *Spheres of Power* is designed to facilitate worlds not considered part of the default Pathfinder RPG experience, they are listed here as optional rules so that GMs can use or discard them as the needs of the game and the setting require.

In a low-magic world where even powerful wizards must still rely on horses and quick wits no matter their level, then all advanced magic options can simply be removed. Alternatively, a high-magic world might include all advanced magic options,

letting players teleport, visit other planes, bring allies back from the dead, and more whenever and however they choose. In a custom world where, say, magic is unstable or not common, perhaps only rituals or another form of advanced magic would be available, and then only in certain situations and with GM approval. In all cases, players and GMs are encouraged to communicate openly before a game starts so that both understand what they are expecting from the game and the place of magic within its setting.

Included in this chapter are rules for 4 different advanced magic systems: Advanced Talents, Rituals, Spellcrafting, and Incantations. Each of these systems fulfills a different game need, and any or all of them may be used together or separately without issue.

**Advanced Talents:** Advanced talents are a series of talents that greatly expand what a sphere can do, making advanced magic available at the cost of only a few spell points. With advanced talents a Warp caster can traverse worlds, a Creation caster can permanently turn his enemies into stone, or a Life caster can raise his allies from the dead. With advanced talents this high-powered magic becomes part of the caster's daily routine, letting them change the face of their world without the need for gold or esoteric rituals.

**Rituals:** Rituals are complex ceremonies through which a caster may create a great variety of magical effects through a significant investment of time and money. With rituals, sphere casters gain access to the scope and breadth of the core Pathfinder RPG spell system in a way that greatly expands the utility of magic, although in a way that makes them impractical for most combats. With rituals, casters can enact utility spells and world-changing magic, but only at times when they have the time and materials to use it.

**Spellcrafting:** Spellcrafting is a system that allows creatures to wield custom powers, combining effects from multiple spheres into magic of their own creation. In many ways, spellcrafting is akin to the crafting of magic items, giving players that same level of control over their magic. While not necessarily as game-changing as other advanced magic systems, spellcrafting, like magic item crafting, involves rules that are purposefully kept vague to better allow for creative expression, and so should always be done with GM oversight.

**Incantations:** Incantations are a powerful tool by which a GM can create magic that is truly unique, wondrous, and serves the need of the story or setting. With incantations, players use skill checks and a series of very specific conditions to



bring about magical effects that are often risky, but also highly rewarding. Incantations could include anything from a villain's magical formula for destroying the world to a nursery rhyme that reveals to careful listeners how to safely traverse the forest of the fey king. As incantations are independent of character class and caster level, they might even not deal with magic at all; a risky surgical procedure, a puzzle-locked door, or fixing an ancient steam-powered train could all be accomplished through the incantation system.

## Advanced Talents

With advanced talents, advanced magic becomes part of a caster's daily activities. Like all magic talents, advanced talents are tied to a particular sphere and either provide the caster with new abilities or else augment the base abilities included in that sphere. A caster must spend a magic talent to gain an advanced talent, as they would any other sphere talent. Unlike other talents, however, advanced talents also come with special prerequisites that the caster must meet, usually in the form of a minimum permanent caster level they must possess in the relevant sphere as well as a number of other spheres and talents they must also possess.

### Advanced Alteration Talents

#### Diffuse Swarm

**Prerequisites:** Alteration sphere (Swarm Shape), caster level 10th.

When using the Swarm trait from Swarm Shape, you may reduce the size of the creatures in the swarm to Diminutive. At 15th level, you may choose to reduce their size to Fine. Diminutive and Fine swarms are immune to weapon damage.

#### Elemental Purity

**Prerequisites:** Alteration sphere (Elemental Transformation (transformation)), caster level 7th.

When bestowing a form through the Elemental Transformation talent, the capabilities of the granted form increase.

If granting the form of an earth elemental, the target gains earthglide.

If granting the form of an air elemental, the target's fly speed increases to 100 feet and their maneuverability increases to (perfect).

If granting the form of a water elemental, the target's swim speed increases to 100 feet.

If granting the form of a fire elemental, the target's land speed increases to 100 feet.

#### Energy Manipulation

**Prerequisites:** Alteration sphere (any talent granting energy resistance as a trait option), caster level 10th.

You may spend an additional spell point to add the following trait options to your forms:

**Energy Immunity:** You may grant the target immunity to one energy type to which it has resistance.

**Vulnerability:** You may grant the target vulnerability to one energy type. Calculate this effect after any existing resistance. If the target is immune to the energy type, this trait has no effect.

#### Extreme Changes

**Prerequisites:** Alteration sphere (Greater Changes), caster level 5th.

Increase the number of traits you may apply with your *shapeshift* by 1. This stacks with the increase from Greater Transformation. This talent may be taken once, then one additional time at 10th caster level and every 10 caster levels thereafter. Its effects stack.

#### Fusion

**Prerequisites:** Alteration sphere (Mass Alteration), caster level 5th.

You may spend a spell point to target two creatures adjacent to each other with your *shapeshift* and merge them together into one amalgamated body. When doing so, choose one of the creatures to be the primary creature and one to be the secondary creature. Fusion counts as a *shapeshift* on the secondary creature which occupies the same space as the primary creature, but a different *shapeshift* can be applied to the primary creature as normal. You may choose to apply a different *shapeshift* to the primary creature with the same action as applying the *fusion*, which share concentration and duration. An amalgamated body can only have one creature merged into it at a time.



The new amalgamated body possesses current and maximum hit points equal to those of both creatures combined. The amalgamated body possesses the extraordinary and supernatural abilities, physical statistics, Fortitude and Reflex saves, initiative, and base attack bonus of the primary creature. The physical ability modifiers of the secondary creature are gained as bonuses to the primary creature's physical ability scores (minimum 0, increases to Constitution do not increase hit points as those have already been merged together).

At the caster's discretion, the *shapeshift* applied to the primary creature may be a Blank Transformation, granting it the limbs beyond what the primary creature already possesses as well as the natural attacks and special abilities of the secondary creature in place of other traits.

Unless also applying a (transformation) talent to the primary creature to merge its equipment, the amalgamated body gains the equipment of both creatures, but may only wear and benefit from one item per magic item slot as usual, and if both creatures were using an item that requires a slot (for example, both wearing armor), only one of those pieces of equipment can be used, with redundant equipment being merged into the amalgamated body.

Both of the base creature's minds remain independent, retaining mental ability scores and Will saves and are capable of taking purely mental actions, but they act on the same initiative.

While weapon and armor proficiencies are shared between the two minds, only one mind can control the amalgamated body at a time, and only the feats, skills, and talents of that mind can be accessed. At the start of their turn, if the base creatures do not agree which is to be in control, they may make opposed Will saves to take control of the body that round, but the body is staggered and takes a -4 penalty to Reflex saves and AC from the confusion. Mindless creatures are unable to contest the control of an intelligent creature but two mindless creatures will always contest each other's control when fused. Effects that allow a Will save target the mind currently controlling the body. Ongoing magical effects on the base creatures overlap.

Should this ability fail to affect either target (whether by successful save, spell resistance, or other cause), the effect fails. If the amalgamated creature is killed, the effect ends and both creatures die. The appearance of the merged body is mostly determined by the dominant body, but at the caster's discretion its cosmetic appearance may include aspects of the merged creature.

If either target creature is suffering the effects of a disease, poison, or ongoing spell effect, the amalgamated body immediately receives a new save at a +4 bonus unless both creatures are under the same effect. If the dominant body possesses immunity to such an effect, the effect is suspended until the *fusion* ends, though its duration is expended as normal. Ability damage, drain, or penalty to the physical statistics of the dominant body are retained, but those to mental ability scores continue to affect each creature individually.

When this effect ends, any hit point damage, ability damage, ability drain, or other such penalty incurred is split evenly between the two creatures (round up). If this damage would

be sufficient to reduce either creature to death, that creature is instead reduced to 1 hit point above its death threshold and is stable, with the excess damage transferred to the other creature. If the transferred damage would kill that creature, then both creatures are reduced to 1 hit point above their death threshold and are stable. If it would reduce any ability score below 0, or 1 in the case of Constitution, or if the creature does not have that ability score (such as undead and constructs lacking a Constitution score), any excess is transferred to the other creature, to a minimum of 0, or 1 in the case of Constitution. Any spell effects, poisons, diseases, or other effects that affected the amalgamated creature continue to affect both creatures, but durations are halved and any subsequent saves are made at a +4 bonus. If the space available at the end of this effect cannot accommodate both creatures, they may make opposed Will saves. The loser is shunted to the nearest empty space, taking 1d6 damage per 10 feet of solid material it passes through.

### Homogenize

**Prerequisites:** Alteration sphere (Twisted Shapeshift), caster level 15th.

You may spend an additional spell point to increase the damage from Twisted Shapeshift to 10 damage per caster level, with a Fortitude save to negate this increase. A creature reduced to 0 hit points or below by this ability becomes a homogenous pool of organic material.

### Manipulate Healing

**Prerequisites:** Alteration sphere (Vitality), caster level 10th.

You may spend an additional spell point to add the following trait options to your forms:

**Block Healing:** You may remove any fast healing or regeneration the target possesses. Additionally, any attempt to magically heal the target requires a magical skill check against your MSD.

**Regenerate Flesh:** In addition to the normal healing from the Fast Healing option of the Vitality talent, the target's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. The physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. This is an upgrade to, and does not stack with, the Fast Healing trait.

### Permanent Transformation

**Prerequisites:** Alteration sphere (Lingering Transformation), caster level 10th.

When applying a *shapeshift*, you may spend 2 spell points to change your *shapeshift* into an instantaneous effect, permanently changing the creature into the new form. Because this is an instantaneous effect, it cannot be dispelled once placed. The target is still under the effect of a *shapeshift*, however, and any caster attempting to apply a new *shapeshift* to the target (except the original caster himself) must succeed at a magic skill check as usual; the second *shapeshift* replaces the first instead of adding to it. When the second *shapeshift's* duration expires, the first *shapeshift* returns. A second application of a Permanent Transformation can be used to counter the first Permanent Transformation, returning the target to its original form. The

Make Whole advanced Life talent, as well as polymorph any object, can also restore the target to its original form.

### Size Mastery

**Prerequisites:** Alteration sphere (Size Change), caster level 15th.

When using the Size Change talent, you may spend an additional spell point to increase the maximum/minimum possible size to Gargantuan/Fine. At caster level 20th, you may instead spend two additional spell points to increase the maximum size to Colossal. Ability score changes follow the standard rules for the Size Change talent.

### Star-Spawn Body (body)

**Prerequisites:** Alteration sphere (Aberrant Body or Cosmic Body), caster level 5th.

You may spend an additional spell point to add the following trait options to your forms:

**Impossible Geometries:** You may grant the target the appearance of impossible geometries, making its apparent and actual positions different. This grants a 2% miss chance per caster level against all attacks. The true seeing spell or True Seeing Divination sphere talent can defeat this miss chance, but any creature that looks upon the target while under the aforementioned effects must succeed at a Will save equal to your Alteration sphere DC or be staggered for 1d4 rounds (this is a mind-affecting effect). (requires caster level 10th)

If you possess the Mind sphere, you may spend an additional spell point to add the following traits to your forms:

- **Unspeakable Presence:** You may grant the target a fear aura with a 30-foot radius. Hostile creatures must attempt a Will save against a DC of 10 + 1/2 the target's Hit Dice + their Charisma modifier each round they end their turn within the aura. On a failure they become shaken until they leave the aura and 1d4 rounds after leaving it. This effect stacks with itself, shaken creatures become frightened and frightened creatures become panicked for the same duration. This is a mind-affecting effect.
- **Overwhelming Mind:** You may alter the target's mind to be overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a creature with this trait, it must succeed at a Will save equal to your Alteration DC or be stunned for 1 round. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the target initiates mental contact (such as via a demand, dream, nightmare, or sending spell, certain Mind sphere effects or spell-like abilities, or once per round merely by telepathic communication) or another creature attempts to do so (such as via *detect thoughts* or the Mind sphere). Once a creature is exposed to overwhelming mind, it is immune to this effect for 24 hours. This is a mind-affecting effect. (requires caster level 10th)

**Starflight:** You may grant the target the ability to survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should

take 3d20 days (or more, at the GM's discretion). (requires fly speed, caster level 15th)

### Transform Object

**Prerequisites:** Alteration sphere (Object Transformation (transformation)), caster level 1st.

You may spend a spell point to target objects with your *shapeshift*. You may not apply Blank Transformation to an object. Use the base statistics of an animated object of the object's size to determine the resulting creature's statistics. The object obeys your command and understands your language, but as it is not intelligent, it can only obey simple commands such as 'move', 'fight', 'guard', 'stop', etc. Transformed objects do not gain any construct points. They take full damage from attacks and energy effects, and lose any hardness they possess while transformed. The size of object you can transform is given in the table below:

CL	Size	Sample Object	Hit Dice
1	Tiny	Candelabra	1d10
5	Small	Chair	2d10+10
10	Medium	Cage	3d10+20
15	Large	Statue	4d10+30
20	Huge	Wagon	7d10+40
25	Gargantuan	Catapult	10d10+60

## Advanced Blood Talents

### Arrest Flow (still)

**Prerequisites:** Blood sphere, caster level 15th.

If a creature is already under the effects of your *blood control*, you may spend two spell points as a standard action to stop all circulation in the body of a creature. On a failed Fortitude save, the target is immediately rendered unconscious. The target is staggered for 1 round on a successful save. If rendered unconscious, the following round the creature must succeed at a Fortitude save or die instantly. On a successful save, the target remains unconscious for 1d4 rounds. This is a death effect.

### Drain Lifeblood

**Prerequisites:** Blood sphere, caster level 1st.

When using the Bleed (quicken) ability, you may spend 1 additional spell point to force affected creatures to suffer 1 point of Constitution bleed instead of the normal bleed damage. This is not increased by Hemorrhage. If you possess Absorb Blood, you may treat any hit points lost by this ability as bleed damage for the purpose of that talent.

### Overclock

**Prerequisites:** Blood sphere (Control Oxygenation (quicken, still)), caster level 18th.

When using the (quicken) option of Control Oxygenation, you may spend three additional spell points to grant the target an additional standard action each round for a number of rounds equal to its Constitution modifier (minimum 1 round) or until your *blood control* ends, whichever comes first. In any round the target uses this extra action it takes 1d4 Constitution burn. This damage increases to 1d6 if the target is fatigued and

to rd8 if the target is exhausted. The target is exhausted at the end of this effect. This additional standard action cannot be used to cast a spell or sphere effect.

### Puppet Master

**Prerequisites:** Blood sphere (Blood Puppet (quicken)), caster level 10th.

When spending an action to direct your *blood puppet*, you may have all creatures under your control perform the same action if it is possible for them.

### Sanguine Minion

**Prerequisites:** Blood sphere (Extract Blood Construct, Lengthened Control), caster level 5th.

When you create a blood construct, you may spend 2 spell points to make the creation an instantaneous effect. The creature exists independent of your concentration, has no duration, and cannot be dispelled. These constructs still count against the total number of blood constructs you may have created at any one time. If you create more than your total, you may select which constructs are destroyed.

## Advanced Conjunction Talents

### Call Planar Creature

**Prerequisites:** Conjunction sphere, caster level 1st.

You may *call* beings from other planes and bring them into your own. *Calling* a creature in this manner takes 10 minutes of focused casting and costs 2 spell points. *Calling* takes one of two forms: allies and hostiles. If you *call* a servant of an extraplanar being with which you have a strong connection (i.e., a cleric *calling* a servant of its god) they are considered an ally. All other creatures are considered hostiles, regardless of their disposition towards the caster. GMs have the final say in whether or not a character is capable of *calling* allies.

To *call* a target, you must choose a location within close range for them to appear, and the kind of creature to be *called* must be known and stated. If you wish to *call* a specific individual, you must use that individual's proper name. You may *call* multiple creatures with one use of this ability (up to 3 at once) but the Hit Dice of a single creature cannot exceed your MSB, while the combined Hit Dice of all creatures cannot exceed your caster level.

**Allies:** Allies are never hostile and do not resist, although additional payment is always expected for their services.

Payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to a quest on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per Hit Die of the creature *called*. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per Hit Die. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per Hit Die. A nonhazardous task requires only half the indicated

payment, while an especially hazardous task might require a greater gift.

Few if any creatures will accept a task that seems suicidal (unlike a companion from the Conjunction sphere that simply returns to its home plane when reduced to 0 hit points, a *called* creature actually dies when it is killed). However, at the GM's discretion, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

If an agreement cannot be reached, the ally returns to their home plane immediately. If you are not willing to give the requested payment, but attempt to press the target into service anyway, treat the creature as hostile. Pressing a creature in this way may have a detrimental effect on any future attempts to *call* an allied outsider.

**Hostiles:** If a hostile creature is unwilling to be *called*, it is allowed a Will saving throw to resist. If the saving throw succeeds, the creature is not *called*. If the saving throw fails, the creature is immediately *called* (spell resistance does not keep it from being called).

When a hostile creature is *called*, it is rooted to a specific location within range (you can decide how much space to give it, up to a 30-foot radius). It cannot leave this area until an agreement with you has been reached. It can escape this location by successfully pitting its spell resistance against your magic skill check, by teleportation or dimensional travel, or with a successful Charisma check pitted against a DC of your MSD + your Charisma modifier. It can try each method once per day. If it breaks loose, it can do as it pleases, including fleeing, returning to its home plane, or attacking you.

If the creature does not break free of its prison, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones re-offered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to dismiss it (a free action so long as it remains trapped). Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the spell's effect and can escape or attack you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the effect remains for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

At the end of its task, or when the bargained duration expires, a *called* ally returns to its home plane (after reporting back to you, if appropriate and possible).

## Diagram

**Prerequisites:** Conjunction sphere (Call Planar Creature), caster level 1st.

When using the Call Planar Creature advanced talent to *call* hostile creatures, your traps are even harder to break than usual. If you spend 10 minutes and succeed at a DC 20 Spellcraft check to prepare a summoning circle before you *call* a creature, that creature finds it very difficult to escape. You cannot know the result of your Spellcraft check until after the calling is performed, but you may take 20 on this check by dedicating 3 hours and 20 minutes to creating the circle.

If your check is successful, the *called* creature cannot use its spell resistance to attempt to escape its prison, nor use any dimensional or teleportation effects, nor can any of its abilities or attacks cross the prison's border. When pitting its Charisma against your trap, the DC increases by 5. While a creature cannot disturb the summoning circle, if any outside force disturbs the circle (even a hair falling across it), the *called* creature is immediately freed.

## Greater Altered Size (form)

**Prerequisites:** Conjunction sphere (Altered Size (form)), caster level 15th.

You may increase the size of a Huge companion to Gargantuan or a Gargantuan companion to Colossal. You may decrease the size of a Diminutive companion to Fine. This talent may be taken more than once for the same companion to enlarge the companion from Gargantuan to Colossal.

## Greater Healing (form)

**Prerequisites:** Conjunction sphere (Natural Aspect (form) (fast healing option)), companion with 3 Hit Dice or greater.

Your companion's fast healing increases by +1 per 3 Hit Dice.

## Regenerating Companion (form)

**Prerequisites:** Conjunction sphere (Natural Aspect (form) (fast healing option)), caster level 10th.

Your companion's fast healing becomes regeneration instead. Your companion is not dismissed if reduced to 0 hit points, nor are effects that trigger when the companion is reduced to 0 hit points (such as Explosive Companion) triggered, unless this regeneration is suppressed.

This regeneration is overcome by two of the following damage types of your choice: acid, bludgeoning, cold, electricity, fire, negative energy, piercing, positive energy, or slashing. You cannot select a damage type that your companion possesses resistance or immunity to from a permanent ability, such as a (form) or (type) talent.

Should your companion later gain resistance or immunity to the selected damage type from a permanent ability, you must select a new damage type.

## Swarm Companion (form)

**Prerequisites:** Conjunction sphere (Altered Size (form)).

You may grant your companion the swarm subtype, with constituent members of Tiny size. Your companion's swarm damage is 1d6 + 1d6 per 3 Hit Dice. At caster level 10th, you can reduce the swarm to Diminutive and at caster level 15th to Fine. The swarm possesses a hive mind with the mental abilities of the companion, so it may be targeted with mind affecting

effects unless possessing another ability that would prevent it. The swarm loses all natural attacks, but counts its swarm damage as a natural attack for abilities that modify a natural attack, such as the poison option of the Monstrous Attacks (form) talent.

This talent cannot be applied to a companion with the Troop Companion (form) talent.

## Troop Companion (form)

**Prerequisites:** Conjunction sphere.

You may grant your companion the troop subtype, with constituent members of a Small or Medium size. Your companion's troop damage is 1d6 + 1d6 per 3 Hit Dice with an enhancement bonus, reach, and threatened area per the companion's attacks (thus a companion with the Battle Companion (form) talent *summoned* with a reach weapon threatens as a creature of the individual's size with a reach weapon). The troop gains no benefit from additional natural attacks, but if it possesses at least one natural attack may count its troop damage as a natural attack for abilities that modify a natural attack, such as the poison option of the Monstrous Attacks (form) talent. The companion still counts as a single creature for the purpose of being targeted by mind affecting effects.

This talent cannot be applied to a companion with the Swarm Companion (form) talent or with a size other than Medium or Small.

## Vanishing Companion (form)

**Prerequisites:** Conjunction sphere (Camouflaged Companion (form)), caster level 10th.

Your companion may use the Stealth skill to hide even while observed.

# Advanced Creation Talents

## Costly Creation

**Prerequisites:** Creation sphere (Expanded Materials (material), Lengthened Creation; Create Materials or Permanent Change), caster level 15th.

You may spend 5 additional spell points when using Create Materials or Permanent Change to permanently *create* valuable raw materials, including gems, precious metals (such as gold or silver), and rare metals (such as cold iron or mithral). When using this talent your caster level is halved for determining the quantity of material that can be *created*.

*Note: This talent can be unbalancing for a game, and GMs should consider its role in their setting before allowing it to fall into player hands. However, if handled correctly, this talent can lead to interesting interactions between players and setting. For example, the players might flood a market with rare jewels only to find their value plummets as the market floods. This applies to the selling of a mass amount of mithral or adamantite as well. Also remember that towns have a maximum buy value and attempting to sell items that exceed this value cannot be done.*

*Additionally take note of how this talent could affect the world at large outside of PC hands. If many high level Creation casters exist, then normally rare materials might be commonplace in the setting, their rarity long since diminished by industrious casters, or perhaps the materials are not naturally occurring at all and the few mages with the ability to create them charge a fortune for their use, keeping their prices*

high. This ultimate secret of Creation might even be passed down only among those of a certain order, limiting the talent's availability to a select few, like medieval guilds, with well guarded, secret recipes whose methods could be lost.

### Create Materials

**Prerequisites:** Creation sphere (Lengthened Creation), caster level 10th.

You may spend 2 spell points to *create* raw materials. This is an instantaneous effect; you *create* the material as self-evident normal material, and thus it cannot be dispelled and has no duration. You cannot *create* complex items, i.e., you may *create* walls, battlements, ramps, or domes, but cannot *create* catapults, armor, or a complete building in this manner, although the material may be crafted as any other material after it is summoned. If you possess the Fabricate advanced talent, you may permanently *create* any object you could normally *create*, provided you succeed on an appropriate Craft check first.

You can summon any material you may *create*, with the exception of gems, precious metals (such as gold or silver) or rare metals (such as cold iron or mithril), unless you possess Costly Creation (see above for further information).

### Dissolution (alter)

**Prerequisites:** Creation sphere (Potent Alteration).

You may spend a spell point when using Destroy on a non-magical, unattended object. The ability does not deal damage and instead simply disintegrates as much as a 10-foot cube of nonliving matter.



When targeting an attended non-magical object, magical object, or creature (by spending an additional spell point via Potent Alteration), you may spend another spell point to reduce the target to its component parts. The target is entitled to a Fortitude saving throw. Failure results in the target taking 2d6 points of damage per caster level that bypasses all hardness, resistances, and damage reduction. A successful save reduces this damage to the normal damage of the Potent Alteration talent. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

### Duplicate

**Prerequisites:** Creation sphere (Exquisite Detail), caster level 5th.

You may touch a single object and, as a full-round action, *create* a perfect duplicate of the object either in your hand or an adjacent square. The object is an exact replica in every way, and the only way to tell the object is not the original is the lingering Creation aura surrounding the object. You must be able to *create* all of the materials included in its construction, otherwise the object *created* is crafted from materials you can *create* and colored to appear like the original, which could give away the ruse. Magical items duplicated are always non-magical but otherwise flawless imitations. If you possess Create Materials, you may spend an additional 2 spell points to duplicate the object as an instantaneous effect, in which case it has no lingering Creation aura.

If you possess the Fleshcrafting and Bestow Life advanced talents, you may *create* a duplicate of a target creature. This duplicate appears to be the same as the original, but it has only half of the real creature's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or Hit Dice). You must attempt a Disguise check when you cast the spell to determine how good the likeness is (you may use your caster level in place of your ranks in Disguise). If you possess Exquisite Detail you may add your caster level as a bonus to this check, even if you use your caster level in place of your ranks in Disguise. A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Disguise check) or a DC 20

Sense Motive check to get a hunch something is wrong. The duplicate creature is not under your control, though it recognizes you are its creator and functions as a faithful companion, as described under the Bestow Life talent. Creating a duplicate in this manner costs 1 spell point + 1 additional spell point for every 3 Hit Dice of the duplicate creature and you may not *create* a duplicate of a creature with more Hit Dice than your caster level. These duplicates are incapable of growing in power, but otherwise age as normal (if made permanent with Create Materials). No magical effects affecting the target are duplicated.

### Fabricate

**Prerequisites:** Creation sphere (Forge (alter)), caster level 10th.

When using your Forge talent, you may spend an additional spell point to produce items of great detail. You must succeed at the appropriate skill check to make complex items and work at a rate of 1 round per 10 cubic feet when working in this manner. You can only work with a material which you can *create*.

### Fleshcraft (material)

**Prerequisites:** Creation sphere (any (material) talent), caster level 10th.

You may *create* and *alter* flesh as you would other materials. While you may craft from flesh (hardness 0, 2 hit points per inch) and bone (hardness 5, 10 hit points per inch) as you might any other material, this also means you can *create* the body of a creature. *Created* bodies are not alive, and you must attempt a Disguise check if attempting to *create* a copy of a specific individual. You may also *alter* a body, although you must spend an additional spell point to *alter* a living creature (Fortitude negates). You may *create* a permanent body through the Create Materials talent.

If used in conjunction with the Change Material talent to affect a living creature, this does not kill the target; however, they do not appear to be alive for effects that would detect such things, and they may be injured as any other object. When returned to normal the creature is still alive (provided they were not destroyed in this alternate form), but any injuries or deformities gained in their altered state carry over to their original forms.

If you possess the Forge talent, you may sculpt a creature's body in one of the following ways:

- You can remove or restore an arm, leg, or tail. While technically you can add a limb to a creature that was not missing one, these extra limbs are too weak to hold things or be used to attack.
- You may remove or restore a sense: sight, hearing, touch, taste, or smell.
- You may attack the target's body, dealing 2d6 Constitution damage.
- If you possess the Fabricate advanced talent, you may change a creature's appearance permanently. You attempt a Disguise check if mimicking a specific creature.

### Magma Mastery (material)

**Prerequisites:** Creation sphere (Plasma Production (material)), caster level 10th.

You may *create* or *alter* lava and magma (3 cubic feet equals a Small creature). Lava and magma count as a harmful liquid.

### Material Body (alter)

**Prerequisites:** Creation sphere (any (material) talent, Change Material (alter)), caster level 5th.

You may spend a spell point to change a willing, touched creature's skin into another solid material you can *create* as long as you maintain concentration to a maximum of 1 minute per caster level. You may spend an additional spell point to maintain this effect without concentration. If you possess Lengthened Creation, the duration of this ability is increased to 1 hour per caster level.

The creature gains damage reduction equal to the material's hardness. This damage reduction is bypassed by adamantite as long as the material's hardness is less than 20.

Once this damage reduction has prevented a number of points of damage equal to the material's hit points per inch per 3 caster levels the effect ends.

If you possess the Fleshcrafting advanced talent, the effect increases, granting the target a +4 bonus to saving throws against diseases and poisons, and a 50% chance that any critical hit or sneak attack against the target is treated as a normal hit, as if the target were wearing *medium fortification* armor.

### Mythical Material Maker (material)

**Prerequisites:** Creation sphere (any (material) talent), caster level 15th.

Add adamantite and any similarly incredibly rare material that is known to you, subject to GM discretion, to the list of materials you can *create*. Treat your caster level as 1/2 for determining both size and duration for effects involving adamantite and similar extremely rare materials. This can be done permanently with Costly Creation, though the penalty from both talents stacks when creating permanent incredibly rare materials.

**Note:** Metals and other materials similar to adamantite in rarity or power may not exist in all campaign settings. In these situations, the GM is encouraged to add any setting specific extremely rare materials not normally able to be affected by *create/alter* to the list of affected materials granted by this talent. The purpose of this talent is to allow access to even the rarest of materials, save for those that are divine in nature.

### Ooze Originator (create)

**Prerequisites:** Creation sphere (Acidic Creation (material)), caster level 5th.

You may *create* and animate an ooze creature. You must spend an additional spell point for every 4 Hit Dice of the desired ooze; you cannot *create* an ooze with more Hit Dice than your caster level or that is larger than you can *create*. The magic behind the ooze's creation allows it to recognize you as its creator and obey basic commands such as "attack", "defend", or "move" and to follow them to the best of its ability, but it otherwise is a normal, mindless member of its kind and will act appropriately.

This ooze may be any un-templated creature of the ooze type or a unique creation subject to GM discretion. You may not control more Hit Dice of ooze than your caster level; if you *create* more than this, the earliest-*created* oozes no longer recognize you as their creator until you are under this limit again. Oozes can be made permanent through the Create Materials advanced talent.

### Permanent Change

**Prerequisites:** Creation sphere (Change Material (alter), Expanded Materials (material), Forge (alter)), caster level 10th.

When using your Change Material talent, you may spend an additional spell point to make the change an instantaneous effect; the change is permanent and cannot be dispelled. If used on a target in conjunction with the Change Material and Fleshcraft talents, another application of the Fleshcraft and Change Material talents can return them to normal for a limited time, but only another use of the Permanent Change talent or the use of the Make Whole advanced Life talent can permanently reverse this effect. You cannot *create* a *permanent change* involving gems, precious metals (such as gold or silver) or rare metals (such as cold iron or mithril), unless you possess Costly Creation.

## Plasma Projection

**Prerequisites:** Creation sphere (Plasma Production (material)), caster level 5th.

When holding any object that could be reasonably used as a hilt or wielding a melee weapon you may spend a spell point to *create* in the space above the hilt or *alter* the weapon into a blade of plasma. The shape of the plasma can take any form you wish, but regardless of its form treat this weapon as an energy sword (see Equipment section) that you are proficient with that lasts for 1 round per caster level without concentration. You may spend an additional spell point when this duration expires to renew its duration as a free action. This duration can be extended by Lengthened Creation as normal. While the effect persists the energy blade can be turned off or on again by the wielder as a swift action.

You may spend an additional spell point as a swift action each round to increase the length and intensity of the 'sword' for 1 round. The sword's damage increases by 1d10 (for a Medium energy sword) and an additional 1d10 for every 5 caster levels you possess beyond 5th. When enlarged in this way, the energy sword may threaten and make attacks at a reach of 10 feet or against adjacent targets at no penalty.

## State Shift (alter)

**Prerequisites:** Creation sphere (Change Material (alter)), caster level 10th.

When using Change Material, you may turn gases, liquids, and solids into either of the other two states. If you have Plasma Production you may also convert matter into a plasma and vice versa. This is a magical effect and the change in form itself has no additional effect on the condition of the target object, dealing no damage to it. When turning a solid into a liquid or gas the resultant object disperses as normal, but recombines when the effect ends and in the same location unless its component parts have been collected and moved elsewhere. If all pieces of an object are not present, the object still regrows from the largest remaining piece.

If a magical object is converted into a new form, its magical properties cannot be used unless they are still applicable to its new state of matter.

## Sustenance (material)

**Prerequisites:** Creation, caster level 1st.

You may spend 10 minutes to *create* enough bland food and drink to sustain a number of Medium-sized creatures equal to your casting ability modifier. If you possess Exquisite Detail you may *create* any normal assortment of food or drink using Profession (Cook) and gaining a bonus to this check equal to 1/2 your caster level. This is an instantaneous Creation effect that costs no spell points. Alternatively, you may use this ability as a standard action by spending 1 spell point.

Additionally, by spending 1 spell point, you may *create* or *alter* any one object with normal size and material limitations to be edible. The object becomes nutritious enough to sustain a number of creatures based on its total size, with a Tiny-sized object being enough for a Medium creature. The object is treating as having a hardness of 0 against bite attacks, and creatures that do not have bite attacks can bite it to deal 1d3 + 1/2 Strength modifier damage to the object. Objects in this way only retain this property for a limited period of time as normal for *altering*

objects, but any part of the object that was devoured during this time is instantaneously converted into food. If you possess Permanent Change, you may make this an instantaneous effect by spending an additional spell point.

# Advanced Dark Talents

## Animated Shadow (shadow)

**Prerequisites:** Dark sphere (Shadow Lurk (shadow)), caster level 5th.

By spending one spell point you lend your shadow animation and substance, allowing it to move and manipulate objects as if they were an additional set of limbs for 1 hour per caster level. Your *animated shadow* has two arms and a reach of 10 feet. It can retrieve and use stored items, wield and attack with weapons, activate magical items, accomplish delicate tasks like disabling a lock, and deliver touch attacks, all using your own statistics and bonuses. These arms can not be used to make additional attacks above your normal maximum, gain extra magic item slots, or grant additional actions. You may not use other abilities or talents that allow you to use your shadow to manipulate objects, such as shadow limb and Shadow Boxing, while Animated Shadow is active.

## Black And Black Morality (blot, darkness, shadow)

**Prerequisites:** Dark sphere (Gaze Into The Abyss), caster level 10th.

By spending additional 2 spell points you may empower a *blot*, *darkness*, or *shadow* so that the alignments of those within are rendered utterly null. Any new spell or effect targeting a creature or object of a particular alignment, or with a variable effect determined by alignment, automatically fails against targets protected by Black And Black Morality. Creatures lose the benefit of alignment-based damage reduction when affected by Black And Black Morality. Any ongoing spell or effect targeting alignment, such as a paladin's smite ability or the penalties inflicted by a strongly aligned plane, are suspended for as long as the target is protected by Black And Black Morality, but not ended. Time spent protected by Black And Black Morality counts against the duration of ongoing effects.

## Eternal Darkness

**Prerequisites:** Dark sphere (Lingering Darkness), caster level 10th.

When creating *darkness*, you may spend 2 spell points to turn your *darkness* into a permanent effect that lasts until it is dispelled. Once created, this *darkness* is unmoving. It cannot be centered on a creature or object with the Clinging Darkness talent, and cannot be moved with the Rolling Blackout talent, though you can adjust its area with Shifting Shadows.

## Lightless Penumbra (shadow)

**Prerequisites:** Dark sphere (Shadowed Mien (shadow)), caster level 1st.

By spending an additional spell point you may render your *shadowed mien* entirely opaque, protecting the target from harm from daylight, magical or normal, and granting a bonus equal to your caster level on saves against light, pattern, and vision-based effects. You are always treated as having your eyes averted with respect to gaze attacks, though you suffer none of



the associated penalties. Creatures with extreme vulnerability to daylight, such as vampires and shadow demons, are protected from daylight by this talent.

### Melt Into Shadow

**Prerequisites:** Dark sphere (Animated Shadow (shadow), Flowing Darkness), caster level 10th.

By spending 2 spell points as a standard action you may become an area of *blot* for one minute per caster level. You gain a climb speed equal to the land speed and may pass through small cracks and openings as if using the Flowing Darkness talent. You gain a bonus to your reach equal to the radius of your *darkness*.

In *blot* form you can manipulate objects and use your items (which also take on *blot* form) as if using the Animated Shadow talent. In this form you lose AC bonuses from armor and natural armor, but gain DR/- equal to 1/2 your caster level. You cannot be tripped in *blot* form. Losing contact with a solid surface, either through your own actions or those of an ally or opponent, immediately ends Melt Into Shadow.

You may imbue yourself with one (blot) talent at normal spell point cost. This talent affects all targets within the area of your reach. You may change your active (blot) talent as a standard action, though you must pay any spell point cost associated with the new talent. You may end Melt Into Shadow as a swift action, rematerializing in any unoccupied space within your reach.

### Midnight (darkness)

**Prerequisites:** Dark sphere (Greater Darkness), caster level 10th.

You may spend 2 additional spell points to increase the area of your *darkness* to a 2 mile radius.

### One With The Void

**Prerequisites:** Dark sphere (Step Through Darkness (meld)), caster level 10th.

By spending 2 spell points as a standard action you may become an area of your own *darkness* for one minute per caster level. You become incorporeal and gain a fly speed of 30 feet (good). You may share spaces freely with allies and enemies, without any benefit or penalties to either party from doing so. You cannot make attacks in this form and do not threaten, though you may still cast spells and use talents.

You may adjust your size as a move action from a 5-foot radius sphere up to the maximum volume of your *darkness*, and you may imbue yourself with one (darkness) talent at its normal spell point cost. Changing your active (darkness) talent is a standard action, and you must pay any spell point cost associated with the new talent. You may not manipulate objects or use your own items in this form. Ending this effect is a swift action allowing you to rematerializing in any unoccupied space within your personal area of *darkness*.

### Pitch Black

**Prerequisites:** Dark sphere (Pure Darkness (darkness)), caster level 10th.

Pure Darkness no longer counts against the number of (darkness) talents you may apply to an area of *darkness*.

In addition, when you apply the effects of Pure Darkness to your *darkness*, you may spend an additional spell point to make an even deeper area of shadow. All areas of light, even

bright light, become absolute darkness, and no mundane light sources function. Darkvision or even see in darkness does not function in this area, and all other senses (such as blindsight, scent, and even see in darkness) are reduced to a 5 feet range.

### Shadow Double (shadow)

**Prerequisites:** Dark sphere (Animated Shadow (shadow), Shadow Lurk (shadow)), caster level 15th.

You may spend 3 spell points as a standard action to split off your shadow to act as an independent creature unwaveringly loyal to you for one hour per caster level. Your *shadow double* has the same attributes and statistics as you do, but half as many hit points, and its copies of your equipment are entirely non-magical. If it removes or drops its copied equipment, it disappears after 1 round. You may give your *shadow double* additional equipment to use, including magical equipment, but you share one set of magic item slots and may not both benefit from an item in the same slot. It casts spells and uses spell-like abilities as you do, but you both draw from the same pool of spell points, spell-like abilities, spell slots, and memorized spells. Your *shadow double* may move any distance from you as long as it remains on the same plane of existence.

You do not cast a shadow while this ability is active, nor may you use or be the target of any abilities or talents that affect your shadow while your *shadow double* is active.

Reattaching your *shadow double* is a move action that does not provoke attacks of opportunity. Either you or your *shadow double* may spend this action. If your *shadow double* is killed or removed from the same plane of existence as you, it winks out of existence and drops any non-copied equipment or items it is carrying, and your shadow returns with a surge of energy that causes you to be stunned for 1d4 rounds. In either case, you immediately gain the knowledge of everything your *shadow double* observed and did while it was detached.

### Shadow Walker (meld)

**Prerequisites:** Dark sphere (Step Through Darkness (meld)), caster level 10th.

A target must be within an area of dim light or darkness for you to apply this *meld* to them. When this talent is applied, the target temporarily steps out of the Material Plane and into the place where it borders the Plane of Shadow. While within this region of shadow, the target may move at a rate of 50 miles per hour, seeing their relative place in the Material Plane, although it appears blurry and lacking in details. At any time, the target may step back into the Material Plane, at which point the effects of this (meld) talent immediately end.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, the target cannot make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It is impossible to judge distances accurately, making this ability ill-suited for scouting or spying. Furthermore, when stepping back into the Material Plane, the target is shunted 1d10 x 100 feet in a random horizontal direction from the desired endpoint. If this would place the target within a solid object, they are shunted 1d10 x 1,000 feet in the same direction. If this would still place them within a solid object, they are shunted to the nearest empty space available, but the strain of this activity renders the creature fatigued (no save).

## Vanish In Shadow

**Prerequisites:** Dark sphere (Hide In Darkness (*meld*)), caster level 5th

When you apply the Hide In Darkness *meld* to a target, its benefits function in any area of dim light or darkness, not just areas of *darkness* you created.

In addition, when you apply the *meld* to a target you may spend an additional point to completely hide them from detection. Anyone that attempts to discern the target's location must succeed on the normal Perception check to locate them while they are hiding, even those using unusual forms of perception such as blindsight or tremorsense or Divination sphere effects to directly or indirectly discover their current position.

# Advanced Death Talents

## Astral Projection

**Prerequisites:** Death sphere (Project Spirit), caster level 10th.

When using the Project Spirit advanced Death talent, you may spend an additional spell point to project your spirit into the Astral Plane instead of the Ethereal Plane. You may bring up to 1 additional willing creature per 2 caster levels with you, provided these creatures are linked in a circle with you at the time. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. Unlike a regular use of the Project Spirit talent, you and your companions may travel through the Astral Plane in this manner indefinitely, until you either choose to end the effect (which returns you to your body) or it is ended by some outside means. This effect may be dispelled like any other sphere effect by targeting either your astral form or your physical body. Dispelling this effect immediately returns you to your body.

## Astral Travel

**Prerequisites:** Death sphere (Astral Projection, Project Spirit), caster level 15th.

When *projecting* yourself and/or your allies into the Astral Plane, you may spend an additional spell point (bringing the total to 3) to allow you and your allies to travel astrally to any of the other planes that border the Astral Plane. If you choose to enter one of these planes, you form a new physical body (and equipment) on that plane of existence, exactly like your true form, although the silver cord remains invisibly attached to this new body, and magic items used still count against the item's total uses. You are still subject

to the weaknesses of an astral form (you may be dispelled, your cord may be broken, etc.). If your new form is killed, you are returned to your original body, gaining 2 permanent negative levels as normal.

## Corpse Forge

**Prerequisites:** Death sphere (Corpse Manipulation), caster level 3rd.

As a standard action, you can destroy one undead you *re-animated* and control within your *reanimate* range (or the range of your Master's Presence, whichever is greater) to add its Hit Dice to another undead you *reanimated* and control within range. The creature receiving the benefit of this talent does not gain any other abilities of the sacrificed creature beyond the increase in Hit Dice, although its own abilities are recalculated using the higher Hit Dice. Add their current hit points together (to a maximum of their new total hit points), and use the longer of their durations. The resulting undead can have Hit Dice above 20, but still cannot possess Hit Dice greater than twice your caster level. When the *reanimate* duration ends, all combined corpses separate into their original forms.

## Create Haunt

**Prerequisites:** Death sphere (Haunting Apparition), caster level 5th.

You may spend 1 minute and 5 spell points to create a haunt with a CR equal to or less than 1/2 your Death sphere caster level. These haunts share your alignment. Haunts created through this talent have a destruction condition of being successfully affected with the Break Enchantment talent from the Life sphere or other effects that would counter a curse.

## Greater Curse

**Prerequisites:** Death sphere (Curse (*ghost strike*)), caster level 15th.

When you successfully apply a curse through your Curse *ghost strike*, the DC to remove it is increased by +5. Additionally, you may apply much more powerful curses to the target, examples of which are outlined below:

**Curse of Ages:** The target ages 1 year every day.

**Daybane:** The target suffers 1d6 points of non-lethal damage for every minute of exposure to bright light, including daylight. This does not become lethal damage if the target falls unconscious.

**Dayblind:** The target is blind except in dim light or darkness.

**Famine:** Any food that the target attempts to consume instantly rots into a putrescent mass. The target can attempt a Fortitude save to choke down the spoiled food. If the target fails at the check, she takes 1d2 points of Constitution damage. In either case, attempting to consume food leaves the target sickened and unable to eat for 1d4 hours.

Food created by magic can resist spoilage with a successful magic skill check against the DC of the curse.



**Font of Truth:** The target is unable to intentionally lie. In addition, anytime the target is asked a question, she must succeed at a Will save or answer in exacting, truthful detail. The target receives an additional save once per minute to cease elaborating upon her answer.

**Insanity:** The target gains either amnesia, mania/phobia, multiple personality disorder, paranoia, psychosis, or schizophrenia, as detailed in the *Pathfinder RPG GameMastery Guide*.

**Lycanthropy:** The target becomes afflicted with lycanthropy.

**Ravenous:** The target must attempt a Fortitude save every hour. If it fails, it must eat a full day's worth of food. If sufficient food is not available, starvation advances at the rate of 1 day per failed Fortitude save.

**Unluck:** Once per hour, the target must reroll one roll (decided by the GM) and take the worse result.

**Venerable:** The target gains the penalties (but not the benefits) of advancing to the venerable age range. This does not actually increase their age.

**Vulnerability:** The target gains vulnerability to a single energy type. This has no effect on targets immune to the chosen energy type.

### Greater Undead

**Prerequisites:** Death sphere (Lingering Necromancy, Permanent Undead), caster level 5th.

You may spend 3 spell points and 1 hour to *reanimate* a body as a greater form of undead, including banshees, vampires, wights, and others. This is always an instantaneous effect, creating permanent undead that cannot be dispelled.

The created undead cannot have a challenge rating above 1/2 your caster level, and the created undead are not automatically under your control; alternate means of control must be established. Many undead have specific requirements for their creation listed in their descriptions (banshees are the spirits of female elves who either betrayed a lover or were betrayed by one, bodaks are extraplanar undead created in the Abyss, allips are the spirits of insane suicides, etc.). These prerequisites must be met in order to create a specific kind of undead.

At caster level 15th, you may create any form of undead, regardless of CR, provided you meet its additional prerequisites. GMs always have the final say over what prerequisites an undead might require.

### Mercy Killing

**Prerequisites:** Death sphere (Corpse Manipulation or Killing Curse (ghost strike)).

As a standard action, you may target a conscious and willing creature with your *ghost strike*, and they immediately die without any pain or discomfort. However, for 1 day per caster level the creature is treated as having died for no more than 1 round for the purposes of the Resuscitate talent and other spells or abilities that are used to bring creatures back from the dead. While this effect lasts, the remains of the dead creature do not decay and cannot be *reanimated* by anyone but you without a successful magic skill check made against your MSD.

### Permanent Undead

**Prerequisites:** Death sphere (Lingering Necromancy), caster level 5th.

When you *reanimate* a corpse as a skeleton or zombie, you may spend 2 spell points to make the *reanimation* an instantaneous effect. The undead creature exists independent of your concentration, has no duration, and cannot be dispelled. These undead still count against the total number of undead you may have *reanimated* at any one time. If you create more undead than your total, old permanent undead are not destroyed; instead, they are simply released from service and will attack you or any other nearby living creatures.

### Possession

**Prerequisites:** Death sphere (Project Spirit), caster level 10th.

When you *project* your spirit by use of the Project Spirit advanced Death talent, you may move into the same space as a material creature and attempt to possess it. You must spend a spell point to attempt a *possession*, and the target is allowed a Will save to negate. If their saving throw fails, the target's soul is repressed, and yours assumes control of the body. You may only possess a physical creature with a soul (this includes most living creatures and intelligent undead but not constructs, unintelligent undead, or outsiders).

Attempting to possess a body is a full-round action. You may only attempt to possess a creature once during any individual projection of your spirit.

If you are successful, your life force occupies the host body. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, feats, talents, alignment, mental abilities, extraordinary abilities, supernatural abilities, and magical abilities such as spells and sphere abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You cannot choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. You may possess a body for up to 1 hour per caster level, but may always end the effect early as a standard action. If the host body is slain, you return to your body and suffer 2 permanent negative levels. As is usual when projecting your spirit, this effect may be dispelled at either your body or the host's body.

### Project Spirit

**Prerequisites:** Death sphere, caster level 10th.

You may spend a spell point to *project* your spirit out of your body for up to 1 round per caster level. During this time, your body falls into a state of suspended animation; it requires neither food nor water and does not age, although it may be slain through normal means.

Your spirit manifests as an ethereal version of you with your hit points and abilities, and carries a copy of all of your equipment. It is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. It can move through solid objects, including living creatures, and may see and hear its surroundings, although as it is on the Ethereal Plane, it can only see and hear the Material Plane to a distance of 60 feet. When the time limit expires, your spirit immediately returns to your body. Using magic items (such as scrolls, wands, potions, and other items with a limited number

of charges or uses per day) while ethereal counts against the item's total remaining uses when you return to your body.

Your spirit cannot attack or otherwise affect creatures and objects on the Material Plane nor generally be affected by them, although some effects (such as force damage) specifically target ethereal creatures when used by material creatures. Certain material creatures or objects also have attacks or effects that can specifically affect creatures on the Ethereal Plane. These effects do not work in reverse to allow your spirit to affect material creatures.

Your spirit treats other ethereal creatures and ethereal objects as if they were material. Your spirit may use any magic you possess, but such magic can only affect other ethereal things. If your spirit self is slain, your spirit instantly returns to your body, reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels.

### Soul Drain

**Prerequisites:** Death sphere, caster level 5th.

Each time you use a *ghost strike* that does not cause negative levels or immediately kill its target (such as Killing Curse), you can choose for it not to count as a death effect, meaning it can affect creatures normally resistant or immune to death effects, such as outsiders with the daemon subtype. This allows you to affect constructs and undead with your *ghost strikes*. Such creatures gain a +4 bonus to any granted saving throw, and may still be immune to the effects caused by your *ghost strike* (disease, etc.).

### Soul Trap

**Prerequisites:** Death sphere, caster level 15th.

As a standard action, when adjacent to a creature that has died very recently (within 1 round per caster level) you may spend 3 spell points to trap their soul into a gem. The target is allowed a Will save to negate the effect, and the gemstone's value must be at least 1,000 gp per Hit Die of the creature you are attempting to trap. If successful, the creature's soul becomes trapped within the gemstone. A trapped creature cannot be resurrected or have its spirit summoned, unless the caster is in possession of this gemstone. The creature trapped inside the gemstone always fails its saving throws if the holder of the gemstone uses the Summon Spirit advanced Death talent on it. If the gemstone is broken, the spirit is released. If the spirit is called through the Summon Spirit advanced Death talent, the caster may choose to release the spirit, in which case it travels to the afterlife, leaving the gem empty and reusable.

### Summon Spirit

**Prerequisites:** Death sphere, caster level 5th.

You may spend 3 spell points and 1 hour to summon the spirit of a dead creature. You must know the exact creature you are trying to summon and be able to designate them (such as their name or place and time of death, etc.) and the more familiar you are with the spirit and the more recently they died, the more likely they are to appear. The spirit you are trying to summon is allowed a Will save with the following modifiers depending on your knowledge and connection to the target, as well as its time of death:

**Table: Familiarity (Spirit)**

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

\*You must have some sort of connection (see below) to a creature of which you have no knowledge.

**Table: Connection (Spirit)**

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Corpse/remains	-10

**Table: Time Deceased**

Time the Creature has been Dead	Will Save Modifier
1 year	+2
10 years	+4
100 years	+6
1000 years	+8

On a successful saving throw, the target does not appear and may choose to retaliate spiritually, giving you 2 temporary negative levels that last 24 hours (meaning you must save against them becoming permanent). While friends may choose to purposefully fail their saving throw and come willingly, in most other cases being ripped from the afterlife is a horrid experience and can turn even the nicest of spirits hostile. If a spirit succeeds at their saving throw against this effect they cannot be summoned again by the same caster for 1 month. Sometimes, the spirits of heroes, kings, and others are protected by a deity and are simply unable to be summoned.

Once a spirit has been summoned, you may do any of the following:

- You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers may be brief, cryptic, or repetitive. A creature who would have opposed you in life may attempt a new Will save to refuse to answer or to lie with the Bluff skill.
- You may use the spirit as a component when creating an animated object or undead creature (Will negates if unwilling; if the spirit succeeds at its save, it immediately returns to the afterlife as if it had made its original saving throw). You must create the undead creature or animated object as usual, but by placing the spirit into the target, the spirit is brought back to life within this new body. The object or undead creature gains the mental attributes, personality, memories, etc. of the selected spirit, but otherwise is normal for its new creature type. (At the GM's discretion, a spirit bound to a permanent animated object or undead creature

may recover or gain class levels over time, but loses at least 1 level per CR of its new form.) An undead creature or animated object created in this way is not automatically under your control.

- If you possess the Resurrection advanced Life talent, you may place the spirit into a new body, bringing the soul back to life, even if you do not have the target's body, it is missing vital components, or the target has been dead for longer than the time limit. You must possess either a soulless body (such as one created through the Fleshcraft and Create Materials advanced Creation talents), or else a body assembled from other, recently slain bodies. (Assembly requires either the target's body with one additional body for every replaced vital component, or else a minimum of six different bodies—one for each limb, the torso including head, and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required.) You may bring the target back to life with the Resurrection advanced Life talent. The target retains its ability scores and class levels (even those dependent on blood, such as sorcerer levels) but its race and appearance depend on the body possessed.

## Advanced Destruction Talents

### Calamity (blast shape)

**Prerequisites:** Destruction sphere (Explosive Orb (blast shape) or Sculpt Blast (blast shape)), caster level 10th.

When creating a *destructive blast*, you may spend 2 spell points to shape your *destructive blast* into a vast shape. If you possess Explosive Orb, you may create a close range-radius burst centered within range. If you possess Sculpt Blast, you may create either a long-range line, a medium-range cone, or a close-radius burst centered on yourself. All targets are allowed a Reflex save for half damage.

### Crystal Cocoon

**Prerequisites:** Destruction sphere (any two (blast type) talents in the crystal blast type group including either Crystal Blast or Living Crystal Blast), caster level 10th.

When using the Crystal Blast or Living Crystal Blast talent, you may spend an extra spell point to fully encase your targets in a shell of crystal. Targets that fail their Reflex saves against your *destructive blast* are helpless and cannot take physical actions other than to attempt Strength or Escape Artist checks to escape the crystal, but can still breathe and take purely mental actions. The crystal blocks line of sight and line of effect to and from the encased target. Destroying the cocoon frees the victim, the crystal having hit points as normal for the Crystal Blast and Living Crystal Blast talent.

### Disintegrate (blast type)

**Prerequisites:** Destruction sphere, caster level 5th.

You may spend a spell point to have your *destructive blast* deal untyped damage. Any creature reduced to 0 or fewer hit points is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

This blast type does full damage to objects and ignores all hardness, energy resistance, and energy immunity.

When targeting a single object, the *destructive blast* simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, it disintegrates only part of any very large object or structure targeted. Attended objects may attempt a Fortitude save to negate this effect, but still take *destructive blast* damage. The *destructive blast* effects even objects constructed entirely of force, but not magical effects such as a *globe of invulnerability*, an antimagic field, or a *barrier* from the Protection sphere.

### Energy Cloud (blast shape)

**Prerequisites:** Destruction sphere, caster level 10th.

You may spend three spell points to make your *destructive blast* into a roiling cloud of destruction. The cloud covers a 10-foot + 5 feet per 5 caster levels radius, is 10-foot + 5 feet per 5 caster levels tall, and is stationary unless directed by the caster to move as a move action, which it does at a rate of 20-foot + 5 feet per 2 caster levels and persists for 1 minute per caster level. The cloud obscures vision as the *fog cloud* spell. Any creatures who begin their turn inside the cloud suffers your *destructive blast* damage. Affected creatures are allowed a Fortitude saving throw for half damage. You are immune to damage from your own cloud.

### Extreme Range

**Prerequisites:** Destruction sphere (Extended Range x2), caster level 5th.

Your *destructive blast* has a range of 1,000 feet + 100 feet per caster level. *Destructive blasts* outside of your long range but inside this range can only target squares or large objects (ones that occupy more than one square), not individual creatures and take effect one round after being used.

### Greater Admixture

**Prerequisites:** Destruction sphere (Admixture), caster level 5th.

When using the Admixture talent, you may spend an additional spell point to add a third (blast type) talent. The damage dealt is split between the three blast types and the additional effects from each blast type apply normally. If different damage die apply to the different types, use the largest. If the blast types have different caster levels, then use the lowest caster level for determining the Admixed *destructive blast's* caster level.

**Special:** You do not increase the casting time or spend an additional spell point when using the admixture talent with blast types from the same blast type group. The additional spell point cost of Greater Admixture still applies. This can be used to apply two Admixture feats to a single *destructive blast*.

### Penetrating Blast

**Prerequisites:** Destruction sphere, caster level 5th.

Your *destructive blast* ignores energy resistance equal to your caster level. You may spend a spell point to increase this effect to become twice your caster level. If a creature has immunity to your *destructive blast's* damage type, treat that immunity as if it were 'resistance 40' instead of 'immunity' and calculate as normal.

### Radiation Blast (blast type, fire, light)

**Prerequisites:** Destruction sphere (any two (blast type) talents in the fire blast type group), caster level 5th.

You may spend two additional spell points to have your *destructive blast* do half fire and half untyped damage. Any creature damaged by the attack must succeed at a Fortitude save with your *destructive blast's* DC or suffer the effects of low radiation. A creature suffering from radiation instead must succeed at a Fortitude save with your *destructive blast's* DC or have the level of radiation increased by one step, inflicting the new levels primary effect. This effect stacks with the effects of lower radiation levels. Saves against the secondary effects of the radiation are made at their normal save DCs. The target's square (or the *destructive blast's* affected area) becomes irradiated for 1 minute per caster level. Any creature passing through an irradiated square must succeed at a Fortitude save DC 14 or be affected by low radiation.

### Radiation

Radiation is a poison effect, whose initial effect causes Constitution drain and secondary effect causes Strength damage. Radiation dangers are organized into four categories: low, medium, high, and severe.

Radiation Level	Fort Save	Primary Effect	Secondary Effect
Low	13	1 Con drain	1 Str damage/day
Medium	17	1d4 Con drain	1d4 Str damage/day
High	22	2d4 Con drain	1d6 Str damage/day
Severe	30	4d6 Con drain	2d6 Str damage/day

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**Initial Effect:** Radiation initially deals Constitution drain unless the exposed character succeeds at a Fortitude saving throw. A new saving throw must be attempted to resist radiation's initial damage each round a victim remains exposed to it.

**Secondary Effect:** Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary radiation damage. If a character has Strength damage equal to his current Strength score, further damage dealt a secondary effect is instead Constitution damage.

**Removing Radiation Effects:** All radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally.

## Advanced Divination Talents

### Alternate Divinations, Advanced (sense)

**Prerequisites:** Divination sphere, caster level 1st.

Like alternate divinations, this advanced talent grants additional divinations depending upon what other spheres you know. Unlike alternate divinations however, this advanced talent grant new *sense* abilities instead of *divine* abilities.

**Life: Lifesense:** You may spend a spell point to gain the life-sense ability. You sense and locate living creatures within close range, as if you had the blindsight ability.

**Dark: See in Darkness:** You may spend 2 spell points to gain the see in darkness ability. The creature can see perfectly in all darkness, including magical darkness that otherwise might obstruct darkvision.

**Death: Spirit Sense:** You may spend a spell point to gain the spirit sense ability, which allows you to know when immortal or deathless beings are nearby. You can sense the presence of undead; fey; outsiders; and astral, ethereal, or incorporeal creatures within close range, as if you had the blindsight ability.

**Weather: Storm Vision:** You may spend a spell point to gain a special *sense* granting the ability to negate any concealment, miss chance, and penalties to Perception directly caused by weather such as rain or fog (be they magical or natural).

**Mind: Thoughtsense:** You may spend 2 spell points to gain the thoughtsense ability. You automatically detect and locate conscious creatures within close range. This ability functions similarly to blindsight. Nondetection, Spell Ward, and similar effects block thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects. Creatures lacking an Intelligence score, or otherwise less than 1 do not function to detect or locate such creatures.

**Telekinesis: Touchsight:** You may spend 2 spell points to gain the touchsight ability. You gain the ability to “feel” your surroundings even when your sight would otherwise be obscured by your physical environment. Your touchsight field emanates from you out to close range. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to attempt Perception checks to notice creatures; you can detect and pinpoint all creatures within close range. In many circumstances, comparing your regular senses to what you learn with touchsight is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

### Discern Location (divine)

**Prerequisites:** Divination sphere (Dowsing (divine), Greater Divine), caster level 15th.

You may spend 3 spell points to *divine* the location of any one creature or object. To find a creature, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Discern Location has no maximum range and circumvents normal means of protection from scrying or other means of nondetection. Indeed, nothing short of a *mind blank* spell, the Unplottable advanced Protection talent, or the direct intervention of a deity keeps you from learning the exact location of the targeted individual or object. You learn the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

### Divine Identity (divine)

**Prerequisites:** Divination sphere (Discern Individual (sense)), caster level 1st.

You may *divine* the presence of individual auras. When *divining* in a location, you sense which creatures have recently been in that area. This does not reveal any information about

those creatures other than the strength of their aura, but each aura possesses a unique signature; if you sense the same creature more than once, you can easily connect that they are the same creature.

**Table: Divine Identity**

Hit Dice	Aura Strength	Aura Duration
1-4	Dim	1 round
5-8	Faint	1d6 rounds
9-12	Moderate	1d6 minutes
13-16	Strong	1d6x10 minutes
17+	Overwhelming	1d6 days

It is also possible for someone to adopt an alias, as the same aura is detected multiple places, but may be more difficult to identify as the same person. If you possess a secret identity, such as with the vigilante class or in another way with GM approval, your secret identity and primary identity will detect as different people.

**Vigilantes, Fugitives, and Divine Identity:** While it is very easy to identify lower level creatures individually, their auras do not last very long, which is why many petty thieves can go undetected, even in settlements that have access to this ability. However, thieves of great skill or renown can quickly become easy to spot, becoming celebrities in their own right as their deeds are easily identified, even if they themselves are difficult to capture.

### Divine Knowledge (divine)

**Prerequisites:** Divination sphere (Read Omens (divine)), caster level 10th.

You may spend 3 spell points to *divine* for knowledge, delving the universe for the answer to a specific question. Delving in this manner is not an exact practice, and the only answers you may receive are 'yes', 'no', 'unclear', or 'unknown'. You have a 50% chance + 1% per caster level of gaining a true answer. A failed roll produces an 'unknown' answer, while a roll of 90% or higher produces a lie. If you use this ability to ask the same question twice, the same answer repeats.

**Note:** GMs are fully encouraged to use their own numbers and methods for determining when true, untrue, or unknown answers are gained. A caster *divining* knowledge could be asking friendly gods, bargaining with the Fates, reading the tablets of life, or using any number of alternate methods for gaining knowledge. As such, the specifics of this ability can vary widely between campaigns—friendly gods may always answer truthfully, while Fates may require specific bargains to be made in exchange for knowledge. It is always possible that the source of information being asked simply does not know the answers to certain questions.

### Expansive Vision

**Prerequisites:** Divination sphere, caster level 10th.

You may spend an additional spell point to increase the range of a *sense* from close range to medium range, or medium range to long range. This advanced talent may be taken up to two times, increasing the range by two steps instead of one.

### Greater Scrying (divine)

**Prerequisites:** Divination sphere (Greater Divine, Scrying, Viewing (divine)), caster level 15th.

When using the Scrying advanced talent, you may spend an additional spell point to decrease the action needed to concentrate on the effect by 1 step (normally a full-round action to a standard). In addition, you may move your sensor without following a target with a speed of 150 feet once each round as a free action.

### Penetrating Divination

**Prerequisites:** Divination sphere, caster level 1st.

When using Divination sphere talents or abilities, any *divine* or *sense* abilities normally blocked by dense substances, can now penetrate 15 feet of wood, 5 feet of stone, 6 inches of common metal, or a half inch of lead. You may take this advanced talent a second time increasing the thickness you can penetrate to 30 feet of wood, 10 feet of stone, 1 foot of common metal, or an inch of lead.

### Read Omens (divine)

**Prerequisites:** Divination sphere, caster level 5th.

You may spend 2 spell points to *divine* for knowledge of the future. You gain useful advice in reply to one question regarding a specific goal, event, or activity to occur within 1 week. This advice could be a useful phrase or a cryptic omen or rhyme. If you do not act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you receive no information and know the attempt failed, unless specific magic yielding false information is at work. Multiple divinations about the same topic by the same caster use the same dice result as the first attempt and yield the same answer each time.

### Scrying

**Prerequisites:** Divination sphere (Greater Divine, Viewing (divine)), caster level 10th.

You may spend 2 spell points and 1 hour to observe a creature or object as if using the Viewing talent, but over any distance. If targeting a creature, the target is allowed a Will save to resist being viewed, which is subject to the following modifiers depending on your knowledge and connection to the desired creature. Creatures or objects on a different plane receive an extra +5 bonus to their Will save. If viewing an object, the object may attempt a save (if intelligent), or any creature holding the object, or that could be considered to 'possess' the object is allowed to attempt this save on its behalf. If no such creature is available, assume a default Will save of 15.

**Table: Familiarity (Scrying)**

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

\*You must have some sort of connection (see below) to a creature of which you have no knowledge

**Table: Connection (Scrying)**

Connection	Will Save Modifier
Likeness or picture	-2
You have one of the creature's possessions, or have a person present who once owned the object	-4
You possess a piece of the subject (body part, lock of hair, broken fragment, etc.)	-10

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject) as if you were present. If the saving throw succeeds, you cannot scry on the target again for 24 hours. If the subject moves, the sensor follows at a speed of up to 150 feet.

### Grappfinding (sense)

**Prerequisites:** Divination sphere (See Hazard (sense)), caster level 1st.

You may spend a spell point to gain a special *sense* that lets you add 1/2 your caster level to Perception checks made to locate traps and to Disable Device checks (minimum +1). In addition, you may disable magic traps as a rogue.

### True Seeing (sense)

**Prerequisites:** Divination sphere (Ghost Sight (sense), Unhooded Sight (sense)), caster level 10th.

You may spend 2 spell points to gain the ability to see all things as they actually are for 1 minute per caster level. You see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under blur or displacement effects, see invisible creatures or objects normally, see through illusions, and see the true form of polymorphed, changed, or transmuted things. Further, you can focus your vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet.

This ability does not grant the ability to see through solid objects and does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, this sight does not work in conjunction with other viewing magic, such as Scrying or Viewing Divination talents.

### Unobscured Vision (sense)

**Prerequisites:** Divination sphere (Ghost Sight (sense)), caster level 10th.

You may spend 3 spell points to gain a special *sense* that grants the ability to see into and through solid matter within close range, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. Unobscured Vision, despite the name, can be blocked by dense materials as if it were a *divine* talent or ability.

## Advanced Enhancement Talents

### Antimagic Aegis

**Prerequisites:** Enhancement sphere (Magic Sink (enhance)), Protection sphere (Spell Ward (aegis, ward)), caster level 1st.

Whenever you use Magic Sink on a creature benefiting from your Spell Ward, or vice versa, you may spend an additional spell point. If you do so, any *aegis* or *enhancement* that that creature benefits from is not suppressed by any form of antimagic; the creature is otherwise affected normally by effects such as antimagic field or Spell Ward. This protection ends when either Magic Sink or Spell Ward end, whichever comes first.

### Ascetic Control

**Prerequisites:** Enhancement sphere, caster level 5th.

By spending 10 minutes and 2 spell points, you may downplay the needs of your body until they vanish entirely. While Ascetic Control is active, you do not bleed, and do not need to breathe, eat, drink, or sleep. Ascetic Control lasts 24 hours.

### Bestow Life

**Prerequisites:** Enhancement sphere (Animate Object (enhance), Bestow Intelligence (enhance)), caster level 10th.

You may spend 3 spell points and 24 hours to bring a plant, animal, construct, or object to life. This is an instantaneous effect, and as such is a permanent change and cannot be dispelled.

This has no effect on a creature with an Intelligence of 3 or higher.





This ability may manifest in one of the following ways:

- You transform a tree into an intelligent animated object, granting it the benefits of your Animate Object and Bestow Intelligence *enhancements*. The target's type changes to magical creature.
- You transform an animal into an awakened animal. The target's type changes to magical beast, and its mental ability scores change to 3d6 each. At the GM's discretion, the animal may be recreated using whatever character creation rules the campaign has employed.
- You grant life to an empty body. This could be a body *created* through the Fleshcraft and Create Raw Materials Creation advanced talents or a body crafted from parts of other recently slain bodies sewed together. (Assembly requires a minimum of six different bodies—one for each limb, the torso including head, and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required.) The target becomes a living 1st level commoner of whatever race its body was crafted to mimic, but may retrain as usual.
- You transform a magical object into an intelligent item with a 10 Intelligence, Wisdom, and Charisma. The item must be a permanent magical item (thus scrolls, wands, potions, etc. cannot be *enhanced* in this way), and the item does not gain any powers automatically; abilities and attribute bonuses must be crafted into the item as usual.

Creatures and magic items created in this fashion possess your alignment and can speak one language that you know plus one additional language that you know per point of Intelligence bonus (if any). An animal affected in this manner cannot serve as an animal companion, familiar, or special mount, but it may serve as a cohort if the caster possesses a means for having one.

With the exception of intelligent items (which follow the intelligent item rules), the affected creature serves you as a faithful companion. However, as it is a living, intelligent being, it will expect good treatment in return (indeed, an animal that was treated harshly before it was *enhanced* in this way may feel no particular loyalty to the caster at all). A caster may only have one companion of this sort at any one time; if a second creature is awakened, the first remains friendly, but no longer undertakes tasks for the caster unless it is in its own best interests.

### Give Magic Life

**Prerequisites:** Enhancement sphere (Bestow Intelligence (enhance)), caster level 10th.

Whenever you use a non-instantaneous sphere ability, you may spend 2 spell points to give it the Embodiment of Magic template instead of casting it normally; if you do so, it is initially friendly towards you, and will die at the end of the effect's duration.

If you also possess Bestow Life, you may use it on creatures created through this talent; doing so increases their potency by 3, and prevents them from dying at the end of the effect's duration.

### Referential Enhancements

**Prerequisites:** Enhancement sphere (Deep Enhancement, Mass Enhancement), caster level 15th.

Whenever you use Mass Enhancement, you may spend 2 additional spell points to have the *enhancement* affect a 30-foot burst instead. If you do so, the *enhancement's* duration changes to days per caster level and it affects all valid targets that are within the *enhancement's* area; the benefits fade if the target leaves the area, but return if they do.

Upon using this talent, you may exclude targets from the effect based on some visible or audible criterion. This would allow you to, say, have Enhance Equipment affect any swords within the area, or have Render Clumsy apply only to creatures who are not prominently showing a particular badge.

### Reverse Gravity (enhance)

**Prerequisites:** Enhancement sphere (Lighten (enhance)), caster level 15th.

You may spend 2 spell points to *enhance* an area of up to 1 10-foot cube per caster level, arranged contiguously. Unlike most *enhancements*, you can only maintain this effect through concentration for up to 1 round per caster level. Spending an additional spell point to allow it to become self-sustaining lasts for 1 round per caster level, not 1 minute per caster level, and is unaffected by Deep Enhancement.

Within this area, gravity reverses. Unattached objects and creatures in the area fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the effect ends. At the end of the duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself and not fall upward. Creatures who can fly or levitate can keep themselves from falling.

## Advanced Fallen Fey Talents

### Blinding Beauty (fey-blessing)

**Prerequisites:** Fallen Fey sphere, caster level 10th.

Any humanoid within 30 feet of you that looks at you must succeed on a Fortitude save or be blinded for 1 minute per caster level. A creature that succeeds on this save is immune to your use of this ability for 24 hours. You may suppress or resume this ability as a free action. Activating this fey-blessing costs an additional spell point.

### Bound To Nature (fey-blessing)

**Prerequisites:** Fallen Fey sphere, caster level 10th.

If you are slain while under the effects of this fey-blessing, you immediately reincarnate as the *reincarnate* spell at the start of your next turn (based on when your next turn would be, if you were not dead). You return in the same space, or the nearest space that is not intrinsically dangerous, though your equipment remains in the place you died. You may choose to delay your reincarnation by up to 1 hour. Upon your return, all

spell slots and spell points you possessed are lost and you gain 1 negative level until you rest to regain spell points (this negative level replaces the negative levels normally incurred by the *reincarnate* spell). If you are slain by an effect that would prevent reincarnation, you may attempt a magic skill check against that effect to return regardless. You gain a +2 on this check if in a natural setting (not in a settlement or artificial structure). Once you have been reincarnated by this ability, you cannot benefit from it for 1 week.

### Drowning Kiss (fey-blessing)

**Prerequisites:** Fallen Fey sphere, caster level 10th.

You can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips) as a standard action. If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a Fortitude save to cough up this water; otherwise it falls unconscious at 0 hit points. On the next round, the target must save again or drop to -1 hit points and be dying; on the third round it must save again or die. Succeeding at any of these Fortitude saves causes the target to cough up the water and no longer be drowning, ending the effect. Activating this fey-blessing costs an additional spell point.

### Fey Initiation

**Prerequisites:** Fallen Fey sphere (Greater Fey-Link), caster level 15th.

You may spend 3 spell points and 8 hours to change your creature type to fey as an instantaneous effect. If you possess Share Link, you may instead target a willing and conscious creature. Fey Initiation fails if the target leaves the area before the casting is complete.

### Fey Invisibility (fey-blessing)

**Prerequisites:** Fallen Fey sphere (Fade (fey-blessing)), caster level 5th.

You must spend an additional spell point to use this fey blessing. You and all your equipment fade from view, becoming invisible. You gain total concealment, as well as a +40 bonus to Stealth checks when stationary, which decreases to +20 when moving.

In addition, since you are invisible, you may attempt Stealth checks even while being observed and do not require cover to retain or initiate Stealth. Even when detected by another creature, an invisible creature gains a +2 bonus to attack rolls against sighted targets and ignores their Dexterity bonus to AC. Attacks against creatures with total concealment have a 50% chance they will simply miss, even if the attack has targeted the correct square. Making yourself invisible also hides any magical auras on yourself or your worn or held equipment from such effects as *detect magic* or the base Divination sphere *divine* ability.

Making an attack, casting a spell or sphere ability with verbal or somatic components or subject to the Magical Signs drawback, speaking, or other loud or distracting actions ends this effect.

### Steal Skin (fey-blessing)

**Prerequisites:** Fallen Fey sphere, caster level 5th.

As a full-round action, you may steal the skin of a creature of Small, Medium, or Large size with a roughly humanoid

shape. The target creature must be dead, helpless, or willing. If the target creature is alive, you must make a successful coup de grace attack to steal its skin. Should the creature survive this, it is nauseated as a pain effect, takes Constitution bleed of 1d4, bleed damage equal to three times your caster level, and takes a -10 penalty on saves against disease until its skin is regrown by regeneration or a similar effect. Should this bleed damage be halted by any means, it restarts in 1d4 rounds.

You then may don or remove the stolen skin as a move action. When wearing a stolen skin, you take on the likeness of the skin's original owner, including the victim's voice, build, and size, but gain none of the creature's abilities. The stolen skin grants you a +10 bonus on Disguise checks to appear as that creature, with none of the usual penalties for different gender, race, age, and size. Stolen skins are preserved for the duration of the fey-blessing and remain as supple as living skin. You may only have a single skin stolen at a time; stealing another forces you to discard any previously stolen skins. Discarded skins rot and decay normally. Discarded skins may not be reused.

## Advanced Fate Talents

### Atonement (word)

**Prerequisites:** Fate sphere, caster level 10th.

You may act as an intermediary on behalf of your alignment. If you are connected to a deity or another source of power, you may also intercede on its behalf.

By spending 2 spell points, you may allow the target to change its alignment or make amends for indiscretions in one of the following ways:

- If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no additional cost.
- A paladin, cleric, druid, or any other caster whose casting tradition dictates their power comes from an aligned source may lose their powers through indiscretions or alignment changes. You may use this ability to restore that character's class levels or magic powers. Sometimes you or the deity you represent may require the target to undertake a quest, make a sacrifice, or perform some other action to prove its desire to atone before it can have its power restored in this fashion.
- You grant the creature the chance to instantly change its own alignment to match yours. The target may freely choose whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. Unless specified by the GM, this cannot work on outsiders or any other creature incapable of changing its alignment naturally.

**Note:** Normally, changing alignment is up to the player. This use of *atonement* offers a method for a character to change his or her alignment drastically, suddenly, and definitively.

### Compel Possessor [curse]

**Prerequisites:** Fate sphere (Exorcism (word), Geas (word), Greater Geas, Mark Of Judgment), caster level 15th.

When you successfully remove an effect or possessor using the Exorcism *word*, you may spend 3 spell points and one hour to bind the spirit of the target's possessor. The originator of the effect or possession is placed under the effect of your Geas or Mark Of Judgment (your choice), regardless of its distance from you.

### Consecrated Ground

**Prerequisites:** Fate sphere (Bound Consecration), caster level 5th.

When you use a *consecration* that remains in place using Bound Consecration, you may spend three spell points to allow the effect to continue for 2 hours per caster level without concentration. You may take this talent a second time at 10th caster level, which allows you to spend three spell points to make the effect permanent.

### Death (motif)

**Prerequisites:** Fate sphere (one (motif) talent), caster level 5th.

You may grant a *motif* that allows a target to preserve and, ultimately, change the other *motifs* they bear. While this *motif* is active, whenever the target discharges a (motif) talent other than Death there is a 50% chance that it does not end. The target may discharge this effect to immediately bring one other (motif) talent you or they know into effect with a duration equal to this *motif's* remaining duration. Granting this *motif* costs two spell points.

### Elude Fate (word)

**Prerequisites:** Fate sphere, caster level 10th.

You may spend three spell points to place a *word* on a creature that protects it from a single doom. Choose a set of circumstances. If the circumstances would kill the target of this *word* the target is instead left at 1 hit point and the *word* ends.

In order for this *word* to function, the circumstances must be sufficiently specific. For example, "death at the hands of an orc," "death in an ambush," "death by fire," or "death caused by the Telekinesis sphere" would be acceptable; "death by hit point damage" or "death at the hands of an enemy" would not. The GM is the ultimate arbiter both of what is sufficiently specific (though if a set of circumstances is ruled to not be, the caster does not spend spell points) and of whether a particular death meets the specified conditions.

This *word* lasts 1 hour per caster level or until discharged.

### Entropic Aura (consecration) [curse]

**Prerequisites:** Fate sphere, Death sphere, caster level 10th.

You may spend a spell point to create a *consecration* that makes healing difficult. All fast healing and regeneration possessed by creatures in the area of this *consecration* is suppressed, and all effects within the area that would heal hit point damage or restore ability damage or drain are halved. In addition, any damage dealt to creatures in the area (including you) is difficult to heal, even after this *consecration* ends. Half of it may be healed normally. The rest cannot be healed naturally (including by fast healing). Other effects can heal the damage only if the effect's originator succeeds on a Heal check against a DC of your MSD

+ your casting ability modifier. This DC increases by 8 unless it is made within an area infused with positive energy, such as produced by a *consecrate* spell or ritual.

You must concentrate to maintain this *consecration*, but you may spend an additional spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

### Execration

**Prerequisites:** Fate sphere (at least one [curse] (word) talent), caster level 10th.

When you spend a spell point to allow a *word* with the [curse] descriptor to continue without concentration, you may spend an additional 2 spell points to increase the duration to permanent. A permanent curse cannot be dispelled, but it may be broken through the Break Enchantment Life talent, as well as spells such as *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. You may remove a permanent curse that you placed on a target as a standard action as long as the target is within your *word* range.

### Falsehood (word) [curse]

**Prerequisites:** Fate sphere, caster level 1st.

Any magical effect which would detect lies or force to speak the truth requires a magical skill check to affect the target. Failure means the effect does not detect your target's lies or force it to speak only the truth. In addition, you may force the creature to speak only lies; this *word* is only a [curse] effect if you do. Unless the target succeeds on a Will saving throw, they cannot speak the truth as they understand it. They are always aware of this *word* being placed on them and the caster always knows if the target made its saving throw. An affected target may still be evasive, refuse to answer, or word their responses carefully.

You may spend an additional spell point to grant the target a bonus to Bluff checks equal to +5 plus your caster level. This bonus only applies to checks made to convince another of the truth of the target's words. It does not apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.

This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.

### Geas (word) [curse]

**Prerequisites:** Fate sphere, caster level 10th.

You may spend 2 spell points and 10 minutes to place a *geas* on a touched target with fewer Hit Dice than your caster level. A *geas* is a magical command that compels the target to carry out some service or to refrain from some action or course of activity, as declared when the *geas* is placed. The target is allowed a Will save to negate this effect. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the *geas* remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the *geas* for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *geas*.

A *geas* cannot be dispelled, but it may be broken through the Break Enchantment Life talent, as well spells such as *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. You may remove a *geas* that you placed on a target as a standard action.

### Greater Geas

**Prerequisites:** Fate sphere (Geas), caster level 10th.

Your *geas* becomes more powerful. Targets of your *geas* no longer gain a saving throw against the effect, and you may target any creature, not only those with fewer Hit Dice than your caster level. In addition, the *geas* can only be broken through the Break Enchantment Life talent or the *remove curse* or *break enchantment* spells if the target's caster level is at least two higher than yours. *Limited wish*, *miracle*, and *wish* may still remove a *geas*.

### Heroism (word)

**Prerequisites:** Fate sphere (Bless (word)), caster level 5th.

You may spend a spell point to place a *word* on a target that marks them as a protagonist in fate's story, granting them a temporary hero point that disappears in one round or once used.

### The High Priestess (motif)

**Prerequisites:** Fate sphere (one (motif) talent), caster level 5th.

You may grant a *motif* that extends the benefits of other *motifs* affecting a target to their allies. When you use this ability, choose a *motif* currently affecting the target to link this *motif* to. The target's allies gain the normal effect as long as they are within 30 feet of the target. When the target discharges the chosen *motif*, they may either choose a different *motif* affecting the target to link this *motif* to or discharge this *motif* as part of the same action to grant all allies within 30 feet of them an insight bonus to saving throws equal to half your caster level for one round. If the target discharges the chosen *motif* but it does not end (such as if they also have the Death *motif*), they may not choose a different *motif* to link to this *motif* (it instead remains linked to the chosen *motif*), but may discharge this *motif*.

### Mark Of Judgment [curse]

**Prerequisites:** Fate sphere (Geas (word), Greater Geas), caster level 10th.

Your *geas* gains a permanent duration, as well as a more immediate effect. If the target breaks the *geas* even once, it immediately suffers a permanent -8 penalty to all ability scores or another punishment of equal strength designated at the time of casting. This punishment may only be removed if the *geas* is removed or at your discretion, whether or not the target returns to obeying the *geas*.

### Undying Obstinace (consecration)

**Prerequisites:** Fate sphere, Life sphere, caster level 15th.

You may spend a spell point to create a *consecration* filled with positive energy that sustains the living beyond what their bodies can withstand. While this *consecration* is in effect, no living creature becomes disabled or dying within its area, nor

do creatures die from loss of hit points. This does not protect creatures from these effects once this *consecration* ends or they leave the area, nor does it protect them from death from other causes. This counts as a Life talent for the purpose of talents, drawbacks, or other abilities that change who you can affect with Life talents or abilities.

You must concentrate to maintain this *consecration*, but you may spend an additional spell point as a free action to allow this effect to continue for 1 round per two caster levels without concentration.

## Advanced Illusion Talents

### Advanced Invisibility

**Prerequisites:** Illusion sphere (Suppression (glamer) (invisibility)), caster level 10th.

You may spend an additional spell point when using the Suppression glamer to make the target completely invisible. This grants them a +20 bonus to Stealth (increased to +40 if they are standing still), and they possess total concealment even when detected.

### Deceive Dweomer

**Prerequisites:** Illusion sphere (Manipulate Aura (sensory, magic)), caster level 1st.

As a *trick*, you may add half your caster level as an enhancement bonus to Use Magic Device checks to emulate a race, class feature, ability score or alignment. This bonus lasts for 1 minute. In addition, you may now use the manipulate aura *trick* to add, modify or conceal auras of alignment, race, creature type, level or any other descriptor that may be detected or discerned by a spell or sphere effect.

When using any sphere talent or ability (not just those belonging to the Illusion sphere), you may apply Manipulate Aura to change what sphere of magic it belongs to for the purpose of people identifying the school of magic or sphere effect via the Spellcraft skill or *detect magic* (or similar spells or abilities).

### Distant Deception

**Prerequisites:** Illusion sphere (Ranged Illusion x2), caster level 5th.

Your *illusion* range improves to 1,000 feet + 100 feet per caster level. To place glamers on a creature or object beyond long range you must be able to individually identify them. To apply sensory talents to figments at greater than long range you must be able to be experiencing the corresponding sensation created by the figment.

### Expand Illusion

**Prerequisites:** Illusion sphere (Enlarged Illusion), caster level 1st.

When creating an *illusion*, you may spend an additional spell point to improve its size by one step. You may spend an additional spell point per 5 levels to improve its size by an additional step.

## Permanent Image

**Prerequisites:** Illusion sphere (Lingering Illusion), caster level 10th.

When creating an *illusion*, you may spend 2 spell points to increase its duration to permanent.

## Phantom Mind

**Prerequisites:** Illusion sphere (Lingering Illusion, Programmed Illusion), caster level 8th.

By spending an additional spell point, you no longer need to have line of sight or spend a standard action to direct, move, or alter your figments. This allows your figments to somewhat automatically adapt to situations without having to be given new orders or modifying appearances to fit the situation.

Your *illusions*, when behaving autonomously, act and react more or less realistically depending upon your caster level. Use the following table as a guideline for what may at most be expected from an *illusion* acting independently.

**Table: Phantom Mind Illusion Realism**

CL	Maximum Expected Realistic Effect
8-10	Simple communication (as a human toddler).
11-12	Decent problem solving, moderate communication (as a very young human).
13-14	Decent communication (as a young human).
15-16	Advanced problem solving and simple planning (as an adolescent human).
17-18	Advanced communication and moderate planning (as a dumb human).
19-20	Advanced planning (as an average human).

Phantom Mind *illusions* resist casual testing, as they know when they should respond and how, and can outsmart less intelligent creatures without direction from you. Creatures with an Intelligence score lower than half the caster level of the *illusion* gain no benefits from obvious signs of trickery and cannot outsmart them with causal testing.

## Phantom Pain

**Prerequisites:** Illusion sphere (Illusionary Touch (sensory, touch) x2), caster level 5th.

Improve the damage done by figments by your casting ability modifier (applying your casting ability modifier a total of twice).

## Spell Disruption

**Prerequisites:** Illusion sphere (Blur (glamer), Manipulate Aura (sensory, magic)), caster level 5th.

You may spend an additional spell point when using Blur to have it also cause spell failure chance equal to its miss chance. This spell failure applies to all spells, sphere effects, spell-like and supernatural abilities that go to, from, or whose line of sight or effect cross the *illusion*.

# Advanced Life Talents

## Hypervitalize

**Prerequisites:** Life sphere (Restore Health (cure), Revitalize), caster level 15th.

When you use the Revitalize talent on a creature, you may spend 2 additional spell points to make the creature exceptionally vital on a cellular level for the duration of the *revitalization*. Every cell of their body is so imbued with positive energy that they are no longer a single living being, but a collection of living cells creating a gestalt. Each individual cell can survive on its own and actively fights to keep the whole body functioning: blood will crawl back into the wounds that released them, broken bones will straighten themselves, and wounds will actively close and seal shut.

The *hypervitalized* creature gains the following benefits:

- Immunity to bleed, death effects, damage from positive energy effects, disease (magical and non-magical), paralysis, poison, sleep effects, aging effects, and stunning.
- Not subject to nonlethal damage of any kind. Immunity to damage or drain to its ability scores, as well as to exhaustion and fatigue effects. These do not protect the character from the results of their own abilities (such as nonlethal damage caused by the Draining Casting drawback) or voluntarily gained through helpful effects (such as the Overclocked talent).
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- The fast healing granted by Revitalize is upgraded to regeneration; severed limbs can be reattached to the body (and indeed, will try to reattach themselves if possible). The target is not at risk of death from massive damage, not disabled at 0 hit points, and at negative hit points is unconscious but stable, even if exceeding the Constitution score. It can only be killed if the body is deliberately destroyed, such as being immolated or disintegrated, or by allowing the effect to expire while at negative hit points greater than their Constitution score. Creatures that possess abilities that allow them to stay unconscious at 0 or fewer hit points still fall unconscious if they would normally die from the amount of damage they have received.
- Does not need to breathe, drink, eat, or sleep.

## Make Whole

**Prerequisites:** Life sphere (Break Enchantment, Restore Senses (cure), Restore Spirit (cure)), caster level 10th.

You may spend an additional spell point when *restoring soul* to remove one permanent negative level from the target in addition to the other effects. At caster level 15th, this removes all negative levels and spending an additional spell point also allows *restoring soul* to count as using a *miracle* or *wish* spell for those spells and abilities that specify they can only be removed by the use of these spells. This does not mimic any other benefits of a *miracle* or *wish* spell.

Additionally, they are healed of all broken bones, severed body parts (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), and ruined organs. This also *restores* sight, hearing, and other permanent loss of senses. If body parts to be reattached are not present, they require 2d10 rounds to regrow.

This cannot bring a creature back from the dead nor function on a creature that is already dead.

### Resurrection

**Prerequisites:** Life sphere (Resuscitate), caster level 10th.

You may spend 3 spell points and 1 minute to bring a dead target back to life. A target cannot have been dead for more than 1 day per caster level, the creature's body must be reasonably intact (i.e., it cannot be missing a vital component such as its head or heart), and the target's soul must be willing to return (an unwilling target cannot be forcibly resurrected). The target is *restored* to full health and any ability scores drained or damaged to 0 are raised to 1, but otherwise, any conditions the target was under when it died return when it is raised (disease, poison, curses, etc.). A *restore* can be applied simultaneously with the *resurrection* to counteract these conditions.

Missing body parts are not *restored*, although the wounds are sealed and do not bleed. The target also gains two permanent negative levels when it is raised or suffers 2 points of Constitution drain for every negative level it would be reduced below 1st level. If this would reduce the target's Constitution to 0 or less, it cannot be raised. You cannot raise a target that has died of old age.

### Resurrection, Greater

**Prerequisites:** Life sphere (Break Enchantment, Make Whole, Restore Senses (cure), Restore Spirit (cure), Resurrection, Resuscitate), caster level 15th.

When you bring a target back to life with your Resurrection talent, they only suffer 1 permanent negative level, they may have been dead for up to 10 years per caster level, and they can be missing vital components; indeed, you need only a small piece of their body (a pinch of ash, a finger, etc.) to bring them back to life and fully restore their body to its complete form.

### Transfiguration

**Prerequisites:** Life sphere (Restore Health (cure)), caster level 10th.

As a full-round action, you spend two spell points to transform an adjacent creature into a more perfect version of itself, one step closer to divinity than before. The *transfigured* creature is superior to its old self spiritually, and is free of many of the burdens of mortality. Any penalties for old age are suspended, and it gains immunity to all diseases, including supernatural and magical diseases, and poisons of all kinds. Most importantly, its current and maximum hit points are raised by 5 hit points per caster level. This can not bring a creature's maximum hit points to more than twice its normal maximum hit points.

The *transfiguration* lasts a number of hours equal to your caster level, or until they drop below 0 hit points. When the *transfiguration* ends, if a creature's current hit point total is greater than their original maximum total, their current hit point total becomes their original maximum hit point total, but they otherwise do not lose any hit points from the reduction in their maximum hit points.



# Advanced Light Talents

## Daylight (light)

**Prerequisites:** Light sphere, caster level 10th.

When causing an object to shed bright light, you may spend 2 additional spell points to cause the object to shed bright light for a 2 mile radius and normal light for 5 miles beyond that.

## Diffuse Body

**Prerequisites:** Light sphere (Flicker (light)), caster level 7th.

Your Flicker talent becomes more nuanced and refined. Rather than allowing someone to simply turn into a single body of light, you give them the ability to split themselves into multiple reflections. When a creature under the effects of your Flicker takes a move action, they may choose to move in two separate directions and end their move in two different locations. When they take their next action or the next time they are attacked or targeted at one of these locations, whichever is sooner, they must decide which of these positions they are actually in.

## Everglow

**Prerequisites:** Light sphere (Lingering Glow), caster level 1st.

By spending a spell point you can make a *glow* permanent, so long as it is not placed on an unwilling target. This also transfers control over the *glow* effect to anyone who holds the object, or the creature affected, allowing them to choose when to shed light or to simply glow. They may also turn the *glow* off completely as a move action, or turn it on again as a standard action.

These permanent *glows* cannot be caused to shed bright light, and cannot have (light) talents applied to them. Any alterations of the *glow's* area or other qualities must be applied and determined when it is made permanent and cannot be changed; a permanent *glow* may only possess one unchangeable Style that cannot stain its surroundings, and may only have one (nimbus) talent applied, which cannot be changed after the *glow* is created, though the direction of talents such as Illuminate and Beam can be altered as a free action normally.

## Incarnate Glow

**Prerequisites:** Light sphere (Flicker (light)), caster level 15th.

When using the Flicker (light) talent, you can spend two spell points to more completely assimilate the target, turning them into a form composed of pure light. In addition to the normal effects of the Flicker talent, the target gains the following benefits:

- Immunity to nonmagical attack forms. Even when attacked with magical abilities and magic weapons, the target takes only half damage from any corporeal source. Corporeal effects that do not deal damage only have a 50% chance of working. Force effects work on the target normally, and the *ghost touch* special ability can affect the target as if it were incorporeal.

- The target loses any natural armor bonus it possesses, but gains a deflection bonus equal to your casting ability modifier.
- The target can move in any direction with its base land speed, effectively gaining a fly speed with perfect maneuverability. In addition, the target passes through water and operates in it as easily as it does in air, becomes weightless and cannot fall or take falling damage.
- The target moves silently and cannot be heard with Perception checks if it does not wish to be heard. Nonvisual senses such as scent or blindsight are ineffective in regards to the target.

## Light Speed

**Prerequisites:** Light sphere (Flicker (light), Incarnate Glow), caster level 15th.

While a target is under the effects of Incarnate Glow, they can take advantage of their near-light state to move at much greater speeds. Whenever the target takes a move, run, withdraw or 5-foot step action, as long as they move in a straight line and there are no factors that block normal sight (such as concealment from darkness or fog), they may move five times the normal distance they would travel.

In addition, the target may briefly move at light speed. This functions as a single run action, following the normal rules for run and movement, except the target may not pass through factors that block normal sight (such as concealment from darkness or fog), but may otherwise run 100 miles per caster level in a line as part of a single action. After taking this action, the *glow* and all its effects (including the effects of Flicker, Incarnate Glow, and Light **Speed**) immediately end.

## Prismatic Radiance (light)

**Prerequisites:** Light sphere (Searing Light (light), Style), caster level 15th.

By spending three spell points to create bright light, you cause your *glow* to shed a dazzling array of beautiful and deadly colors. Each round a creature is within the area of this bright light, roll 1d8 to determine what effect the light has on them.

**Table: Prismatic Radiance**

1d8	Color	Effect
1	Red	1d4 fire damage per caster level (Reflex half)
2	Orange	1d6 acid damage per caster level (Reflex half)
3	Yellow	1d8 untyped damage per caster level (Reflex half)
4	Green	Poison ( <b>Frequency</b> 1/round for 4 rounds; <b>effect</b> 1d2 Constitution damage; <b>cure</b> 2 consecutive Fortitude saves)
5	Blue	Dazed for 1d2 rounds (Fortitude negates)
6	Indigo	Confused for 1d4 rounds (Will negates)
7	Violet	Each round for one minute, 50% chance to take no actions (Will negates)
8	Multicolor	Roll twice more, rerolling any further results of 8

### Radiation (light)

**Prerequisites:** Light sphere (Irradiance (light)), caster level 10th.

When you spend a spell point to create bright light with the Irradiance talent, you may spend an additional spell point to create higher energy radiation. Creatures in the area who fail the Fortitude save against nausea also contract low radiation, as described in the Radiation Blast advanced Destruction talent. This cannot stack with itself to increase radiation to higher levels, but can stack with other sources of radiation.

### Star Genesis

**Prerequisites:** Light sphere (Intensity Control), caster level 10th.

When you use the Intensity Control talent you may spend a spell point to increase the radius of your normal and bright light (as well as the distance at which light is increased by one step) by 25 feet + 5 feet per 2 levels instead of just by 10 feet.

If you exercise this option, you may also spend an additional spell point when creating bright light to cause the central 30 feet + 5 feet per 2 caster level radius to be equivalent to daylight for all purposes, including for creatures that are damaged or destroyed by such light.

## Advanced Mind Talents

### Deadly Vision (charm)

**Prerequisites:** Mind sphere (Vision (charm)), caster level 10th.

As a *greater charm*, you may spend 2 spell points to give the target a vision of the most fearsome creature imaginable, pulling its subconscious fears into a shape before its eyes. Only the target can see this vision, although you may see the vague shape of the creature the target is seeing. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. This is a fear effect.

### Greater Communication

**Prerequisites:** Mind sphere (Project Thoughts (charm)), caster level 10th.

So long as you are personally familiar with the subject, you may spend an additional spell point to use your Project Thoughts *charm* across any distance, even across planes (although there is a 5% chance a cross-planar sending simply does not arrive). Recipients are allowed to respond in kind, but the target must voluntarily receive and send the messages; the target may simply decide to block you out, in which case the conversation immediately ends.

### Insanity (mind)

**Prerequisites:** Mind sphere (Confusion (charm)), caster level 10th.

When applying a Confusion *charm* to a target, you may spend an additional spell point to change this *charm* into an instantaneous effect. The *charm* has no duration and cannot be dispelled. This cannot be removed except through the Make Whole advanced Life talent or through a similar effect such as a *greater restoration* spell.

### Memetic Link

**Prerequisites:** Mind sphere (Enthrall (charm), Mass Charm, Powerful Charm, Project Thoughts (charm)), caster level 10th.

When you place a powerful Enthrall *charm* on a target, you may spend an extra spell point at the time of casting to create a *memetic link* between you and the target. This link allows the target, if they have access to the Mind sphere, enchantment spells, or similar mind-affecting effects, to treat both itself and you as the caster of any such mind-affecting effects that they produce. All calculations involving caster level, saving throw DCs, magic skill checks, and other similar concerns related to the actual casting still use the target's own casting ability, but you are treated as the caster for the purposes of the results. (For example: If your target uses the Read Mind *charm* on another target, you would both gain the information gleaned from the secondary target's mind.) If your target possesses Memetic Link as well, he or she may cede control of an Enthrall *charm* he or she casts to you as well, creating a potential chain of *enthralled* targets, though such a chain may only go as long as your casting ability modifier (not counting yourself).

### Mind Control

**Prerequisites:** Mind sphere (Enthrall (charm), Powerful Charm, Project Thoughts (charm)), caster level 10th.

When you place a powerful Enthrall *charm* on a target, you may spend an additional spell point to increase the duration to 1 day per caster level. In addition, the target obeys all commands you give it, except for obviously suicidal ones. Commands that are against the target's nature grant it a new saving throw with a +2 bonus to throw off the entire effect.

You may communicate your requests telepathically to the target (if you do not have a shared language, you can only communicate basic commands such as 'go', 'fight', 'stand still', etc.). This can be done over any distance once established, but not across planes.

By concentrating fully on the effect (a standard action), you can receive full sensory input as interpreted by the mind of the subject, and if you possess the Read Mind talent and Greater Communication advanced talent, it can communicate with you. You cannot actually see through the subject's eyes, but it still gives you a general idea of what's going on.

If you do not spend at least 1 round concentrating on the creature each day, the subject receives a new saving throw to throw off your control.

### Recondite Stimuli

**Prerequisites:** Mind sphere, caster level 1st.

You can reach the minds of creatures thought, by some, to be untouchable by the mental arts. When you gain this talent, you may choose plants and oozes, or one creature type from the following list: constructs, vermin, or undead.

Once selected, you may affect creatures of that creature type with your *charms* and other mind-affecting effects, bypassing any type-based immunity to mind-affecting effects these creatures may have, and treating mindless creatures as having an Intelligence score of 1 for the purposes of Mind sphere talents.

**Special:** This talent may be selected more than once. Each time, a different creature type must be selected.



### Zeitgeist (cloud)

**Prerequisites:** Mind sphere (Mass Charm, Project Thoughts (charm)), caster level 10th.

You may spend an additional 1, 2, or 3 spell points and take 10 minutes to affect large communities of 200 or smaller, 2,000 or smaller, or 5,000 or smaller (respectively) with a single lesser or greater version of a *charm*. Every individual within this community of 3 or fewer Hit Dice is automatically affected by this *charm*, while everyone with 4 or more Hit Dice receives a Will save as normal with a +4 bonus. This effect lasts for a number of hours equal to your caster level.

**Note:** GMs using the Zeitgeist talent to create an enthralled thorp or all-too-sleepy little village are encouraged to not roll the Will saves until player characters arrive “on screen”, and to recall that many, many NPC citizens will have fewer than 3 Hit Dice and not be permitted a save. Waiting for the PCs to arrive will save prep time and cut down on NPC note mismanagement, even if you do realize that a plot-crucial NPC was actually unaffected and should have been active elsewhere from time to time.

## Advanced Nature Talents

### Cyclone (air, geomancing)

**Prerequisites:** Nature sphere ((air) package, Manipulate Nature (geomancing)), caster level 15th.

As a concentration effect, you may spend 2 spell points to create a powerful *cyclone* of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. This *cyclone* is 10 feet wide at the base, 30 feet wide at the top, and 30 feet tall. You can concentrate on controlling the *cyclone's* every movement or spend an additional spell point to allow it to exist for 1 round per caster level without concentration, in which case you must specify a simple program (directing the *cyclone's* movement or changing its programmed movement is a standard action). The *cyclone* always moves during your turn. If the *cyclone* exceeds the effect's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You cannot regain control of the *cyclone*, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the *cyclone* and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the *cyclone* to eject any carried creatures whenever you wish, depositing the hapless souls wherever the *cyclone* happens to be when they are released.

### Earthquake (earth, geomancing)

**Prerequisites:** Nature sphere ((earth) package, Manipulate Nature (geomancing)), caster level 15th.

As an instantaneous effect, you may spend 3 spell points to create an *earthquake*, affecting an 80-foot radius area. The powerful shockwave created by this ability knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground cannot move or attack. A caster on the ground must

succeed at a Concentration check (DC 20 + 1/2 the caster level) or lose any spell or sphere effect they try to cast. The *earthquake* affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* depends on the nature of the terrain where it is created.

**Cave, Cavern, or Tunnel:** The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area who are below the falling debris and rubble.

**Cliffs:** The *earthquake* causes cliffs to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

**Open Ground:** Each creature standing in the area must succeed at a DC 15 Reflex save or fall down. Fissures open in the earth and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the *earthquake*, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Suffocation rules in *Pathfinder Gamemastery Guide* for more details).

**Structure:** Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

**River, Lake, or Marsh:** Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of this effect, sucking down creatures and structures. Each creature in the area must succeed at a DC 15 Reflex save or sink down in the mud and quicksand. After the *earthquake* ends, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

**Pinned Beneath Rubble:** Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must attempt a DC 15 Constitution check each minute thereafter until freed or dead, suffering 1d6 points of lethal damage for each failed save.

### Eternal Steel (metal and plant, geomancing)

**Prerequisites:** Nature sphere ((metal) package, (plant) package, Living Steel), caster level 8th.

As an instantaneous effect, you may as a standard action spend 3 spell points to grant one metal creature or metal object regeneration 1 (acid). The amount of regeneration increases by +1 per 10 caster levels.

### Freezing Geyser (fire, water, geomancing)

**Prerequisites:** Nature sphere ((fire) and (water) package, Create Nature (geomancing), Temperature (fire, geomancing)), caster level 15th.

This creates a burst of boiling water that snap-freezes once it has covered its targets. As a concentration effect, you may spend 2 spell points to create an eruption coming from a 10-foot square of solid ground within range. This deals 1d6 fire damage per caster level per round to all creatures within the 10-foot square and up to 30 feet above it. A successful Reflex save halves the damage, but creatures with evasion still suffer 3d6 fire damage on a successful save.

Starting in the second round of the geyser's eruption, the rapidly cooling water begins raining down on all targets within 30 feet of the geyser, lasting for the length of the effect +1d3 rounds. Any creature caught in this freezing downpour takes 1d6 points of cold damage each round and is entangled by the layer of frost and ice forming on it. Even creatures affected by the main geyser who failed their Reflex save but left the area of cold rain find themselves entangled as the water on them freezes.

A successful Reflex save halves the damage and prevents the entangled condition, but still deals 2d6 cold damage to creatures with evasion who successfully save. While a creature outside the affected area finds their entangled condition leaves after 1 round as the ice melts, creatures who remain within the affected area are affected each round, with each additional failed save causing its speed to be reduced by 10 feet. If the creature's speed reaches 0 feet, it is completely encased in ice, as the (water) package *geomancing* ability, with ice thickness determined as usual for the caster. At this point the creature continues taking damage from the freezing water—automatically failing any saving throws—plus an additional 3d6 points of cold damage each round until freed from the ice.

If an entangled creature steps into the burning geyser, they suffer fire damage as normal and are no longer entangled, as the boiling water melts the ice.

### Living Steel (metal and plant, geomancing)

**Prerequisites:** Nature sphere ((metal) package, (plant) package), caster level 5th.

As an instantaneous effect, you may as a standard action spend 2 spell points to permanently grant the effects of living steel to a metal creature or object whose size is no larger than the ore that you may recover. Living steel repairs damage to itself at a rate of 2 hit points per day, or 1 hit point per day if it has the broken condition. In addition whenever the wielder of a metal weapon rolls a natural 1 on an attack roll against a creature wearing living steel armor or wielding a living steel shield, the item must succeed at a DC 20 Fortitude save or gain the broken condition. If the weapon already has the broken condition, it is instead destroyed. Living steel cannot damage adamantine weapons in this way.

### Materials Of Legend (metal, geomancing)

**Prerequisites:** Nature sphere ((metal) package, Metal Mastery (metal, geomancing)), caster level 10th.

You may spend 2 additional spell points when using your Recover Ore ability, if you do you may treat the ore in the ground so that when it surfaces, you recover your choice of Elysian bronze, fire-forged steel, or frost-forged steel.

### Natural Ally (spirit)

**Prerequisites:** Nature sphere (Friend To Wildlife (spirit)), caster level 1st.

As an instantaneous effect, you may, as a standard action, spend 3 spell points to call a specific fey, magical beast, plant or vermin of a type you designate (provided the creature's CR is



equal to or less than 1/2 your caster level) which then appears in a place within range at the start of your next turn, and remains for up to 1 hour per caster level. Unlike Animal Friend, this advanced talent does not require that there are creatures of those types in the area. The creature will aid the caster to the best of its ability, but unless the caster speaks the creature's language, only basic communication is possible (attacking an enemy, defending the caster, etc.) The creature must also be treated fairly and will not give aid that is obviously suicidal. If treated poorly, they may turn on and attack the caster. A caster may not use Natural Ally more than once per day.

### Persistent Fog Cloud (water, spirit)

**Prerequisites:** Nature sphere ((water) package, Deep Nature), caster level 10th.

You may spend 2 additional spell points when using the (water) *geomancing* Fog ability to change the duration of the fog from concentration to permanent. The fog in this form becomes an insubstantial object without hit points. You may concentrate on the fog to have it move up to 1/2 your speed in any direction. If targeted or otherwise in the area of an ability from the Weather sphere, the caster using the Weather sphere must attempt a magic skill check against your magic skill defense. If the Weather sphere user is successful, the fog is immediately dispelled. It is otherwise not subject to the effects of weather not created by magic.

### Phoenix Resurgence (fire, spirit)

**Prerequisites:** Nature sphere ((fire) package, Resist Elements (spirit), Wreath Of Elements (spirit)), caster level 1st.

In response to gaining the disabled or dying condition, as an instantaneous effect, you may as an immediate action spend 3 spell points to explode into a ball of flame dealing 1d6 fire damage per caster level to all creatures within 10 feet + 5 feet per 5 caster levels. At the beginning of your next round, you return to life with 0 hit points and a number of temporary hit points equal to your caster level, which remain for 1 hour. You may only use this effect once per hour.

### Rapid Growth (plant, geomancing)

**Prerequisites:** Nature sphere ((plant) package, Create Nature (geomancing)), caster level 15th.

You may spend 3 spell points to create a massive growth of plantlife. This affects up to a 1/2 mile radius area in one of the following ways:

**Change Terrain:** You may change the terrain in this area to forest or jungle. This does not cause animals native to the forest or jungle to appear, nor does it guarantee that the terrain type will stay that way indefinitely (some areas such as deserts or high mountains cannot support forests or jungles, and a forest or jungle created in these locations may die out over time) but in all other ways, the terrain changes to the selected type.

**Improve Forest:** If used in an area that already contains a forest or jungle, you may cause the area to grow rapidly. Typical trees become massive trees, all areas become covered in undergrowth, and areas already covered in undergrowth gain heavy undergrowth.

A creature standing in the same square as a typical tree gains partial cover, which grants a +2 bonus to Armor Class and a +1 bonus on Reflex saves. The presence of a tree does not otherwise affect a creature's fighting space, because it is assumed

that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hit points. A DC 15 Climb check is sufficient to climb a tree.

Massive trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hit points. Like their smaller counterparts, it takes a DC 15 Climb check to climb them. Space covered with light undergrowth costs 2 squares of movement to move into and provides concealment. Undergrowth increases the DC of Acrobatics and Stealth checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees are not mutually exclusive; it is common for a 5-foot square to have both a tree and undergrowth.

**Increase Yield:** If used in an area of developed farmland, you double the crop production in that area for the rest of the harvest season. This has no effect if used in winter or other times when crops are not being tended.

### Tsunami (water, geomancing)

**Prerequisites:** Nature sphere ((water) package, Manipulate Nature (geomancing)), caster level 15th.

As a concentration effect, you spend 2 spell points to create a wave of water 10 feet deep, 10 feet wide per caster level, and 2 feet tall per caster level. This wave moves in a straight line at 60 feet per round over water (30 feet per round over land), and if not combined with Create Water, must originate from a large body of water. It travels perpendicular to its width, and may be maintained for no more than 5 rounds.

Creatures struck by the *tsunami* take 8d6 points of bludgeoning damage (a Fortitude save halves this damage) and are subject to a special CMB check. The wave's CMB is equal to your caster level + your casting ability modifier + 8 (for the wave's size). If this CMB check defeats a creature's CMD, the creature is knocked prone and carried along by the wave. A creature carried along by a *tsunami* can attempt to escape the wave on its turn as a standard action by making a CMB or Swim check opposed by the wave's CMB check. If a creature fails to escape, it takes another 6d6 points of bludgeoning damage (Fortitude save for half) and continues being carried along by the wave.

Objects struck by a *tsunami* are swept up if they are Huge or smaller and are carried along by the wave, deposited in a pile at the end of the wave's journey. Gargantuan or larger objects, as well as structures or objects firmly attached to the ground, take 8d6 points of bludgeoning damage when a *tsunami* passes through its space—if this is enough to destroy the object or structure, the remains are carried along by the wave. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. *Freedom of movement* or the *Freedom word* prevents a creature from being carried along by a *tsunami* but does not prevent damage caused by it hitting a creature.

A solid barrier that is taller than the *tsunami* that is not destroyed by the wave stops that portion of the wave from

continuing onward, leaving a gap in the wave as the rest of it continues forward.

### Volcano (fire, geomancing)

**Prerequisites:** Nature sphere ((fire) package, Manipulate Nature (geomancing)), caster level 15th.

As a concentration effect, you may spend 2 spell points to call lava up from deep within the earth. This lava bursts from a 10 feet wide hole in the ground centered within range and creates a spout 10 feet high per 2 caster levels. Any creature in this area or who enters this area takes 10d6 points of fire damage and is hurled into the air and then tossed to the ground, suffering falling damage based upon the height of the volcanic spray (e.g., if the *volcano* is 80 feet tall, the creature takes 8d6 falling damage) and lands prone in a random square adjacent to the spout. A successful Reflex saving throw halves the fire damage and the creature is not tossed into the air, instead moving to the closest square adjacent to the geyser (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it). This movement does not provoke attacks of opportunity and does not count toward the creature's normal movement.

In addition, the *volcano* sprays lava, smoke, and poison gas in a hemispherical emanation around itself. The radius of this emanation is equal to one half the *volcano's* height (e.g., an 80 foot spout has a 40-foot radius emanation). All creatures within this area, including yourself, have concealment and suffer 2d6 points of fire damage each round as lava cascades on them. They also suffer 1d6 Constitution damage per round as they inhale poisonous gas (Fortitude DC 15 negates, the DC increases by 1 per previous save), as Vog severity level 7 from the Weather sphere. Even after a creature leaves the lava-filled area, they suffer 1d6 points of damage for 1d3 rounds as the lava already on them cools.

A *volcano* must be created on the ground and cannot be created in other places, such as on the 2nd floor of a building. You can choose to make a smaller *volcano* than your level permits if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of lava that's smaller than your maximum.

### Whispering Elements (geomancing)

**Prerequisites:** Nature sphere, caster level 1st.

As an instantaneous effect, you may as a standard action spend a spell point to send a message or sound through an element corresponding to a package you possess (air, earth, water, etc.) to a designated spot anywhere in the world. The message travels to the destination, provided that the location is familiar to you and that it can find a way to the location through its chosen medium. The message can travel as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes, though if it cannot reach its destination within 1 hour per caster level, the effect ends without delivering the message. If choosing plant or fire the message can travel without a medium, provided the end location possesses either plantlife or a fire for the message to be delivered through.

The message is gentle and unnoticed until it reaches the location, where it then delivers its whisper-quiet message or other sound to all creatures within 10 feet + 5 feet per 5 caster

levels of the destination. Note that the message is delivered regardless of whether anyone is present to hear it.

At time of casting, you can prepare the effect to bear a message of no more than 20 + your caster level words, cause the talent to deliver other sounds for 1 round per 2 caster levels, or merely have the message seem to be a faint manifestation of the chosen element.

The message cannot speak verbal components, use command words, or activate magical effects.

### Wildfire (fire)

**Prerequisites:** Nature sphere ((fire) package, Ranged Geomancy x2), caster level 5th.

When using affect fire, you may spend 3 spell points to send forth a burst of heat that targets everything within a radius of 1000 feet + 100 feet per caster level. Creatures and objects caught within the radius of effect are dealt fire damage equal to the largest fire you can create and catch fire (if they are flammable, such as trees or cloth). A successful Reflex save halves the damage and negates catching fire.

### Zoetic Geomancy

**Prerequisites:** Nature sphere (Deep Nature), caster level 10th.

As an instantaneous effect you may spend 10 minutes and 3 spell points to target a portion of material within close range from one of your packages to create a correlating elemental. For these purposes, the Weather sphere counts as a Nature package. The (plant) package, rather than producing an elemental, instead creates a treant.

The creature created is friendly toward you, and while you have no special empathy or connection with it, the creature serves you in specific tasks or endeavors if you communicate your desires to it. However, as it is a living, intelligent being, it will expect good treatment in return. If you use Zoetic Geomancy again, any previously created creatures remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

**Table: Zoetic Geomancy**

Geomancing Package	Required Target	Creature
Air	15-ft. cube of air	Huge geomancy born air elemental
Earth	15-ft. cube of dirt, sand, or stone	Huge geomancy born earth elemental
Fire	15-ft. cube of fire or lava	Huge geomancy born fire elemental
Metal	Huge object of metal	Huge geomancy born cold iron elemental
Plant	Huge vegetation	Wyrngrove treant
Water	15-ft. cube of water	Huge geomancy born water elemental
Weather	15-ft. cube of air	Huge geomancy born air elemental

## Advanced Protection Talents

### Adaptation (aegis)

**Prerequisites:** Protection sphere (Energy Resistance (aegis, ward)), caster level 10th.

You may spend 2 spell points to grant a target an *aegis* that makes them immune to one damage type of your choice (acid, cold, electricity, fire, or sonic).

### Antimagic Aura

**Prerequisites:** Protection sphere (Spell Ward (aegis, ward)), caster level 10th.

When creating a Spell Ward, you may spend an additional spell point to improve the *ward's* abilities: The *ward* stops all magic and summoned creatures without the need for a magic skill check. If this *ward* is pitted against a summoned creature that has spell resistance, you must still attempt a magic skill check against the creature's spell resistance to banish it.

### Complex Glyph

**Prerequisites:** Protection sphere (Glyph), caster level 5th.

When you create a *glyph*, you may substitute an ability that you possess from another sphere in place of a *ward*.

This ability must either target an area, or must have the ability to attack creatures. When triggered, the *glyph* activates the ability. For an ability with a duration, it lasts for 1 round per caster level (even if the original duration of the ability was longer), while an instantaneous ability activates once against whomever triggered the *glyph*, or a random target within range

if that is not applicable. You must pay the full spell point cost of the sphere ability the *glyph* contains. You do not need to pay a spell point to maintain an effect without concentration - the *glyph* maintains the effect as if it were concentrated on. A *glyph* cannot discern automatically between allies and enemies; only those who trigger them and those who have not. This extends to the substitute effects which normally would be able to distinguish between allies and enemies.

If you possess the Cantrips feat, you may use any simple magical effect the Cantrips feat can create (such as a simple alarm, or having an illusionary mouth appear and deliver a short message) with the *glyph* instead of a sphere ability. Counterspell may also be substituted for a sphere ability. Similarly, you may add a non-magical trap (such as those constructed with the Craft skill) to a *glyph* in place of a sphere ability.

A complex *glyph* uses your caster level with the sphere of the sphere ability to determine the effect of the sphere ability, but uses your Protection caster level to determine its own properties.

### Permanent Ward

**Prerequisites:** Protection sphere (Enduring Protection), caster level 10th.

When creating a *ward*, you may spend 2 spell points to increase its duration to permanent. A complex *glyph* can be made permanent as a normal *glyph* can, except for those complex *glyphs* that trigger non-magical traps.

When a permanent *glyph* is triggered, it uses its *ward* or sphere ability. For abilities with a duration, the *glyph* activates the ability and then maintains it as if it were concentrating on it for as long as the trigger is satisfied. For an attack ability, the



*glyph* attacks a randomly selected creature in range of both the ability and the *glyph* itself once per round until there are no longer any targets to attack.

The *glyph* always has an initiative equal to its caster level and does not roll a d20 or add any modifiers to its initiative.

To be turned into a permanent *glyph*, a *ward* or other sphere ability must be usable as a full-round action or shorter without costing any spell points to use. If the caster has abilities that allows them to reduce spell point cost by increasing casting time, they may apply them, provided the casting time stays at a full-round action or less.

### Subtle (aegis)

**Prerequisites:** Protection sphere, caster level 5th.

A creature with this *aegis* is surrounded by a field of magical energy that interferes with other forms of magic. Rather than producing an obvious spell resistance effect, however, the creature with the *aegis* becomes hidden from sphere abilities and supernatural abilities.

The effect is such that these abilities can not target the character properly without assistance from a creature. If a supernatural or sphere ability discerns between allies and enemies (as many *totems* of the War sphere do), or acts in a way that its effects only affect certain creatures (such as creatures of a creature type or a specific alignment), the creature with the *aegis* is unaffected or considered to be an ally. Similarly, magic traps and contingency effects (like *glyphs*) are not triggered by the creature's presence, and any effect relying on a magical trigger is also not triggered, as if the creature were invisible to the trap or effect. Traps may still be sprung by physical triggers, however.

Abilities that rely on the caster choosing targets are not affected by this *aegis*, even if that ability only works on certain targets (such as a paladin's smite evil ability), and this does not give the bearer any special concealment from creatures using magical senses. Area effect abilities are also still effective against the creature, provided the effect affects every creature, or affects every creature save for those specifically made invulnerable by the caster.

### True Protection

**Prerequisites:** Protection sphere, caster level 10th.

Whenever you create an *aegis* or *ward*, you may tie it to a specific creature. Against that creature, the *aegis* or *ward* acts as if it had a +10 circumstance bonus to caster level, but it is ineffective against any other creature. This means the *aegis* or *ward* works against attacks made by the creature, their abilities, or the attacks or abilities of other creatures it summons or controls.

To be used, the caster must be able to uniquely identify the creature. If the caster has met the target, this is sufficient, otherwise they require some other means of identifying the creature. Having a sample of the creature's blood or tissue works, or having the creature's true name, but a description of the creature is not sufficient.

The GM is the ultimate adjudicator of what is required.

### Undying (aegis)

**Prerequisites:** Protection sphere (Deathless (aegis)), caster level 7th.

When you create a Deathless *aegis*, you may spend an additional spell point to create an Undying *aegis* instead. In addition

to the effects of the Deathless *aegis*, the subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This *aegis* does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

This *aegis* does not protect against other sorts of attacks, even if those attacks might be lethal.

### Unplottable (aegis)

**Prerequisites:** Protection sphere (Resistance (aegis)), caster level 15th.

You may grant the target an *aegis* that makes them undetectable through divination magic of any sort. Any magical attempt to gather information on the target (including scrying, effects that detect invisibility, detect alignment, or even *miracle* and *wish* spells when used in a similar manner) automatically fails. In the case of scrying that does not directly view the bearer of this *aegis* (such as instead scanning the area they happen to be in), the spell or effect works normally, but the creature is not detected.

## Advanced Telekinesis Talents

### Affix

**Prerequisites:** Telekinesis sphere (Effortless Telekinesis, Idle Concentration), caster level 10th

By spending two spell points, you may permanently *affix* a single object you are lifting with your *telekinesis* to a specific point in space. This is an instantaneous effect that binds the object to that specific point, preventing it from moving in any direction even due to gravity.

An unwilling creature lifted through the use of Hostile Lift gains an immediate opportunity to break your telekinetic hold with a Will save. If the save fails they remain held by your *telekinesis*, and must attempt a Reflex save to avoid being fixed in place permanently with no further saves. A creature affected by Affix can still take actions and can freely move their limbs, but cannot move away from the point they have been *affixed* to, even with teleportation effects.

Since this is an instantaneous effect, it cannot be dispelled. However, a successful application of *telekinesis* or brute force can break an object free with a magic skill check or Strength check against your MSD + 4. If applying your own *telekinesis* against an object you have *affixed*, you automatically succeed on your magic skill check. This effect can also be ended by the Make Whole advanced talent from the Life sphere, the Freedom (word) from the Fate sphere, or the *freedom of movement* spell.

### Astral Affixation

**Prerequisites:** Telekinesis sphere (Affix, Effortless Telekinesis, Idle Concentration), caster level 15th.

When you *affix* a target permanently in place, you may spend an additional spell point to strengthen the effect by pinning them to astral ley lines. A creature that has failed its Reflex save against being *affixed* must succeed at a third save or be rendered paralyzed for as long as they are *affixed*.

In addition, regardless of whether or not this additional save is failed, breaking a target free that has been *affixed* in this

way requires a successful magic skill check or Strength check against your MSD + 10. In addition, a *telekinesis* effect or the Freedom *word* with a lower caster level than the *affixing* will always be insufficient and cannot break a target free.

### Choking Grasp

**Prerequisites:** Telekinesis sphere (Telekinetic Crush), caster level 15th.

As either a stand-alone standard action or as part of maintaining a Hostile Lift, you may spend 2 spell points to suffocate a target within your *telekinesis* range. The target must succeed at a Fortitude save or have its hit points drop to 0 and fall unconscious on its next turn as if it had failed a Constitution check against suffocation. Next round, the target must succeed at a second Fortitude save or drop to -1 hit points begin dying. In the round following that they must succeed at another Fortitude save or suffocate and die. Succeeding on any of these saves prevents further saves and stops the effects from worsening, but does not negate the effects of any previously failed saves. This talent only affects living creatures that must breathe.

### Disperse Force

**Prerequisites:** Telekinesis sphere (Quick Reactions, Telekinetic Push), caster level 10th.

You can apply an opposing force at the right times, canceling out offensive forces. As an immediate action whenever you would take damage, you may spend two spell points to negate that damage. You may use this to respond to energy or magic based attacks, and you may even use it to insulate you against environmental hazards (such as acid rain or lava) but it is ineffective against damage from internal or nonphysical sources (such as bleed damage or a mental attack).

### Effortless Telekinesis

**Prerequisites:** Telekinesis sphere, caster level 10th.

When you use your *telekinesis* to lift creatures or objects and spend a spell point to create a Sustained Force on them, the Sustained Force persists for 1 hour per caster level instead of 1 minute per caster level.

### Focused Power

**Prerequisites:** Telekinesis sphere (Powerful Telekinesis), caster level 5th.

By spending a spell point you can further advance the strength of your *telekinesis*. Increase the maximum sized object you can affect with *telekinesis* by 1 size category. This effect stacks with the benefits of Powerful Telekinesis. However, the action required to concentrate on the effect is increased by one step, and you may not spend a spell point to maintain it with Sustained Force.

You may spend an additional spell point to increase your capacity by another size, but doing so demands all of your mental focus. You may only use the basic capability of *telekinesis* to move objects, and cannot use this in conjunction with Hostile Lift or Bludgeon.

### Gravity Manipulation

**Prerequisites:** Telekinesis sphere (Gravity Shift), caster level 15th.

When you use Gravity Shift, you may spend two spell points instead of one to have greater control over gravity. You may create or manipulate areas of no gravity or objective

gravity, and may apply any gravity trait to any area. Creatures in the area may attempt a Reflex save to hang onto an adjacent surface whenever you change gravity.

**No Gravity:** Individuals in an area of no gravity merely float in space, unless other resources are available to provide a direction for gravity's pull.

**Objective Gravity:** The strength of objective gravity is the same as normal, but the direction is not the traditional "down" toward the ground. It may be down towards any solid object, at an angle to the surface of the ground itself, or even upward.

### Linear Acceleration

**Prerequisites:** Telekinesis sphere (Acceleration, Greater Speed), caster level 10th.

You may spend 2 spell points as a standard action to fling an object you are currently lifting at immense speeds, tying it to a target or location within line of sight, causing it to immediately pass out of your control as it races towards that target, to a maximum distance of 5 miles. This cannot be used to hurl objects into the air nor to attempt to hurl them in an arc for greater distance; the targeted creature, object, or location must be within direct line of sight and line of effect.

By making a successful ranged touch attack, using your casting ability modifier in place of your Dexterity modifier, against the target you deal double the normal Bludgeon damage to it. If the attack misses, the object strikes the center of the target's space. The object's impact into the target or their space releases a powerful shockwave and everyone in a 30-foot radius + 5 feet per five caster levels, including the initial target, takes 1d6 damage per 2 caster levels and is dazed for one round. A Fortitude save negates the dazed condition, though the initial target is not allowed a saving throw if the touch attack succeeded. Objects fired using Linear Acceleration suffer the full initial and secondary damage of the attack.

### Puppet

**Prerequisites:** Telekinesis sphere (Finesse, Telekinetic Maneuver), caster level 10th.

When you lift a creature with your *telekinesis* you may spend a spell point to take precise control over their physical form. You can force them to run, jump, manipulate objects, and wield weapons, but you cannot force them to use special abilities such as spells that are not a function of bodily movement, and cannot take control of their vocal cords, though you can prevent them from making sounds. If you force the subject to engage in combat, use an attack bonus equal to your base attack plus your casting ability modifier, and substitute your casting ability modifier for any ability modifiers on damage rolls. In addition, substitute your casting ability modifier for the subject's Dexterity modifier when determining armor class. When performing actions that would require a skill check, use your skill ranks plus your casting ability modifier for the check.

Since the subject is only under your physical control, on their turn they can still take purely mental actions. You must use Hostile Lift to affect an unwilling creature, and they are allowed the normal Will saves to negate the effect.

# Advanced Time Talents

## Advanced Rewind

**Prerequisites:** Time sphere (Age (time)), caster level 10th.

You may use the Age (time) talent to not only alter the age of creatures or objects, but also enchantments.

By spending two spell points and succeeding at a magic skill check against the enchantment's magic skill defence, you may rewind an enchantment on a creature or object to before it was placed, removing it from the target. This cannot be used to reverse instantaneous effects such as damage, but can be used to remove permanent enchantments. If successfully used on a magic item this renders the object non-magical. This has no effect on artifacts, but can be used to target area spells. Permanent constructs are treated as creatures for this effect; you can rewind an enchantment off of a construct, but cannot rewind the enchantment that gave life to the construct itself.

## Improved Eject (time)

**Prerequisites:** Time sphere (Eject (time)), caster level 17th.

You may spend 5 spell points to touch a target and attempt to permanently eject a creature from the space-time continuum unless they succeed on a Will saving throw. The subject remains there in a state of suspended animation unless a *freedom* spell or Reclamation is cast at the locale where the ejection took place. Magical search by a crystal ball, a *locate object* spell, or other similar divinations (including most effects from the Divination sphere) does not reveal the fact that a creature is ejected, but the *discern location* spell or advanced talent does.

A *miracle* or *wish* spell will not free the recipient, but will reveal where it has been ejected.

**Reclamation:** In addition to ejecting someone from the space-time continuum, you may also spend 5 spell points to return a creature ejected from the space-time continuum. This ability must be used at the location where the target was first ejected. This talent may also be used to free a creature from the effects of an *imprisonment* or *maze* spell, and can be used to instantly dispel any ongoing effect created by the Time sphere, such as a Slow effect, Time Bubble, or Time Clone.

## Past Sight

**Prerequisites:** Time sphere, caster level 5th.

You peer not only through space, but through time. You may spend one minute and a spell point to view the past of your present location out to close range, viewing the past hour. You gain full sensory information based on the senses you possess.

You may concentrate on this effect, viewing an additional hour further in the past for each minute of concentration. You are considering flat-footed while concentrating on this effect.

If you possess the Mass Time talent, you may share this sight with a number of willing creatures within your *alter time* range as defined by that talent. Such creatures are also flat-footed for the duration, though they may choose to exit the vision at any time.

If you possess the Ranged Time talent, you increase the area you may view by one step per time it is taken (close to

medium, medium to long). If Ranged Time is taken three times, your viewing area increases to line of sight.

At caster level 8th, you may spend an extra spell point to view days instead of hours, each day requiring 10 minutes.

At caster level 16th, you may spend 2 additional spell points to view years instead of hours, each year requiring 1 hour.

## Query Self

**Prerequisites:** Time sphere, caster level 10th.

You may spend 2 spell points to reach through time to contact a possible future self. This future self can be up to 1 hour per caster level into the future. You may ask a future self a single short question, receiving a short, concise answer if your future self is able. You may concentrate on this effect, asking a different future self a different question each round. If the answer must be longer than a few words, your future self may reply over multiple rounds as long as you maintain concentration.

While your future self usually gives honest and accurate information, your new knowledge of events may change the outcome, and therefore render the advice of your future self obsolete at the GMs judgement (such as the case of outcomes tied to random chance, in which case the GM should roll a dice to roughly approximate the chance of success when determining whether a successful or not version of yourself was contacted).

Any given question has a 10% chance that no future self will respond. This result is identical to if you try to contact a version of yourself that is dead as a result of the course of action you specified.

## Reversion

**Prerequisites:** Time sphere, caster level 10th.

You gain the ability to allow a character to completely retrain the last class level they gained by returning them to an earlier point in time. You must spend 10 spell points and remain in physical contact with the target for 1 minute, at the end of which they may immediately retrain the last class level they gained, choosing a new class, feats, spells, skills, or other class options as appropriate. The target of this ability must still rest to regain any bardic performance rounds, rage rounds, spell points, spell slots, or other limited use abilities granted by this new class level.

## Reversion, Complete

**Prerequisites:** Time sphere (Reversion), caster level 15th.

When using the Reversion talent, you may allow the target to retrain any and all class levels they possess, choosing a new class, feats, spells, skills, or other class options as appropriate. The target of this ability cannot immediately use limited-use powers gained in this fashion that it did not previously have, and must rest to regain any bardic performance rounds, rage rounds, spell points, spell slots, or other limited use abilities granted by these new class levels.

## Temporal Haste

**Prerequisites:** Time sphere (Improved Haste), caster level 9th.

When applying Haste to a target, you may spend an additional spell point to grant them the ability to take 1 additional move or swift action each round for the duration of the effect. This cannot be spent for an additional immediate action.



### Reversion and Complete Reversion

The Reversion and Complete Reversion talents presented here offer some very flexible options for players in that they both allow for rapid retraining in the event that a player grows dissatisfied with their character, and in that it allows a character to swap to a different build during a short rest (albeit at some expense of character daily resource). While these abilities can be both interesting and useful, they also have the potential to severely impact play at the table if they are not managed wisely. We strongly encourage any character planning on using Reversion or Complete Reversion during play (such as to change from a Symbiote (Chronomancer) to a Fighter (Fracture) when confronted with an opponent who is immune to magic) to have their alternate build put together before they sit down at the table so that they are not trying to rebuild a character while the rest of the party is trying to move forward with the story.

We also encourage players planning to use this ability on themselves to choose alternate builds that still have access to a spell point pool and the Reversion or Complete Reversion in the event that they find they enjoyed their previous build more; once a character has trained away their ability to use these talents, they may find that they cannot easily access them again.

### Temporal Stasis

**Prerequisites:** Time sphere, caster level 15th.

You may touch a target and spend 3 spell points to place it into a state of suspended animation (Fortitude negates). For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. When placing this effect on a creature, you may choose to either place the target into stasis permanently or to set either a time limit or a condition on the ability. When the time limit expires or the condition is met, the temporal stasis ends. Temporal Stasis may be dispelled.

### Time Clone (time)

**Prerequisites:** Time sphere, caster level 10th.

You draw a version of the target from an alternate timeline to assist you on the battlefield by spending a number of spell points equal to 1/2 the target's total Hit Dice (minimum 1). Activating this ability informs the caster of how many spell points it will cost for their intended target; if they do not have enough spell points, the action is wasted but no spell points are spent.

This copy lasts for a number of rounds equal to 1/2 your caster level and appears in a square adjacent to the target and acts immediately on your turn, moving and acting as you direct it (a free action). The copy shares all of the target's statistics (including current spell points after the talent is used and other limited-use abilities), movement speeds, and abilities, including equipped items (but not consumable or limited use items such as potions, wands, and scrolls), but its tether to this timeline is tenuous and the copy instantly vanishes if it takes any damage or fails a saving throw against any spell or effect. Any items the time clone may have possessed instantly disappear when the

target is destroyed or when the duration of this effect ends. You must succeed on a melee touch attack (or a ranged touch attack if you possess the Ranged Time talent) to use this ability on an unwilling target, and they are allowed a Will saving throw against this effect; on a successful saving throw this ability fails and any spell points spent on it are wasted.

Time clones created with this talent cannot create additional time clones or similar copies of themselves.

## Advanced War Talents

### Carry the Flag

**Prerequisites:** War sphere, caster level 10th.

If you are the commander of a ship or similar large vessel weighing at least 2,000 pounds, you may create a *totem* attached to the vessel itself. The area of the *totem* includes the entire vessel, and extends outward from it to affect any creature within close range of the vessel.

### Commander

**Prerequisites:** War sphere, caster level 10th.

If you are the commander of an army, that army gains a +1 bonus to its Offensive Modifier, Defensive Value, and to all morale checks.

### Monument

**Prerequisites:** War sphere, caster level 10th.

The caster may attach a *totem* to a manufactured object that is at least 2,000 pounds and is of high quality - such as a great statue, masterwork building, or impressive sailing vessel. The object can not be animated, and can not become animated without dispelling the *totem* first. The range of the *totem* increases to 1 mile per caster level, and it remains for one day per caster level. Multiple *totems* may be attached to the same *monument*. The owner of a *monument* does not need to stay within range of it to maintain it, and they can share ownership with allies, allowing those allies to use it to *rally* their own allies. When created, the creator must specify an easily perceived condition by which allies of the *monument* will be identified, such as their race, uniform or equipment.

Creating a *monument* takes 8 hours.

## Advanced Warp Talents

### Create Demiplane

**Prerequisites:** Warp sphere (Extradimensional Room (space)), Creation sphere (Expanded Materials (material)), caster level 15th.

When using the Extradimensional Room talent, you may spend 3 spell points to create your extradimensional room as an instantaneous effect; it becomes a permanent demiplane and cannot be dispelled, no matter who is or is not inside. Alternatively, you may use this ability to create a new portal to a permanent demiplane you have previously created. You may permanently close a portal to your demiplane as a free action, but know that only interdimensional travel can reach a demiplane without a working portal.

As a permanent demiplane, you have much more control over the composition, appearance, and contents of your room. The demiplane can be filled with air or water (your choice), and could have an earth, stone, water, or wood floor. The “walls” and “ceiling” of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. While it is still generally featureless, you may transplant plants or animals to your demiplane to create an ecosystem and manipulate the earth, water, and/or stone of the demiplane as you would any other materials.

If you possess the Blood sphere in addition, you may include blood in any place that you would normally be able to place water. This blood can be supernaturally resistant to coagulating, remaining liquid for indefinite periods of time.

If you use this ability while within your demiplane, you may either permanently increase its size by an additional 10-foot cube per caster level, or add or remove one of the following traits to the entire demiplane:

**Energy:** You grant your demiplane the (minor) negative- or positive-dominant energy trait. A plane cannot have both the negative-dominant and positive-dominant energy traits.

**Magic:** You may grant your plane the dead magic, enhanced magic, impeded magic, or wild magic planar trait. If you select dead magic, you are affected along with everything else and cannot cast on your plane. If you select enhanced or impeded magic, choose one type of magic to be enhanced or impeded, such as “effects with the fire descriptor or that manipulate fire” or “death spells and effects”. A plane cannot be enhanced and impeded for the same kinds of magic.

**Morphic:** Your plane reacts to your thoughts; you may adjust the terrain’s shape as an at-will ability. By concentrating for 1 minute, you may adjust a 150-foot square (10 feet deep) portion of earth, stone, or plantlife, shaping it however you will. This is not fast enough to do damage or trap creatures, but may be used to create fences and walls, ditches, human shapes, embankments, and others.

**Portal:** If you possess the Planeshift advanced talent, you may grant your demiplane a permanent gate to one location on another plane, which can only be used for planar travel. This location must be very familiar to you. This gate is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

**Time:** By default, time passes at the normal rate in your demiplane. If you possess the Time sphere, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time, GameMastery Guide p. 185).

**Alignment:** If you possess the Fate sphere, you can grant your plane the (mildly) chaos-, evil-, good-, law-, or neutral-aligned alignment trait (see Alignment Traits, GameMastery Guide p. 187). You cannot give your demiplane an alignment trait for an alignment you do not have.

**Bountiful:** If you possess the Nature sphere, you may grant your demiplane a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane per day. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long

as the demiplane exists without requiring watering, gardening, pollination, and so on; dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

**Elemental:** You may grant your plane the air-, earth-, fire-, or water-elemental dominant trait.

**Gravity:** By default a demiplane’s gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. You may adjust the plane’s gravity is heavy, light, none, objectively directional, or subjectively directional.

**Weather:** If you possess the Weather sphere, you may grant a weather and seasonal cycle to your demiplane, customizable as you see fit (for example, your demiplane could always be winter or have week-long seasons).

**Shape:** By default, the demiplane has a fixed shape and borders. You may make your plane self-contained so it loops upon itself when a creature reaches one edge. You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

**Structure:** You may give your demiplane a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what abilities you need for every hill, hole, wall, floor, and corner.)

### Dimensional Lock (space)

**Prerequisites:** Warp sphere (Plane Manipulator (space)), caster level 15th.

You may spend 2 spell points to designate a 20-foot radius area centered within medium range as being completely immune to extradimensional travel. For 1 day per caster level, any attempt within this area to cross space or planes (including all Warp sphere effects, *summoning* a companion from the Conjunction sphere, *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, and similar spell-like abilities) instantly fails. A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when it is created, nor does it block extradimensional perception or attack forms. Also, the effect does not prevent summoned creatures from disappearing at the end of a summoning spell.

### Enduring Portal

**Prerequisites:** Warp sphere (Mass Teleport, Portal, Teleport Beacon (space), Unwilling Teleport, Wormhole (space)), caster level 15th.

When using the Portal advanced talent, you may spend an additional spell point to cause the portal to remain without the need for concentration, and increase its maximum duration to 1 hour per caster level.

If you instead spend 2 spell points, the portal has a permanent duration and dispelling attempts affect it as if it were a magic item. Effects that would destroy a magic item (such as Counterspell, Greater) can also destroy the portal.

### Flawless Teleport

**Prerequisites:** Warp sphere (Distant Teleport, True Teleport, Unseeing Teleport), caster level 15th.

When using the True Teleport advanced talent, the range is increased to unlimited (excluding interplanetary transport) and you no longer suffer a chance of arriving off-target, always appearing exactly where you intended. When using the Planeshift advanced talent, you no longer appear off-target from your intended destination on the other plane.

You need not have seen the destination you are trying to reach, but in that case you must have at least a reliable description of the place to which you are *teleporting*. If you attempt to *teleport* with insufficient information (or with misleading information), you disappear and simply reappear in your original location.

### Group Teleport

**Prerequisites:** Warp sphere (Mass Teleport, Ranged Teleport), caster level 10th.

By spending 2 spell points, you may *teleport* any number of targets within your Ranged Warp range. If you possess Unwilling Teleport, you only need to spend one spell point no

matter how many unwilling targets are affected. If an unwilling target succeeds at their saving throw, other targets are still affected as normal. If you possess Teleport Object, you may also *teleport* any number of objects so long as each individual object is within your weight limit (or size limit if you possess Teleport Structure).

### Planeshift

**Prerequisites:** Warp sphere (Distant Teleport, True Teleport, Unseeing Teleport), caster level 10th.

You may spend 2 additional spell points to *teleport* to an alternate dimension or plane of existence. You must know the plane you are trying to reach, as well as where within that plane you would like to appear (if you do not know a specific location to appear on that plane you may still use this ability, but you run the risk of appearing anywhere on that plane). Even if you do have a specific location in mind, you always appear 5 to 500 miles (5 x d100) from your intended destination.

### Portal

**Prerequisites:** Warp sphere (Mass Teleport, Wormhole (space)), caster level 5th.

When using your *teleport* ability, you may spend an additional spell point to open a portal between your location and your destination. This portal has a maximum diameter of 5 feet per caster level and opens in the air somewhere adjacent to you. The portal lasts as long as you concentrate to a maximum of 1 round per caster level. Anything moving through one end of this portal arrives at the other end; it is possible to make attacks, flank, or perform other actions as if the two locations were adjacent. You may choose to open the portal without automatically going through it, if you so desire.

### Store Structure

**Prerequisites:** Warp sphere (Extradimensional Storage (space)), caster level 1st.

By spending a spell point you can touch an object to place it in your *extradimensional storage*, even if it would normally be too large or dense. Objects stored this way do not count against the weight limit of your storage, but are limited by size; you may store objects whose combined size is no larger than the maximum size listed on the structure table below.

When you retrieve an object stored this way, it appears in an unoccupied, adjacent square. It must be placed on a suitably supportive surface; a boat could be placed on a relatively flat plain or a large body of water, but not midair.

### Teleport Structure

**Prerequisites:** Warp sphere (Teleport Object), caster level 5th.

You can *teleport* objects of much greater weight and size, even whole vehicles and structures. You may *teleport* any object of appropriate size, shown on the Structure Table below.

If you use Group Teleport in conjunction with this talent, a *teleported* object counts as a creature in the affected group for the purposes of who may be included within the Group Teleport.

If you use Mass Teleport in conjunction with this talent, you may *teleport* all targets touching a *teleported* object or structure instead of *teleporting* all creatures within Ranged Warp



range. You must use Unwilling Teleport to *teleport* any unwilling creatures on the object or structure.

**Table: Structure**

Caster level	Maximum Size	Example Object
1st	Medium	Barrel
5th	Large	Table
10th	Huge	Wagon
15th	Gargantuan	Catapult
20th	Colossal	Ship
25th	Colossal+	Tavern
30th	Colossal++	Castle

### Warping Structures (Store and Teleport Structure)

A vehicle or building that is occupied is counted as attended or in a creature's possession, preventing it from being *teleported* or stored unless all occupying creatures are willing and/or helpless, or targeted with Unwilling Teleport.

Some large structures, such as a castle, are arguably made up of a multitude of smaller structures, but can be counted as a single structure for this purpose as long as they are conceptually a single unit.

Finally, the contents of a structure is moved with it as if it were part of the object, so long as the contents can fit comfortably inside (thus, hey inside a wagon would work, but not an enormous dragon's corpse across the top would not).

### True Teleport

**Prerequisites:** Warp sphere (Distant Teleport, Unseeing Teleport), caster level 10th.

When *teleporting*, you may spend 2 spell points to increase the range to 100 miles per caster level. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the *teleportation* works. Areas of strong physical or magical energy may make *teleportation* more hazardous or even impossible.

To see how well the *teleportation* works, roll d100 and consult the following table. Refer to the following information for definitions of the terms on the table.

**Table: Mishap**

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination	—	—	81-92	93-100

**Familiarity:** “Very familiar” is a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you can currently physically see it or you have been there often. “Seen casually” is a place that you have seen more than once but with which you are not very familiar. “Viewed once” is a place that you have seen once, possibly using magic such as the Scrying advanced talent. “False destination” is a place that does not truly exist or if you are *teleporting* to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d100, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is d100 of the distance that was to be traveled. The direction off target is determined randomly.

**Similar Area:** You wind up in an area that is visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

**Mishap:** You and anyone else *teleporting* with you have gotten “scrambled.” You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters take more damage and must reroll.

### Universal Teleport

**Prerequisites:** Warp sphere (Distant Teleport, Flawless Teleport, True Teleport, Unseeing Teleport), caster level 17th.

When using True Teleport, your range becomes truly unlimited; you can even *teleport* between planets if you so choose. You must have a solid grasp of which world you wish to travel to (“the third planet from the sun” is an acceptable destination, but “a habitable world near that bright star” is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the *teleport* simply fails.

### Warp Manipulator

**Prerequisites:** Warp sphere (Plane Manipulator (space), Unwilling Teleport), caster level 1st.

You may spend a spell point to create a dimensional anchor as an immediate action, allowing you to use it in response to a teleportation effect.

In addition, when a teleport fails due to your dimensional anchor you may pay a spell point to redirect it, choosing its destination as if you had cast the effect instead of the caster. The caster must succeed on a Will save to avoid the effect being redirected.

If you possess Dimensional Lock, you may spend an additional spell point to use it as an immediate action.

# Advanced Weather Talents

## Boiling Lord

**Prerequisites:** Weather sphere, caster level 5th.

When using *control weather* to create Precipitation of severity level 4 or above in an area of Heat severity level 4 or above, you may cause the rain to boil, dealing 1d6 fire damage per Precipitation severity level per round to all creatures within the affected area.

## Cacaphonic Clap

**Prerequisites:** Weather sphere (Storm Lord), caster level 10th.

When you use Storm Lord to control where a lightning bolt strikes, you may spend a spell point to cause the strike to be accompanied by a great thunderclap. Any creature within 10 feet of the strike must succeed at a Fortitude save or be deafened for 1 hour, a Will save or be dazed for 1 round, and a Reflex save or fall prone.

## Climate

**Prerequisites:** Weather sphere (Greater Size), caster level 10th.

When *controlling weather*, you may spend an additional spell point to increase the effect's size to a 2 mile radius. When altering weather in this manner, it takes 20 minutes of focused casting before the effects begin to manifest. Winds of severity level 7 can create tornados when combined with this talent, although you cannot control their path.

## Climatic Shift

**Prerequisites:** Weather sphere (Lengthened Weather), caster level 15th.

When you use *control weather* you may spend 3 additional spell points to change the duration to a permanent effect, replacing the natural weather. This effect remains stationary. It cannot be dispelled, although future uses of *control weather* may temporarily change its weather conditions and, if combined with the use of this talent, reverse it.

## Cold Lord

**Prerequisites:** Weather sphere, caster level 1st.

When using *control weather* to create cold, increase the highest severity level you may create or alter by 1. In addition, you may create an area of up to 80 feet in diameter in the center of the affected area where the change in temperature is not felt.

## Dehydration Pulse

**Prerequisites:** Weather sphere (Desert Lord), caster level 5th.

While within an area with Aridity of severity level 2 or higher, you may as a standard action (but no more often than once every 1d4 rounds) spend 2 spell points to draw in the moisture from an area in a 20-foot radius surrounding yourself. Plantlife within the area dies, beds of water are drained, and living creatures within range (other than you) take 1d6 points of damage per caster level and are staggered for 1d4 rounds. A successful Fortitude save halves the damage and negates the staggered effect. Oozes, plants, and creatures with the aquatic or water subtype take double damage from this effect.

## Desert Lord

**Prerequisites:** Weather sphere, caster level 1st.

When using *control weather* to create Aridity, increase the highest severity level you may create or alter by 1. In addition, you may create an area of up to 80 feet in diameter in the center of the affected area where the change in aridity is not felt.

## Fire Tornadoes

**Prerequisites:** Nature sphere ((fire) package), Weather sphere (Wind Lord), caster level 15th.

When you are using *control weather* to create or alter Wind of severity level 7 you may cause the tornadoes to become alive with fire. Any object or creature swept into the funnel cloud takes an additional 6d6 fire damage each round and are set on fire once they are expelled. Any flammable objects (including grass or other vegetation) in the tornadoes' path that cannot be swept into the funnel cloud take 6d6 fire damage and are set on fire.

## Heat Lord

**Prerequisites:** Weather sphere, caster level 1st.

When using *control weather* to create heat, increase the highest severity level you may create or alter by 1. In addition, you may create an area of up to 80 feet in diameter in the center of the affected area where the change in temperature is not felt.

## Rain Bomb

**Prerequisites:** Weather sphere (Rain Lord), caster level 1st.

When you are using *control weather* to create Precipitation of level 3 or above, you may spend a spell point as a free action to immediately increase the Precipitation to level 7 for one round, after which the effect ends and the Precipitation level immediately returns to its previous level.

## Rain Lord

**Prerequisites:** Weather sphere, caster level 1st.

When using *control weather* to create or alter precipitation, increase the highest severity level you may create or alter by 1. In addition, when using your *control weather* to affect precipitation, you may choose to create an area up to 80 feet in diameter at the center of the affected area that is not subject to the precipitation. Rain, snow, and storm does not gather over that area.

## Tornado Lord

**Prerequisites:** Weather sphere (Wind Lord), caster level 10th.

When you use *control weather* to affect wind, you may alter the path of a single tornado within range more precisely. Each round as a free action you may plot a course for the tornado, which may be up to 250 feet long and may have one turn of up to 90 degrees, plus one turn per 5 caster levels above 10th. Alternatively, you may cause the tornado to remain in one place. You can alter the path of a tornado caused by magically-altered wind combined with Climate.

## Volcano Lord

**Prerequisites:** Weather sphere, Nature sphere ((earth) package), (fire) package, caster level 10th.

You can spend 2 spell points to use your *control weather* to create or alter Ash or Vog. You may take this advanced talent

a second time to increase the highest severity level of Ash and Vog you may create or alter by 1.

### Wind Lord

**Prerequisites:** Weather sphere, caster level 1st.

When using *control weather* to create or alter wind, increase the highest severity level you may create or alter by 1. In addition, when you use your *control weather* to affect wind, you may also turn that wind up to 90 degrees in any direction. This can change the general direction of a tornado (provided you can affect winds of that severity) although detailed control is not possible.

Not only can you control the wind's direction, but you may also create complicated patterns. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire and may choose any of the following patterns for the wind:

- You may create a downdraft that blows from the center outward in equal strength in all directions.
- You may create an updraft that blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- You may create a rotation that causes the winds to circle the center in a clockwise or counterclockwise fashion.

# Rituals

Rituals are magical formulae that allow a caster to create a magical effect of their choosing through a combination of chanting, gesturing, and the use of magical focuses and ingredients. While sphere abilities are fueled by spell points and often take no longer than a standard action, rituals may take minutes, hours, or even days to perform, often requiring the use of a magical laboratory or temple and the expenditure of rare components.

In many ways, rituals are similar to spells and principally exist as a way to either re-introduce the utility of spells to a world of spheres, or to allow spherecasters to use spells in a world where both exist.

All rituals possess the following:

**Base Sphere:** Every ritual has an associated sphere, which a caster must possess in order to use the ritual.

**Ritual Level:** Every ritual possesses a level from 0-9.

**Casting Time:** The amount of time the caster must invest in order to use the ritual.

**Save DC:** If a ritual calls for a saving throw, the DC is equal to 10 + the ritual's level + the caster's casting ability modifier.

**Materials:** Every ritual has a material cost, be it special focuses, rare materials, or general alchemical equipment. These items must be present when the ritual is used, and with the exception of focuses (which are designated with an F), these materials are expended when the ritual is cast.

### Magic Type

As discussed in the sidebar in the Casting Traditions chapter, magic type is not considered a default part of casting traditions in the *Spheres of Power* system, but can be re-included if a GM so desires. If using magic types, a caster must possess a casting tradition of the proper magic type in order to use a ritual of that corresponding magic type.

## Using A Ritual

All rituals require the caster to possess a written copy of the ritual such as a scroll or ritual book, as rituals are too complex to use without some form of written direction. If a caster comes into possession of a ritual, the caster must first decipher the magical writing with either a successful Spellcraft check (DC 20 + the ritual's level), a *read magic* spell, or the basic *sense* ability from the Divination sphere. Once a ritual has been deciphered, it does not need to be deciphered again, even if the original written copy is lost and another used in its place.

Once a ritual has been deciphered, the method for using that ritual differs depending on whether the caster is working from a permanent magic book or from a scroll.



## Ritual Books

To use a ritual from a magic book, the caster must possess that ritual's associated base sphere (or must possess the Ritual Caster feat), and their caster level with that sphere must be at least twice the ritual's level. In addition, their casting ability score must also be at least 10 + the ritual's level. If the caster meets all these prerequisites and possesses the ritual's material components, he may invest the required amount of time and activate the ritual.

Recording a ritual into a magic book is a process that requires 1 hour per ritual level (0 level rituals take 30 minutes) and requires one page per ritual level (0 level rituals take half a page). A ritual may be copied from another book, a scroll, or created through independent research. If a ritual is copied from a scroll, this expends the scroll. In addition, if a ritual is copied from a scroll or another ritual book, a certain amount of magic (in the form of material components) must be expended to create a working written version, according to the **Table: Ritual Cost**. This cost does not need to be paid if the ritual was independently researched, as the components were spent during the research itself.

**Table: Ritual Cost**

Ritual Level	Writing Cost
0	5 gp
1	10 gp
2	40 gp
3	90 gp
4	160 gp
5	250 gp
6	360 gp
7	490 gp
8	640 gp
9	810 gp

**Buying and Selling Ritual Books:** While ritual books have a cost to create, rituals also have a cost to research. Ritual books could easily be found as loot, but are not considered to have a market value in and of themselves. While the details of magic and economics depends on the setting in question, in most cases there are either too few casters in the world to allow for large-scale ritual book sales, or so many casters in the world that specially-regulated guilds and merchants handle the creation, copying, and sale of magical formulae. As such, while certain rare rituals or other special circumstances may provide exceptions, a player may buy ritual books at a cost of 4x the cost of a scroll or sell their own ritual-casting services to rich clients, but will not find it possible to sell copies of their own ritual books.

## Scrolls

Creating and using a ritual scroll is handled the same as creating and using a core Pathfinder spell scroll. To create a ritual scroll, a caster must know and be able to use the ritual and must possess the Scribe Scroll feat. Using a ritual scroll causes the writing on the scroll to disappear, leaving the scroll as nothing but an ordinary blank sheet.

A ritual scroll contains a copy of a ritual that has been mostly cast, with the ritual's cost and much of its casting time spent earlier during the scroll's creation. A ritual scroll has a market value equal to the level of the ritual × the creator's caster level × 25 gp + the ritual's material cost. When a caster creates a ritual scroll itself, the cost of creation is the level of the ritual × the creator's caster level × 12.5 gp + the ritual's material cost. A 0 level ritual is treated as having a level of 1/2 for this purpose.

Activating a scroll is the same as using a ritual from a book, except the casting time is the spell's casting time (as opposed to the ritual's casting time, which is always longer), there is no material component (as that was supplied earlier), and a caster may attempt to activate a scroll even if her caster level is not necessarily high enough. If the caster's caster level is not at least twice the ritual's level, she may attempt a check (d20 + her caster level vs. a DC equal to the scroll's caster level + 1) to use the scroll anyway. If the caster succeeds, the scroll is activated as normal. If this check fails, the scroll is spent and the caster determines scroll mishap as with a core Pathfinder spell scroll.

## Researching Rituals

If a caster possesses a ritual's prerequisite caster level, sphere, and the Craft Rituals item creation feat, she may choose to research a ritual, allowing her to create a written version of that ritual even if no previously written version exists for her to work from. With GM permission, the caster may even create completely unique and original rituals, similar to creating custom spells in the core Pathfinder magic system.

Researching a ritual is similar to creating a magic item; there is a time and material cost, after which the caster must attempt a Spellcraft check to determine if she was successful. It takes one week of research per ritual level to create a ritual. At the end of this process, the caster must attempt a single Spellcraft check. The DC to finish a ritual is 10 + 2x the ritual's level. Failing this check means that the ritual is not created. Failing this check by 5 or more results in an unintentional effect when the ritual is used, similar to how magic item creation can result in a cursed item. The nature of this unintentional effect is subject to GM discretion.

The cost of researching a ritual is determined by **Table: Research Cost**.

Once a ritual has been researched, the caster may immediately cast the ritual by spending its material cost. She may also write the ritual down in a magic book at no extra cost, as the required magic components were already used in the research process.

**Table: Research Cost**

Ritual Level	Development Cost
0	500 gp
1	1,000 gp
2	2,000 gp
3	4,500 gp
4	8,000 gp
5	12,500 gp
6	18,000 gp
7	24,500 gp
8	32,000 gp
9	40,500 gp

## Mixing Spells & Rituals

In a world where both core Pathfinder spells and *Spheres of Power* spheres exist simultaneously, a spherecaster in possession of a spell scroll or a wizard's spell book may use these spells as if they were rituals, and spellcasters may memorize their spells from available ritual books.

### Converting Spells to Rituals

To turn a spell into a ritual, use the following formulae:

**Ritual level:** This is equal to the spell's level.

**Base Sphere:** Determine the ritual's base sphere through the following conversions.

Spell School	Sphere Equivalent
Abjuration	Protection
Abjuration (good, evil, lawful, chaotic)	Fate
Conjuration (creation)	Creation
Conjuration (healing)	Life
Conjuration (teleportation)	Warp
Conjuration (calling, summoning)	Conjuration
Divination	Divination
Enchantment	Mind
Evocation*	Various†
Illusion	Illusion
Necromancy	Death
Transmutation	Enhancement
Transmutation (polymorph)	Alteration
Transmutation (earth, air, fire, water)	Nature

\*Evocation includes so many different types of spells that a simple conversion is not possible. (Light) spells would be the Light sphere, (Darkness) spells would be the Dark sphere, but others could be Destruction, Weather, Mind, or even Creation depending on the spell in question. GMs should use their own good judgment to determine which sphere an Evocation spell should use.

**Material Cost and Casting Times:** Every ritual has a casting time determined by its level, as shown on **Table: Material Cost & Casting Time**. If the spell in question has a longer casting time than what is listed on this table, use the spell's casting time instead.

Rituals also have material cost. A ritual's cost is determined by adding any material cost listed in the spell's description to an amount of generic magical materials, as shown on the following table. Feats like Eschew Materials do not decrease the additional costs listed on the table. Depending on the ritual and casting tradition of the caster, this material cost could be alchemical supplies, rare herbs, or another form of magical component.

**Table: Material Cost & Casting Time**

Spell Level	Material Cost	Casting Time
0	1 gp	1 minute
1	5 gp	5 minutes
2	10 gp	10 minutes
3	25 gp	30 minutes
4	50 gp	1 hour
5	100 gp	2 hours
6	250 gp	4 hours
7	500 gp	8 hours
8	1,000 gp	1 day
9	2,500 gp	2 days

## Optional Pricing

Rituals are included with a material cost to create better synergy between rituals and the core Pathfinder magic system. However, spending money is by no means the only way to regulate the use of powerful magic. Low-level rituals (0-3) may easily have their material component cost removed, and GMs are encouraged to create alternate pricing methods if such would better suit their campaigns, several examples of which are included below. These alternate pricings could even be used when creating magic items or accomplishing other feats of magic.

### Blood Price

Sacrifices are the only way to invoke greater magic. For every 25 gp of a ritual's listed cost, 1 Hit Die worth of creatures must be killed. Creatures with an Intelligence score of 3 or higher count as twice their listed Hit Dice for this purpose. These creatures must be killed within a specially prepared magic circle (no cost to create, but requires at least one hour to draw; maximum radius 5-foot per caster level). So long as the magic circle remains intact, any caster may use Hit Dice collected within it to power their magic, spending the collected Hit Dice as if it were gold to power their rituals.



## Cataclysmic Magic

Rituals disrupt the fabric of reality. Magic users risk their own destruction when using this magic, and while some villains may possess artifacts that exempt them from these risks, the average PC is not usually so lucky. Rituals have no material cost, but every time a caster uses a ritual above level 1, he must roll a d20. He compares his result to Table A if using a ritual of level 2-5, and to Table B if using a ritual of level 6-9.

**Table A**

Roll	Result
1	Your body surges with an unusual power. Your caster level increases by 1 for 1 day.
2	Fate smiles upon you. Once during the next hour you may roll a d20 twice and take the better result when making an attack roll, saving throw, or skill check.
3	Your body lights up like a torch for 3d6 hours.
4	You change color every hour for 1d3 days.
5	No consequence.
6	No consequence.
7	No consequence.
8	Your body emits a high-pitched squeal for 6d6 hours, making sleep and stealth impossible.
9	Whispers from the beyond whisper things to you for 1d4 days. Depending on the spirit, the whispers could be prophetic, violent, or simply rude.
10	Your life reverses on itself. For 1d3 days, you count as an undead creature for all spells.
11	Strange palpable darkness follows you for 1d4 days. The area within 40 feet of you for that time is always dim light and difficult terrain.
12	Magical forces leave you scarred. You suffer 1 point of ability drain to a randomly-determined ability score.
13	Your mind reels with disturbing nightmares when you sleep. You awaken fatigued every morning for the next 1d3 days.
14	Telekinetic forces lift you and all creatures and objects within 100 feet of you, dangling you in place for 1d3 hours. A successful Will save (DC 18) negates.
15	The magic you have unleashed unravels your mind. For 1d6 days, you have a 25% of doing nothing every time you take an action.
16	A storm of pure magic rips through the area. For 10 rounds, every creature and object within 1 mile of you suffers 1 point of damage per 2 caster levels per round (Reflex half).

Roll	Result
17	You develop a ravenous appetite. You must consume 5 lbs. of food every hour for the next 1d10 hours. Each hour you do not eat this amount causes you to suffer 2 points of Constitution damage.
18	You disappear for 1d4 hours, reappearing in the same spot you left with no memory of where you disappeared to.
19	You and one random creature within 1,000 feet of you swap bodies for 1d3 days.
20	Roll twice and combine the results

**Table B**

Roll	Result
1	A powerful outsider has felt your magic and taken an interest in you, offering you a quest and reward if you accept.
2	A random magic item appears before you (50% chance for a cursed item).
3	Your casting ability modifier increases by 2 for 1 hour.
4	2d4 floating balls of light follow you for a week, each giving off light as a torch.
5	No consequence.
6	No consequence.
7	A shower of light turns day into night for 2d6 days within a 2-mile radius.
8	Your body begins to waste away. You suffer 2 points of Constitution damage every day for 1 week.
9	Your senses are permanently warped by your magic. You cannot see beyond 60 feet, but you also gain blindsense 60 feet.
10	You become feral for 1d4 hours. You lose all ability to use magic or mental skills, and attack anyone who comes within 30 feet of you.
11	A vision of death and destruction plays before your eyes for 1d3 days. You are sickened for this entire time.
12	You either permanently shrink one size category or grow one size category, chosen at random.
13	All plant life within 2 miles instantly dies.
14	Angry spirits of the dead follow you and disrupt your work for 1d4 days. You suffer a -2 penalty to all attack rolls, skill checks, ability checks, and saving throws.
15	You are instantly reincarnated into a randomly determined body.
16	All intelligent creatures within 60 feet are reincarnated into randomly determined bodies.

Roll	Result
17	Your essence is spent. You suffer 1d6 points of ability drain to 2 randomly determined ability scores, which may not be healed by magic, and only disappears after 1d3 weeks.
18	You exude a randomly determined disease. For 1d3 weeks, all creatures who come within 30 feet of you must save or become diseased. A creature who saves against this disease cannot be potentially infected again until the following day.
19	A powerful outsider has felt your magic and declared you its enemy. It appears and attempts to destroy you.
20	Roll twice and combine the results.

## Essence Price

Rituals are powered by essence, which must be freely given. Rituals cost experience points instead of gold, which may be drawn from the caster herself or other willing party members.

## Life Price

Greater magic saps the very life force from its users. Instead of costly components, a caster ages 1 week for every 50 gp of a ritual's listed material cost.

## Priceless Component

While rituals of levels 0-3 have the usual material requirements, rituals of levels 4-9 require a special rare component to use. This component is so rare and valuable that it cannot be bought and sold in any market. Those who hold this component find it gives them such control over those who do not have it that it is jealously guarded, and the only way to gain it is to find it, steal it, or trade services for it. This item could be a rare gem only mined in one location, human souls distilled through an evil artifact, the tears of an elder god, or a special artifact (e.g., a dozen small spheres, each of which may be used to power a ritual, but subsequently disappears for 1 week per level of the ritual used. After this time, the sphere reappears in a random location on the planet).

## Ritual Feats

### Ritual Caster

**Prerequisites:** Casting class feature.

**Benefit:** You may use a ritual, even if you do not possess that ritual's base sphere. If you also possess the Craft Rituals item creation feat, you still cannot research a ritual unless you meet all of its prerequisites.

### Ritual Master

**Prerequisites:** Ritual Caster, casting class feature.

**Benefit:** You may use your MSB in place of your caster level when using rituals.

### Spell Adept

Your ability to use rituals has grown to great power.

**Prerequisites:** Spell Dabbler, casting class feature.

**Benefit:** When using your Spell Dabbler feat, you may increase the preparation time to 1 hour to prepare as many rituals as you desire, spending spell points for each prepared ritual. You cannot prepare more than 4 rituals of any individual level in this manner.

### Spell Dabbler

You have learned to hold rituals in your memory to a minor degree.

**Prerequisites:** Casting class feature.

**Benefit:** You may choose one ritual per day. You may use up to the highest level you may cast. By spending 15 minutes preparing beforehand, you may cast this ritual once as a spellcaster at any point during that day. This may also be a lower-level ritual augmented by any metamagic feats you possess, so long as its effective level does not exceed that which you can cast. All drawbacks of your tradition still apply, and the spell may be augmented by any tradition boons you possess. Rather than a material cost, (unless the spell has costly material components already listed), you must spend a number of spell points at the time you prepare the ritual dependent on the level of the ritual in question: **0-2:** 1 spell point, **3-5:** 2 spell points, **6-8:** 3 spell points, **9:** 4 spell points.

## Sample Rituals

### Agreement

**Spheres** Fate, Mind; **Ritual Level** 1

**Casting Time** 5 minutes

**Components** V, M (exotic candles lit by each participant that are used to light a final candle, collectively worth at least 5 gp)

**Description** A simple ritual that forms a magically binding contract between two or more individuals, agreement creates a set of magical terms for all involved parties, though the conditions may vary for each participant. The agreement also includes penalties for failing to comply; a creature that violates the terms of the agreement is magically compelled to perform some task, action, or service agreed upon when the agreement was set into place. No save is allowed to avoid the repercussions upon breach of the agreement, and all parties are held to the terms of the ritual even if someone else breaks the agreement first. Parties who fulfill their end of the terms even after others breach the agreement face no such ill consequences.

An agreement cannot be dispelled, but it may be broken through the Break Enchantment Life talent, as well as through spells such as *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. Similarly, a second agreement ritual may be performed by all participants of the original agreement, wherein the terms simply release some or all previous participants from the terms of one previous agreement.

When participating in the agreement ritual, an individual is only considered to be bound to the agreement if they understand the terms and are not being coerced through magical compulsion or direct intimidation.

### Animal Messenger

**Sphere** Nature; **Ritual Level** 2

**Casting Time** 10 minutes

**Components** V, S, M (a morsel of food the animal likes, 10 gp in silver dust)

**Description** This functions as the *animal messenger* spell.

### Animate Dead

**Sphere** Death; **Ritual Level** 3

**Casting Time** 30 minutes

**Components** V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)

**Description** This functions as the *animate dead* spell, except undead created with this ritual count towards the caster's Death sphere limit.

### Ant Haul

**Sphere** Enhancement; **Ritual Level** 1

**Casting Time** 5 minutes

**Components** V, S, M (small pulley, 5 gp of silver dust)

**Description** This functions as the *ant haul* spell.

### Arcane Mark

**Sphere** Illusion; **Ritual Level** 0

**Casting Time** 1 minute

**Components** V, S, M (treated ink worth 1 gp)

**Description** This functions as the *arcane mark* spell.

### Arcane Rune

**Sphere** Protection; **Ritual Level** 4

**Casting Time** 1 hour

**Components** S, M (high quality ink laced with powdered precious metals, worth 50 gp or more)

**Target** a page of text (magical or non-magical)

**Duration** permanent until discharged

**Description** By using the material component as ink, you scribe over another text, causing anyone else who attempts to read the text to take 4d6 fire damage. If this is used on magical text, the Read Magic Divination sphere ability (or similar ritual, spell, or ability) must be used.

An *arcane rune* can be seen by effects that detect or sense magic, and can also be detected as a magic trap. In order for someone to spot an arcane rune it requires a Perception check with a DC equal to 14 + your casting ability modifier. Disabling the rune requires a Disable Device check with a DC equal to 29 + your casting ability modifier. Alternatively, destroying the surface on which the rune is imprinted on can destroy the magic trap. Once the rune has been activated, it disappears.

### Astral Projection

**Sphere** Death; **Ritual Level** 9

**Casting Time** 2 days

**Components** V, S, M (3,500 gp jacinth)

**Description** This functions as the *astral projection* spell.

### Autopsy

**Sphere** Death or Divination; **Ritual Level** 4

**Casting Time** 1 hour

**Components** V, M (healer's kit worth 50 gp)

**Target** 1 corpse

**Description** By using your knowledge of the dead or divination magic you can piece together information about the life

and death of the creature. Immediately after completing the ritual, the caster learns which of the following is the ultimate cause of the creature's demise: age, ability score loss (drain, damage, burn), level loss, damage, death effect, or unknown (anything else). After such has been determined the caster may ask 1 question + 1 question per 5 caster levels about the life and or death of the creature. Below are a list of approved questions that may be asked by the caster, although others may be approved at the GM's discretion.

- What is the specific source of its demise? (i.e., a creature who died of ability score loss will have revealed whether it was caused by disease, magic, poison, etc.)
- What killed the creature? (creature type, creature size, and creature gender)
- Where did the creature die? (in bed, in a back alley, at the docks, etc.)
- When did the creature die? (minutes, hours, days, weeks, years ago)
- Any unusual physical traits on the corpse? (missing appendage, mutilation, etc.)
- What did the creature look like before it died? (creature type, size, gender, hair color, etc.)

### Baleful Polymorph

**Sphere** Alteration; **Ritual Level** 5

**Casting Time** 2 hours

**Components** V, S, M (100 gp in diamond dust)

**Description** This functions as the *baleful polymorph* spell.

### Beacon Pillar

**Sphere** Light; **Ritual Level** 0

**Casting Time** 1 minute

**Components** S, M (any highly reflective or luminescent object worth at least 1 gp)

**Description** This ritual alters the material component into a bubble of radiant magic which lasts for 24 hours before losing its power and collapsing into ash. At any time during that duration it can be thrown (treat it as a thrown weapon with a 10-foot range increment) or crushed as a standard action, expending the bead and releasing the magic within. Using the bubble this way creates a column of bright light that has a 5-foot radius and a height of 300 feet that can be easily seen for miles. This column of light lasts for one minute.

### Call Spirit Curate

**Sphere** Conjunction, Death, or Nature; **Ritual Level** 0

**Casting Time** 1 minute

**Duration** 24 hours

**Components** V, S, M (1 gp's worth of silver powder)

**Description** A spirit of nature takes on a translucent, humanoid form ready to aid its caller. The spirit curate follows directions and may only willingly aids in invocations and rituals that motivate cosmic balance or aid in the expansion of nature. If a situation arises where the expansion of nature is disrupting cosmic balance, the spirit will aid and support the expansion of nature. The spirit when aiding in incantations counts as a secondary performer, using your casting ability modifier as its bonus to the first check it attempts before disappearing. If the spirit curate is attacked, or is called and does not participate

in a ritual or incantation by the end of 24 hours, the spirit dissipates.

### Control Weather

**Sphere** Weather; **Ritual Level** 7

**Casting Time** 8 hours

**Components** V, S, M (500 gp in rare herbs)

**Description** This functions as the *control weather* spell.

### Create Mindscape

**Sphere** Mind; **Ritual Level** 4

**Casting Time** 1 hour

**Components** V, S, M (alchemical sleeping draughts consumed by the caster and target, collectively worth 160 gp)

**Description** This functions as the *create mindscape* spell.

### Detect Divinity

**Sphere** Divination or Fate; **Ritual Level** 0

**Casting Time** 1 minute

**Components** V, S, or F (holy symbol or relic), M (1 gp's worth of silver)

**Target** 1 creature or object

**Description** This ritual may be cast with different components which may be used in part or combined for added effect. Upon the completion of the ritual, all creatures within long range of the caster learn whether the target is symbolic or would belong to a god. This is not to mean whether or not the object or creature is worshiped as a god, whether the target deserves to be worshiped, or if the target is as powerful as (or greater than) a god, but rather whether such a target has in fact ascended to godhood or has inherent divinity. In addition to the effects listed in the **Table: Detect Divinity - Components and Responses** below, the caster may *divine* the strength of the target's divinity aura.

**Table: Detect Divinity - Aura Strength**

Target	Aura Strength	Aura Duration
False God or Quasi-deities	No aura	-
Demi-God or Fallen God	Dim	1 round
Lesser Deities	Faint	1d6 rounds
Intermediate Deities	Moderate	1d6 minutes
Greater Deities	Strong	1d6 x 10 minutes
Overdeities	Overwhelming	1d6 days

**Table: Detect Divinity - Components and Responses**

Component	Example	Negative Response	Positive Response
Verbal	Stating the target's name	A telepathic voice fills the air understood by all stating whether the target is or is not divine.	-
Somatic	Pointing at the target	Target appears monochrome for 1 round	Target appears prismatic, fascinating onlookers for 1 round (Will negates)
Focus	The target's holy symbol	holy symbol breaks	holy symbol glows

### Divination

**Sphere** Divination; **Ritual Level** 4

**Casting Time** 1 hour

**Components** V, S, M (incense and an appropriate offering worth 75 gp)

**Description** This functions as the *divination* spell.

### Dreampath

**Sphere** Mind; **Ritual Level** 4

**Casting Time** 1 hour

**Components** V, S, M (lighted incense, and pearls crushed into warm milk (collectively worth 50 gp plus an extra 10 gp per individual included) consumed at the beginning of the ritual)

**Description** At the conclusion of the ritual you (and up to one other creature per two caster levels) enter a trance and leave your physical body behind and enter either your own personal dreamscape or the dreamscape of another that you have either located or into which you have been welcomed. If you enter the dreamscape of another, the portion of their dreamscape that you observe may reshape to be more like your own personal dreamscape.

### Dreamquake

**Sphere** Mind; **Ritual Level** 2

**Casting Time** 10 minutes

**Components** V, M (treatise on psychology, neural physiology, or nightmares worth 10 gp; the treatise must be on your physical person when you enter the dreamscape, and the dreamscape's recreation of the treatise is acceptable while casting within the dreamscape, though the physical copy will turn to ash in the waking world just as it does in the dream)

**Description** By reciting the phrases within the treatise and altering them as you speak, the knowledge of that which is as well as that which is not but should be reverberates throughout the dreamscape, focusing tremors on a specific point. One thought construct within the dreamscape, often one providing a specific bonus to the caster or effect on the environment, takes 1d12 points of damage per caster level and can be considered ruined or non-functional if it takes damage equal to ten times the casting ability modifier of the owner of dreamscape in question (if the owner of the dreamscape is not a caster, use the highest mental ability modifier to determine this). Such damage is repaired at a rate equal to its owner's casting ability modifier per minute if the structure is not ruined; if it is ruined, it repairs at a rate equal to the owner's casting ability modifier per day.

### Driving Force

**Sphere** Telekinesis; **Ritual Level** 3

**Casting Time** 30 minutes

**Components** V, S, M (magic attuned lodestone worth 25 gp)

**Description** This ritual creates a stream of gentle telekinetic force that pushes towards a specific direction. A line with a length equal to 25 feet + 5 feet per 2 caster levels is centered on you, while the line itself is positioned towards the designated direction. Any creature (including you) that travels on the line towards the designated direction travels at double its normal overland speed, though its speed in tactical situations is unaffected. The effects of this ritual last for a full day.

### Earthquake

**Sphere** Nature; **Ritual Level** 8

**Casting Time** 1 day

**Components** V, S, M (unworked gems or minerals worth 1,000 gp)

**Description** This functions as the *earthquake* spell.

### Fairy Path

**Sphere** Fallen Fey; **Ritual Level** 3

**Casting Time** 30 minutes

**Components** S, M (25 gp cold iron compass that is consumed at the end of the duration)

**Description** This ritual causes the compass to point toward the fairy ring nearest a destination in Faerie specified during that casting of the ritual. The compass points the way for 24 hours, then disintegrates.

### Find Fairy Ring

**Sphere** Fallen Fey; **Ritual Level** 1

**Casting Time** 5 minutes

**Components** S, M (5 gp in fungus native to Faerie)

**Description** This ritual gives you the direction to the nearest fairy ring that you are capable of passing through. It gives no information regarding distance.

### Floating Disk

**Sphere** Creation; **Ritual Level** 1

**Casting Time** 5 minutes

**Components** V, S, M (silver dust worth 5 gp)

**Description** This functions as the *floating disk* spell.

### Grant Metamagic Feat

**Sphere** Mind; **Ritual Level** 3

**Casting Time** 30 minutes

**Components** V, S, M (125 gp of burnt magical scrolls)

**Description** The performer of the ritual gains knowledge of one metamagic feat for which he meets the prerequisites for 24 hours. Only one feat may be gained from this ritual at one time; additional castings remove the feats previously gained from this ritual.

### Hallow

**Sphere** Fate; **Ritual Level** 5

**Casting Time** 24 hours

**Components** V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the ritual to be included in the hallowed area)

**Description** This functions as the *hallow* spell.

### Heal

**Sphere** Life; **Ritual Level** 6

**Casting Time** 4 hours

**Components** V, S, M (250 gp in special ointment)

**Description** This functions as the *heal* spell.

### Heroes' Feast

**Sphere** Creation; **Ritual Level** 6

**Casting Time** 4 hours

**Components** V, S, M (250 gp in rare herbs and spices)

**Description** This functions as the *heroes' feast* spell.

### Identify

**Sphere** Divination; **Ritual Level** 1

**Casting Time** 5 minutes

**Components** V, S, M (bottle of fine wine worth 5 gp, stirred with an owl's feather)

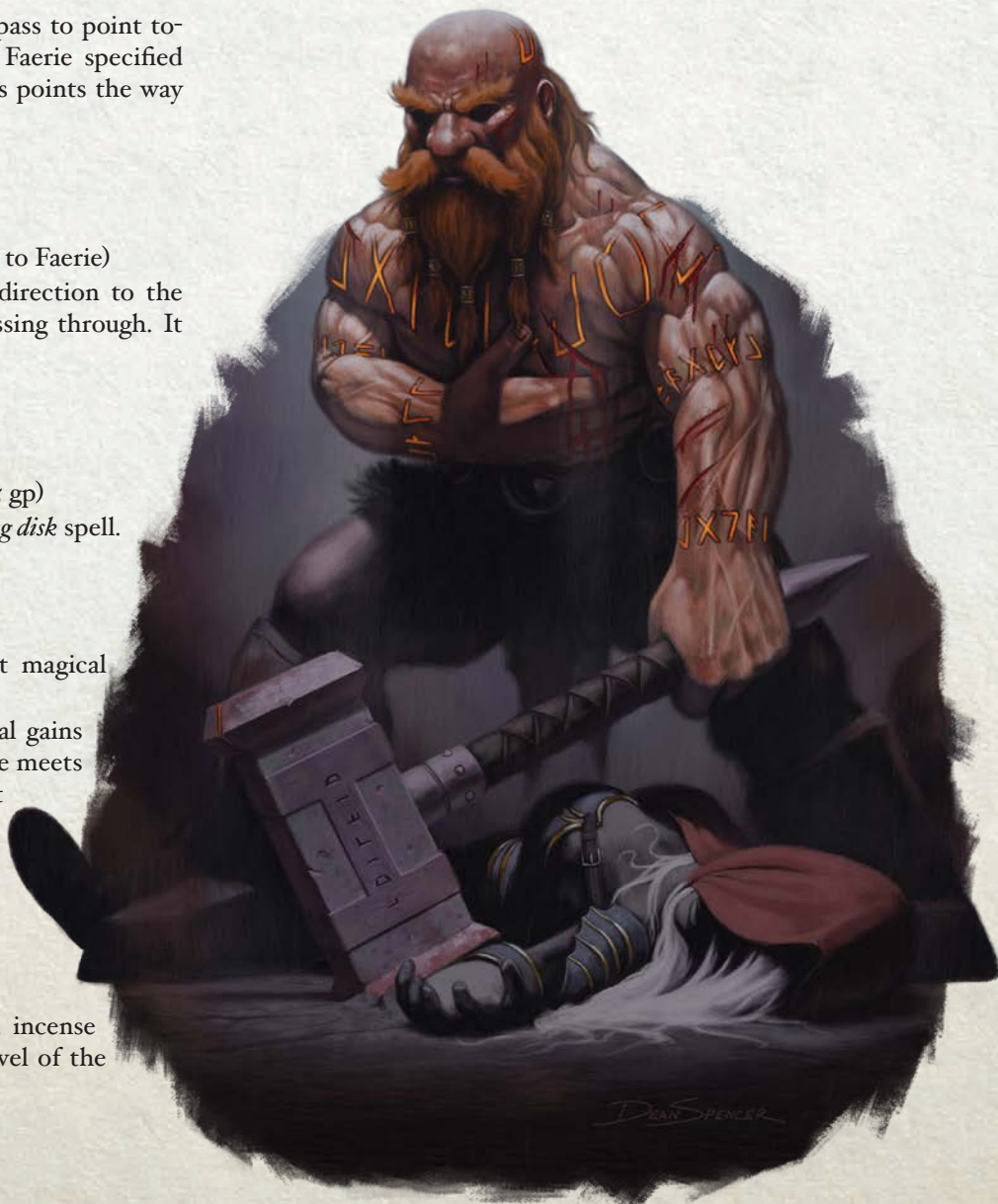
**Description** This functions as the *identify* spell.

### Lifesblood Sacrifice

**Sphere** Life; **Ritual Level** 4

**Casting Time** 30 minutes

**Components** V, S, F (obsidian ritual knife), M (onyx stone worth 100 gp)



**Description** You kill a willing or helpless creature to restore life to a dead creature. The sacrificed creature must either have more Hit Dice than the target to be revived or else be a blood relative of the target. The target is revived as per the *raise dead* spell. The sacrificed creature cannot be revived by any means short of *miracle* or *wish* until the raised target is slain.

### Mental Block

**Sphere** Mind; **Ritual Level** 2

**Casting Time** 10 minutes

**Components** V, M (petals from a flower that only opens in the light of a moon, worth 10 gp)

**Description** By meditating and intoning an ancient rhyme while breathing the scent of the flower petals as they burn, you fortify your dreamscape against unwanted intruders, granting your dreamscape a bonus equal to 2 + your casting ability modifier on its Will save to avoid detection through scrying or other similar means. You also gain this bonus on attacks against your mind that come directly from your own dreamscape, such as on Will saves made to resist enchantment effects cast at you by another when you are both in your dreamscape or on saves to resist the effects of attacks against your dreamscape directly. This bonus lasts for one day per caster level. During this duration, a thought construct of resilient durability (typically resembling a mausoleum, large safe, small fort, or other stocky, sturdy structure) appears within your dreamscape. If the thought construct is destroyed, removed, or made non-functional, you lose the bonuses offered by this ritual.

### Open Rift

**Sphere** Warp; **Ritual Level** 3

**Casting Time** 30 minutes

**Components** V, S, M (25 gp of preserved flesh from a creature with the elemental subtype)

**Description** An elemental rift is opened at a point within 400 feet, creating an area with a 30-foot radius inside of which the planar traits (elemental and energy traits, gravity traits, and magic traits only) of one elemental plane override those of the plane on which this spell is cast. This effect lasts for 24 hours.

### Pact

**Spheres** Fate, Mind; **Ritual Level** 3

**Casting Time** 30 minutes

**Components** V, M (a scroll of gilded vellum worth 25 gp to be burned at the conclusion of the ritual, along with the proper tools for signing in expensive inks or blood)

**Description** A potent agreement between people, usually those who do not trust each other or at least wish some strenuous assurance to be placed on the other. Those who sign the gilded vellum enter into a binding contract, one where failure to fulfill their side invites dire consequences. Such consequences may include:

- 1 point of damage every round forever (typically circumventing damage reduction or other means of avoiding damage unless a specific sort of damage is specified).
- Instant death (affecting even those typically immune to death effects such as constructs or the undead)
- Lycanthropy
- Petrification

- The presence of a ghostly wraith or other creature that will kill one of the signer's love ones if they venture outside at night
- Transformation into a small animal
- Another effect of similar strength and effect, with GM approval

No one may participate in the *pact* ritual except by their own free will. No saving throw or spell resistance can avoid the negative consequences should a pact maker not fulfill their side of the bargain, as the ritual takes effect at the time of the casting. The *pact* enforces the spirit of the agreement before the specific wording of the agreement, but will ignore the specific wording if all parties agree for this to be the case. Similarly, neither party is subject to any terms of a contract they either have not read or had read to them in a language they understand.

A *pact* cannot be dispelled, but it may be broken through the Break Enchantment Life talent, as well as through spells such as *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. Similarly, a second *pact* ritual may be performed by all participants of the original *pact*, wherein the terms simply release some or all previous participants from the terms of one previous *pact*.

### Permanency

**Sphere** Varies (see below); **Ritual Level** 5

**Casting Time** 2 hours

**Components** V, S, M (2,500 in diamond dust per level of the affected ritual, see spell)

**Description** This functions as the *permanency* spell.

### Polymorph Any Object

**Sphere** Creation; **Ritual Level** 8

**Casting Time** 1 day

**Components** V, S, M (diamond dust worth 1,000 gp)

**Description** This functions as the *polymorph any object* spell.

### Preserve Organ

**Sphere** Death or Life; **Ritual Level** 0

**Casting Time** 1 minute

**Components** V, S, M (drop of liquid ice worth 1 gp)

**Description** You may preserve a severed limb or harvested organ for 24 hours, during which time the limb or organ does not decompose or deteriorate in any way. When the duration of this ritual expires, the severed limb or harvested organ continues to decompose. This ritual is not sufficient to preserve a whole corpse for the purpose of raising the dead.

### Attaching Severed Limbs

In gritty campaigns, it is commonplace for even low-level characters to experience limb loss, especially when the Called Shots rule system from Pathfinder's *Ultimate Combat* is being used. Amputated limbs outside of the Make Whole advanced Life talent or the *regeneration* ritual decompose quickly when not preserved. Refer to the table below as a guideline for determining how long a severed limb can remain amputated before use of Make Whole is required to reattach a limb. Taking effective measures (such as keeping it cool, at the GM's discretion) to preserve an amputated organ doubles the amount of time it can be preserved.

Attaching a severed limb requires that the amputee recovers the hit points lost during the debilitating blow (usually 50% of the creature's maximum hit points), plus a successful use of the Heal skill's treat deadly wounds before the limb deteriorates too much. Amputation that is performed due to complications which are the result of disease or poison must be cured before attempting replantation.

Successfully reattaching a limb without the use of Make Whole does not mean full recovery until the ability damage or drain usually associated with the limb is also treated (see Pathfinder's *Ultimate Combat*, pages 193-197 for more information).

**Table: Severed Limbs**

Limb	Size Example	Necrosis (w/o limb preservation)
Fine	Halfling finger/toe	4 hours
Diminutive	Human finger/toe	3 hours
Tiny	Human hand/foot	2 hours
Small	Human arm/leg	1 hour
Medium	Frost giant arm/leg	30 minutes
Large	Titan finger/toe	15 minutes
Huge	Titan hand/foot	5 minutes
Gargantuan	Titan arm/leg	1 minute

### Raise Dead

**Sphere** Life; **Ritual Level** 5

**Casting Time** 2 hours

**Components** V, S, M (100 gp in special ointment, diamond worth 5,000 gp)

**Description** This functions as the *raise dead* spell.

### Reflection/Refraction

**Sphere** Light; **Ritual Level** 2

**Casting Time** 10 minutes

**Components** V, S, M (well made glass prism worth 50 gp)

**Description** You can alter the reflective and refractive properties of an inanimate object. You can change the coloration of an object, make its surface reflective, glossy, or dull, or even make it more or less translucent or transparent (though you cannot make an object invisible in this way, or remove invisibility). Your alteration does not have to be uniform, allowing you to simultaneously paint a wall and give it a clear window, or create other patterns, though you must attempt appropriate skill checks to create complex or artistic designs. This is an instantaneous effect as you are directly changing the properties of the object, so it does not have a duration and cannot be dispelled. This ritual can affect up to one 5-foot cube of material.

### Scrying

**Sphere** Divination; **Ritual Level** 4

**Casting Time** 1 hour

**Components** V, S, M (50 gp in silver dust), F (pool of water, or silver mirror worth 1,000 gp)

**Description** This functions as the *scrying* spell.

### Shrink Item

**Sphere** Creation; **Ritual Level** 3

**Casting Time** 30 minutes

**Components** V, S, M (25 gp of silver dust)

**Description** This functions as the *shrink item* spell.

### Siege of Trees

**Sphere** Nature; **Ritual Level** 7

**Casting Time** 8 hours

**Components** V, S, M (500 gp in rare herbs)

**Description** This functions as the *siege of trees* spell.

### Sympathy

**Sphere** Nature; **Ritual Level** 8

**Casting Time** 1 day

**Components** V, S, M (a drop of honey and crushed pearls worth 2,500 gp)

**Description** This functions as the *sympathy* spell.

### Telekinetic Mule

**Sphere** Telekinesis; **Ritual Level** 1

**Casting Time** 5 minutes

**Components** V, S, M (ritual chalk worth 5 gp)

**Description** For 24 hours, add your caster level plus your casting ability modifier to your Strength to determine your carrying capacity.

### Teleport

**Sphere** Warp; **Ritual Level** 5

**Casting Time** 2 hours

**Components** V, M (100 gp in diamond dust)

**Description** This functions as the *teleport* spell.

### Tongues

**Sphere** Divination; **Ritual Level** 3

**Casting Time** 30 minute

**Components** V, M (silver dust worth 25 gp)

**Description** This functions as the *tongues* spell.

### Tool For The Job

**Sphere** Creation, Enhancement, or Nature; **Ritual Level**

0

**Casting Time** 1 minute

**Components** S, M (water, metal, stone, or wood; gold dust worth 1 gp)

**Duration** 1 hour per caster level

**Description** By magically shaping a nearby resource, you temporarily create a single tool that serves as masterwork tools (granting a +2 circumstance bonus) for one skill of your choice. **Skills** or skill uses that do not require tools (such as Knowledge skills, Use Magic Device, etc.) cannot benefit from this ritual. The tool lasts for 1 hour per caster level before dissolving back into its elemental components.

### Unseen Servant

**Sphere** Telekinesis; **Ritual Level** 1

**Casting Time** 5 minutes

**Components** V, S, M (ritual chalk worth 5 gp)

**Description** This ritual functions as the *unseen servant* spell.

### Unseen Servant, Bound

**Sphere** Telekinesis; **Ritual Level** 3

**Casting Time** 30 minutes

**Components** V, S, M (ritual chalk worth 1000 gp)

**Description** This ritual functions as the *unseen servant* spell, except the duration is permanent and the unseen servant is bound to a specific location rather than the caster. If the unseen servant is destroyed by taking damage, moving beyond its range, or is dispelled, it reforms after 24 hours.

An unseen servant created by this ritual can be set to obey the orders of others than the caster, either performing tasks for anyone, obeying the orders of anyone who provides a password, or obeying anyone who carries a specific token. Who can give orders is set when the ritual is performed, and tokens must be designated at this time. Any object can be used as a token, and you may designate a number of tokens equal to your caster level when you perform the ritual.

### Water From Blood

**Sphere** Blood; **Ritual Level** 0

**Casting Time** 1 minute

**Components** V, S, M (blood to be transmuted)

**Description** You draw out the blood of one creature slain within the last hour and separate out the water. The creature must have been a valid target for *blood control*. A Medium creature yields 2 gallons of clean water; divide this volume by 4 for every size category smaller and multiply by 4 for every size category greater than Medium.

### Weld, Least

**Sphere** Telekinesis; **Ritual Level** 0

**Casting Time** 1 minute

**Components** V, S, M (a few drops of alchemical resin worth 1 gp)

**Description** With this ritual you telekinetically bind a Diminutive-sized or smaller object to another surface, fixing the two together indefinitely. The force that binds them is a relatively weak one however, and any creature may use a move action to pull them apart.

### Weld, Lesser

**Sphere** Telekinesis; **Ritual Level** 1

**Casting Time** 5 minutes

**Components** V, S, M (vial of alchemical resin worth 5 gp)

**Description** As the *least weld* ritual, except you may bind a Tiny-sized or smaller object to a surface, and the bond between them is stronger. Attempting to pull the joined items apart requires a standard action and a successful Strength check (DC 11 + casting ability modifier).

### Weld, Greater

**Sphere** Telekinesis; **Ritual Level** 3

**Casting Time** 30 minutes

**Components** V, S, M (flask of alchemical resin worth 10 gp)

**Description** As the least weld ritual, except you may bind a Small-sized or smaller object to a surface and the bond between them is substantial. Attempting to pull the joined items apart requires a standard action and a successful Strength check (DC 10 + half caster level + casting ability modifier).

# Incantations

Incantations, like rituals, are elaborate ceremonies designed to bring about powerful effects. However, while rituals require a caster level and accomplish their feats through gestures, chanting, and the use of expensive components, incantations have no required caster level and could involve chanting, gesturing, dancing, building elaborate machines, sacrificing gnomes under a full moon, carving the name of god onto a stone and dropping it into a bottomless well, or any number of other possible conditions.

Incantations are a completely different type of magic from anything else presented on this site. Where other magic uses caster levels and spell points, incantations use skill checks. Where other magic is reliable, broad, and generally carries no risk for the caster, incantations are often costly, dangerous, and very specific in what they accomplish. There are no class requirements to using most incantations, and virtually anyone can use an incantation if they are willing to pay the high cost of success and risk the even higher cost of failure.

## The Role of Incantations

More so than any other form of magic presented on this site, incantations are almost completely defined by their role in the campaign.

Rituals and Advanced Talents are both designed to be player driven forms of advanced magic: if a player possess the plane-shift ritual and has the gold to cast it, he may sojourn the planes as often as he sees fit. With an incantation, on the other hand, a player may only know how to visit a specific plane and might only be able to do so one day a year or only when they fulfill a special requirement, such as holding the heart of a recently slain black dragon. Using an incantation is often a very special event, and entire quests and adventures could revolve around performing—or stopping—an incantation from being used. Usually, incantations serve one of three purposes: plot device, party aid, and flavor.

**Plot Device:** Incantations are often very specific, both in effect and requirement. Through incantations, a GM can allow the party to raise the dead, travel across worlds, or speak to spirits in ways that do not upset the rest of the game world. Alternatively, villains could summon ancient demons, turn a city to stone, or place a king in an eternal slumber without necessarily being too high level for the party to handle. No matter what the story demands, an incantation can be crafted to fit the requirement.

**Party Aid:** Sometimes a party lacks something the GM feels they need. This could be a method of healing or tracking, a means for long-range communication, or a party scout. Through incantations, a GM can give a party new abilities that change the way they play, from giving them the ability to summon a spirit scout, to letting them heal their wounds at night without need for the Life sphere. In this way, incantations can become a treasure more valuable than gold and definitely worth a quest or two to acquire.



**Flavor:** Incantations allow a GM to customize the place of magic in their world, mixing setting, plot, and character together in ways other magic systems simply cannot contain. In the case of low-magic worlds or horror-themed games, incantations could even completely replace other magic systems, adding a sense of wonder and danger to magic that extends beyond what many consider ‘traditional’ gameplay. Indeed, incantations do not need even strictly to be magic; it is an easy thing to adapt the incantation rules to cover meditative trances, risky medical procedures, or the creation of steam-powered technological wonders, if that is the feel a particular world demands.

## Discovering Incantations

While rituals and spells have clear-cut rules for player-conducted research, there are no universal rules for discovering incantations, as each incantation is something wholly unique unto itself. Players may discover an incantation in an ancient library, as part of the rites of a hidden temple, in an old nursery rhyme or children’s tale, or among a blacksmith’s notes detailing his last, greatest creation. Incantations might be found as treasure or might require the party to quest in search of secret knowledge.

## Using Incantations

To use an incantation, a creature must meet all of its included criteria. While the exact rules and requirements differ from incantation to incantation, every incantation has the following basic components:

**Casting Time:** Every incantation has a casting time, which could range from a matter of minutes to several days or more.

**Components:** Most incantations require some variety of components, such as focus, material, somatic, and verbal components. In addition, some require secondary performers (abbreviated SP in an incantation’s description).

**Secondary Performers (or Secondary Casters):** Incantations often require multiple participants to successfully complete them. However, only one participant can be the primary performer. Secondary performers can attempt skill checks in place of the primary performer. However, performers cannot use the aid another action to assist in required skill checks. Incantations can be performed with more performers than necessary, so if certain participants cannot continue, others can replace them.

**Skill Checks:** Every incantation lists a series of skill checks that must be successfully made in order to complete the incantation. Each incantation lists how many successful checks are required to cast it. Unless otherwise specified, you attempt a skill check every 10 minutes; failing a check means the incantation takes an additional 10 minutes to complete. Often, an incantation’s required skill checks can be performed in any order. Occasionally, however, a particular sequence is required either in total or in part. In this case, the required skill checks will be labeled with “in order” in the incantation description.

Any of the checks listed after this label must be performed in the same sequence listed; any listed before this label may be performed in any order either before or after the entirety of the sequenced checks. For example, in the case of “Skill Checks Knowledge (arcana) DC 20, 1 success; in order—Sense Motive DC 20, 1 success; Bluff DC 20, 3 successes; Survival DC 20, 3 successes,” you must attempt 1 Sense Motive check, followed by 3 Bluff checks, and then by 3 Survival checks. However, the lone Knowledge (arcana) check may be performed either before the Sense Motive check or after the last Survival check.

**Backlash and Failure:** Many rituals include some sort of backlash that affects you whether the incantation was successful or not. In addition, if the caster fails two consecutive skill checks, the entire incantation fails. Failing to cast an incantation still expends all material components and always bestows additional consequences.

## Failed Incantations

If two consecutive skill checks are unsuccessful—even if made by different performers—the incantation fails. If an effect is listed in an incantation’s description specifically for failure, it targets the performer that failed the second check (in addition to a possible backlash). There are many possible consequences for failure, with the most common listed below.

**Attack:** A summoned creature attacks you—and likely everyone else nearby.

**Augment:** Instead of destroying the target as it was supposed to, the incantation makes the target more powerful.

**Betrayal:** Though the incantation seems to succeed, the subject of the incantation—or even you—actually undergoes a dramatic alignment change. For the next 1d6 minutes, the subject’s alignment becomes the extreme opposite of what it was previously (for instance, lawful good becomes chaotic evil, or chaotic neutral becomes lawful neutral; a neutral subject randomly becomes lawful good, lawful evil, chaotic good, or chaotic evil). The subject generally tries to keep its new outlook a secret.

**Damage:** You or the target takes damage as the consequence of failure.

**Death:** Someone dies. This is usually you or the target. Some incantations allow a saving throw to avoid this consequence of failure.

**Delusion:** You believe the incantation worked, but actually, it had no effect—or a very different one from that intended.

**Falsehood:** The incantation (typically a divination) provides you with false results, but you believe it to be true.

**Hostile Spell:** You are targeted by a harmful effect, specified in the incantation’s description.

**Mirrorcast:** The incantation has the opposite effect of what was intended.

**Reversal:** The incantation affects you rather than the intended target.

## Special Rules

**Interrupting Incantations:** Incantations take a long time to perform, but they are not as delicate and exacting as other forms of magic. You do not provoke attacks of opportunity while performing them, and you can even pause the ritual for a short time in order to fight, use magic, or take other actions. However, for each round the incantation is interrupted, the DC of all subsequent skill checks to complete the performance increases by 1.

Time spent during the interruption of an incantation does not count toward its casting time.

**Saving Throws:** If an incantation allows a save, the formula to calculate the save is included in the incantation's description.

**Spell Resistance:** When attempting magic skill checks to overcome spell resistance, divide the incantation's skill check DC by 2 to find its effective MSB. (For opposed checks, use the default DC for the incantation's sphere modified by any bonuses or penalties listed in the incantation for the opponent's roll; divide this value by 2.) Use this value even if you are a caster.

**Taking 10:** As long as you are not threatened or distracted, you may take 10. However, incantations with backlash components or similarly harmful aspects count as threats, preventing you from taking 10. You may never take 20 when attempting to complete an incantation.

## Creating New Incantations

While there are rules for player-driven research for both rituals and spellcrafting, creating new incantations is exclusively the realm of the GM (although it is possible for players to attempt the creation of an incantation under strict GM supervision). Creating new incantations can be a difficult balancing act: if an incantation is too difficult, too costly, or too dangerous, players may avoid using it altogether, while if an incantation is too easy, players may use it endlessly. Likewise, while some low-magic games leave the players with little option but incantations, in other games the players may have access to so many advanced talents and rituals that they do not need to rely on incantations except for the most pressing of circumstances. As such, judgment and common sense should always be used when creating new incantations; all numbers and values given below should be seen as guidelines rather than hard rules.

As a rule of thumb, each incantation should have at least one aspect (high DC, expensive component, extremely-specific effect or requirements, strong backlash or risk of failure) to discourage overuse; each use of an incantation should feel like a major event, if not the focus of its own adventure. While incantations may be as varied and unique as the GM desires, the following guidelines will help balance new incantations.



## Determine Sphere

When creating an incantation, first decide which sphere or spheres it most thematically resembles. Each sphere has a specific DC associated with it that serves as the base skill check DC. If an incantation combines themes from multiple spheres, choose the most important one to determine the incantation's base DC, and add 1/3 of the DC of the other spheres to the total DC.

Each summary below specifies the range, target, duration, and other aspects of an incantation associated with a particular sphere.

### Alteration

**Skill Check** DC 32; **Range** close; **Target** one creature; **Duration** minutes; **Saving Throw** Fortitude negates (or harmless); **SR** yes

### Blood

**Skill Check** DC 32; **Range** close; **Target** one creature; **Duration** minutes; **Saving Throw** Fortitude negates (or harmless); **SR** yes

### Conjuration

**Skill Check** DC 30; **Range** close; **Target** one creature; **Duration** hours; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

### Creation

**Skill Check** DC 30; **Range** close; **Target** one 20-ft. cube of matter; **Duration** hours; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

### Dark

**Skill Check** DC 30; **Range** medium; **Area** 20-ft. radius burst (or 1 person for meld); **Duration** minutes; **Saving Throw** none or Fortitude negates (harmless); **SR** no or yes (harmless)

### Death

**Skill Check** DC 34; **Range** close; **Target** one or more creatures or corpses; **Duration** instantaneous; **Saving Throw** Fortitude negates (or none); **SR** no

### Destruction

**Skill Check** DC 32; **Range** close; **Area** 5-ft. wide bolt or 20-ft. radius burst; **Duration** instantaneous; **Saving Throw** Reflex half; **SR** yes

### Divination

**Skill Check** DC 30; **Range** long; **Target** personal; **Duration** minutes; **Saving Throw** none; **SR** no

### Enhancement

**Skill Check** DC 32; **Range** close; **Target** one creature or 20 cubic feet of matter; **Duration** minutes; **Saving Throw** Fortitude negates (or harmless); **SR** yes

### Fate

**Skill Check** DC 32; **Range** medium; **Area** 5-ft. wide bolt or 20-ft. radius burst; **Duration** instantaneous; **Saving Throw** Reflex half; **SR** yes

### Fallen Fey

**Skill Check** DC 32; **Range** close; **Target** one creature; **Duration** minutes; **Saving Throw** Fortitude negates (or harmless); **SR** yes

### Illusion

**Skill Check** DC 32; **Range** touch; **Target** one living creature or 20 cubic feet of matter; **Duration** minutes; **Saving Throw** Will disbelief; **SR** yes

### Life

**Skill Check** DC 32; **Range** medium; **Target** 1 creature; **Duration** instantaneous; **Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

### Light

**Skill Check** DC 30; **Range** medium; **Area** 20-ft. radius burst; **Duration** minutes; **Saving Throw** None; **SR** yes

### Mind

**Skill Check** DC 32; **Range** close; **Target** one living creature; **Duration** minutes; **Saving Throw** Will negates; **SR** yes

### Nature

**Skill Check** DC 30; **Range** close; **Area** 20-ft. radius burst; **Duration** minutes; **Saving Throw** Reflex negates; **SR** yes

### Protection

**Skill Check** DC 32; **Range** close; **Target** one or more creatures, no two of which can be more than 30 ft. apart; **Duration** minutes; **Saving Throw** Will negates (harmless); **SR** yes (harmless)

### Telekinesis

**Skill Check** DC 32; **Range** close; **Target** one or more creatures or objects, no two of which can be more than 30 ft. apart; **Duration** minutes; **Saving Throw** Will negates; **SR** yes

### Time

**Skill Check** DC 32; **Range** close; **Target** one or more creatures, no two of which can be more than 30 ft. apart; **Duration** minutes; **Saving Throw** Fortitude negates; **SR** yes

### War

**Skill Check** DC 32; **Range** close; **Area** 20-ft. radius burst; **Duration** rounds; **Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

### Warp

**Skill Check** DC 30; **Range** close; **Target** one creature; **Duration** instantaneous; **Saving Throw** Fortitude negates; **SR** yes

### Weather

**Skill Check** DC 32; **Range** medium; **Area** 20-ft. radius burst; **Duration** minutes; **Saving Throw** none; **SR** no

## Modify DC

For the next step, determine what adjustments, if any, are required of the base DC, factoring in the specifics of your incantation (see Table: Modifying Incantations for a list of how certain factors change the skill check DC). Use this list as a guideline for modifications that are not listed, such as new backlash effects.

**Table: Modifying Incantations**

<i>Factors Check</i>	<i>DC Modifier</i>
<b>Skill Checks</b>	
Requires checks involving more than one skill	-1
<b>Casting Time</b>	
1 hour between checks	-1
Casting time is restricted (such as, only during full moon)	-4
Casting time is severely restricted (such as, only during lunar eclipse)	-8
<b>Focus and Material Components</b>	
Expensive material component (500 gp)	-1
Expensive material component (5,000 gp)	-2
Expensive material component (25,000 gp)	-4
Expensive focus (5,000 gp)	-1
Expensive focus (25,000 gp)	-2
<b>Extra Performers</b>	
10 or fewer secondary performers	-2
11-100 secondary performers	-6
101 or more secondary performers	-10
<b>Range</b>	
Touch to close/close to touch	+2/-2
Close to medium/medium to close	+2/-2
Medium to long/long to medium	+2/-2
<b>Area</b>	
Doubling area/halving area	+3/-3
<b>Target</b>	
Unwilling target must be helpless	-2
Limited targets (by Hit Dice, creature type, and so on)	-3
Single target to multiple targets	+4
<b>Duration</b>	
Rounds to minutes/minutes to rounds	+2/-2
Minutes to hours/hours to minutes	+4/-2
Hours to days/days to hours	+6/-2
Days to permanent or instantaneous/permanent or instantaneous to days	+10/-4

**Saving Throw**

None (or harmless) to save partial/save partial to none (or harmless)	+2/-2
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Save partial to save negates/save negates to save partial	+2/-2
---	-------

**Spell Resistance**

Yes to no (or harmless)/no (or harmless) to yes	+4/-4
---	-------

**Backlash**

Per 2d6 points of damage	-1
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Performer is exhausted	-2
------------------------	----

Per negative level performer gains	-2
------------------------------------	----

Performer reduced to -1 hit point	-3
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Performer infected with disease	-4
---------------------------------	----

Backlash affects secondary performers too	-1
---	----

**Lesser Incantations**

Per incantation effective level less than 6th	-2
---	----

## Set Level

Finally, set the effective level of the incantation. Incantations are comparable to spells and rituals, and have the same level system (0-9). When determining the level of an incantation, it is often useful to compare it to spells or rituals to determine an appropriate level. Or, if comparing it to its base sphere, assume a level of  $\frac{1}{3}$  the needed caster level +1 per spell point required. This effective level determines a number of aspects of the incantation, such as how many total successes are required, save DCs, and sometimes its range and duration.

**Skill DC:** For every level an incantation possesses below 6th, decrease its starting DC by 2. The minimum DC for an incantation is  $8 + (2 \times \text{level of the incantation})$ . This equals a DC 10 for 1st level, DC 12 for 2nd level, DC 14 for 3rd level, DC 16 for 4th level, and DC 18 for 5th level.

**Total Successes:** Equal to the incantation's effective level. Save DC: 10 + incantation's effective level + the principle caster's casting ability modifier.

**Duration and Range:** When determining the duration, range, and other variables, assume a caster level of twice the incantation's level. Duration and range are determined as usual: if a duration is given in minutes, it will have a duration of 1 minute per caster level. If the range is medium, it will have a range of 100 feet + 10 feet per caster level. Thus, a level 5 ritual with a duration of minutes and a range of medium would have a duration of 10 minutes, and a range of 300 feet. These details are often specified in an incantation's description. If not, assume a caster level of twice the incantation's level and use the same formula a similar spell would use. For example, an incantation with a duration of minutes would last 12 minutes as it is effectively a 6th level ritual. The same incantation with a range of medium can affect a target up to 220 feet away.

## Opposed Checks

Some incantations use opposed ability or skill checks instead of checks with static DCs. Creating these incantations is almost identical to creating ones with static DCs; you must still choose the sphere and use the same default values, however, replacing the starting DC in this case with an opposed check, such as Bluff vs. Sense Motive or Disguise vs. Perception. When modifying the incantation, instead of applying adjustments to a static DC, apply adjustments to the target's check result. For example, if creating an incantation that required an opposed Bluff vs. Sense Motive check, if you increased the duration from minutes to hours, you would then apply a +4 adjustment to the target's check result. This means the opposed check would now be your Bluff result vs. the target's Sense Motive result +4. If, instead, you reduced the duration from minutes to rounds, you would apply a -2 adjustment to the target's Sense Motive check.

In an incantation description, using the current example, an opposed check would be designated "Bluff vs. Sense Motive +4". The skill or other quantity that you use is the first listed, in this case Bluff. The one you are opposing uses the second skill or the other quantity listed, in this case Sense Motive. Any modifier listed for you or your opponent is applied to the respective checks.

## Sample Incantations

### Call Extraplanar Being

With proper research and suitable payment, anyone can call upon the denizens of the planes.

**Sphere** Conjunction; **Level** 3rd

**Skill Checks** Knowledge (nature or planes) DC 15 + 1 per Hit Die of called creatures 2 successes, Knowledge (arcana) DC 15 + 1 per Hit Die of called creatures 1 success.

**Casting Time** 1 hour

**Components** S, M (25 gp worth of powdered silver per Small-sized creature that will fit in the circle, a Medium creature counts as two Small creatures, a Large creature counts as two Medium creatures, etc.)

**Target** A number of Hit Dice of outsiders

**Duration** instantaneous

**Saving Throw** Will negates; **SR** no

#### Description

The performers may call upon a powerful creature from another plane. Calling takes one of two forms: allies and hostiles. If you call a servant of an extraplanar being with which you have a strong connection (i.e., a cleric calling a servant of its god) they are considered an ally. All other creatures are considered hostiles, regardless of their disposition towards the caster. GMs have the final say in whether or not a character

is capable of calling allies. The caster level of this ability is equal to (the Knowledge check DC-10)/2.

If the target is of the fey type, use Knowledge (nature); if of the outsider type, use Knowledge (planes). To call a target, the primary performer must choose a location within close range for them to appear (often a diagram per the Summoning Diagram incantation or Diagram advanced talent), the Hit Dice of the creature (or creatures), requiring 1 Knowledge (nature or planes) check, and the kind of creature to be called must be known and stated (the second Knowledge (nature or planes) check). If the primary performer wishes to call a specific individual, he must use that individual's proper name (doing so increases the DC of the Knowledge (nature or planes) check by 10). Multiple creatures may be called with one use of this ability (up to 3 at once) but the combined Hit Dice of all called creatures cannot exceed the chosen Hit Dice total.

If successful, the performers call the creatures as the Call Planar Creature advanced talent.

**Note:** Many evil-aligned creatures will accept payment in blood instead of wealth, even behaving as allies if a blood price is offered. For every 25 gp cost, 1 Hit Die worth of creatures must be killed. Creatures with an Intelligence score of 3 or higher count as twice their listed Hit Dice for this purpose. These creatures must be killed within a specially prepared magic circle (no cost to create, but requires at least one hour to draw; maximum radius 5 feet per caster level). So long as the magic circle remains intact, any caster may use Hit Dice collected within it to power their magic, spending the collected Hit Dice as if it were gold to power their rituals. The life and essence alternate ritual costs (see optional pricing section) may also be appropriate for some creatures, at the GM's discretion.

#### Backlash

All performers are fatigued. If already fatigued, they instead become exhausted. If exhausted, they fall unconscious for 1d4 hours.

#### Failure

All performers gain 1 permanent negative level. Additionally, the target is aware of the identities of all the performers and may seek revenge or chastisement if it chooses.

The target may choose to appear but is completely unbound and may act as it chooses.

### Commune With Nature

**Sphere** Divination; **Level** 5th

**Skill Checks** in order Knowledge (nature) DC 20, Knowledge (geography) DC 20, Knowledge (nature) DC 20, 1 success each.

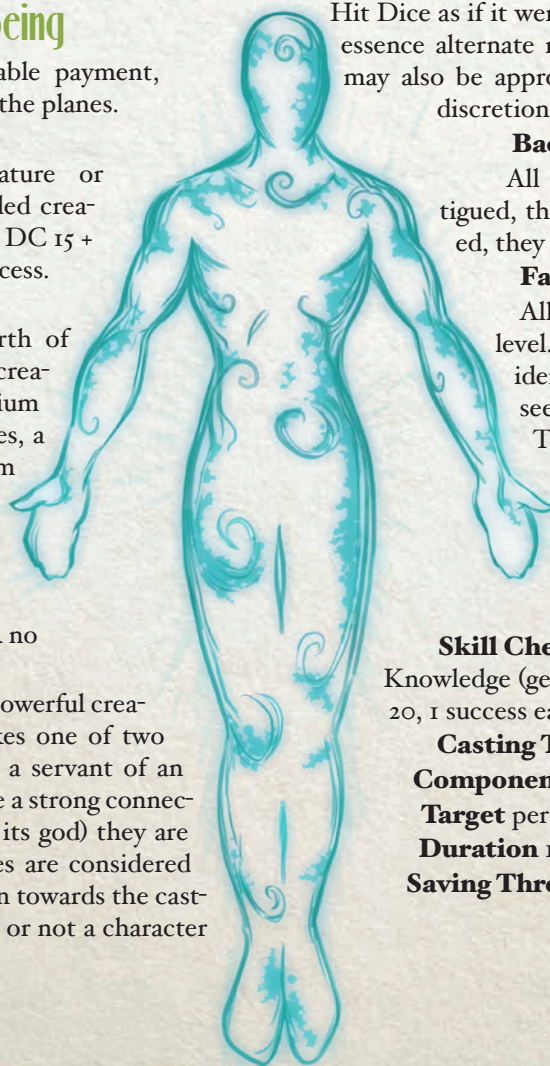
**Casting Time** 1 hour

**Components** V, S, DF

**Target** personal

**Duration** 10 minutes

**Saving Throw** none; **SR** no



**Description**

Skill checks are made on the day of a solstice or equinox inside a druid's hallowed stone circle, which are made once every 20 minutes. Attempts on performing the incantation outside the required location or day increases the skill check DC by +20, usually resulting in failure.

Secondary performers may aid in this incantation, while not required, sufficient secondary performers decreases all the skill check DCs by an appropriate amount.

Upon successfully completing the incantation, the performers suffer from the effects of backlash and have ten minutes (the incantations duration) to each ask for one useful piece of advice in response to a question concerning a specific goal, event, or activity that is to occur within one week per performer. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If any of the performers does not act on the information, the conditions may change so that the information is no longer useful.

**Backlash**

Primary and secondary performers become exhausted after the completion of casting the incantation.

**Failure**

All performers receive backlash consequences and are immediately attacked by a summoned animal, elemental, fey, or vermin creature whose challenge rating is equal to 2 + the Hit Dice of the highest performer.

## Demonsel

While most often used to close planar rifts between the human world and more hellish dimensions, it may be used to close rifts between other planes as well. While this incantation may be used to permanently close other permanent portals or planar gates, the incantation is usually considered too costly for something so minor.

**Sphere** Protection or Warp; **Level** 8th

**Skill Checks** In order: Craft (calligraphy or stonemasonry) DC 50 3 successes, Knowledge (planes) DC 50 4 successes, Perform (oratory or sing) DC 50 1 success

**Casting Time** 2 hours

**Components** S, V, F (3 gemstones worth 5,000 gp or more each, or a single gemstone worth 25,000 gp or more)

**Target** 1 rift or tear between planes

**Duration** 100 years

**Saving Throw** none; **SR** no

**Description**

To begin the incantation, Craft checks are made to inscribe the focus (or foci) with runes. Runestones made in this fashion must be inscribed in the presence of the planar rift to be sealed shut. Knowledge (planes) checks are then used first to determine the proper placement of the focus (or foci), and to determine the best language used to seal the planar tear. To bring the incantation to a close, the Perform check is used to chant the sealing chant. If 100 or more secondary performers aid in this incantation, decrease the skill DCs by 10.

Upon successfully completing the incantation, the focus will begin to glow and begin to orbit the location of the now closed rift (unless affixed to a structure of some sort). The rift will remain shut for 100 years or until all foci used during this incantation are removed. Any focus crafted during this incantation may be reused (if present) to reseal a rift that they were used to shut without having to craft new runestones. A single runestone may be removed with a successful magic skill check from the Telekinesis or Warp spheres vs. a MSD of 30; alternatively, a runestone may be removed by force with a successful Strength check DC 50.

**Backlash**

The primary performer and any secondary performers become exhausted immediately after performing the incantation.

**Failure**

The planar rift or tear instead opens further, causing 2d4+1 creatures native to the other plane to appear (whose individual CR is equal to the highest level performer +1), which are unfriendly (if not hostile) toward the performers.

## Fimbulvinter

Some say the world will end in ice, the entirety of it turned to glaciers and tundra, with little growing and ravenous predators roaming the land. And there are some who believe it is their destiny to bring about this wintry end. By invoking ancient sagas and investing a menhir with their own life force, they believe they can cover the world in a shroud of frost. They may be right.

**Sphere** Weather; **Level** 9th

**Skill Checks** in order—Knowledge (religion) DC 38 4 successes, Craft (stonework) DC 38 1 success, Perform (oratory) DC 38 4 success

**Casting Time** 9 days (cast during a time of war)

**Components** V, S, F (monolith of semi-precious stone worth 30,000 gp)

**Area** special

**Duration** instantaneous

**Description**

After the recitation of the saga is finished, the menhir glows briefly with a cold blue light and instantly begins chilling the air around it. The temperature within 5 feet of the menhir immediately drops to severity level 5, regardless of prevailing conditions. This area expands by 5 feet per round until it reaches a 100-foot radius, and then expands by 5 feet per hour until it covers the entirety of the plane it is on. In addition, predatory animals within the area gain a +6 bonus to Strength and a +4 bonus to Constitution, and are hostile to all creatures other than animals. This has no effect on animal companions or similar bonded creatures.

The temperature within the area can be lowered as normal, but raising the temperature requires a magic skill check against a DC of 31. It attempts a magic skill check against any magical effect that would raise the temperature in the area once per minute; its magic skill bonus is +20. The effect cannot be dispelled, but destroying the menhir immediately ends it. The menhir is a Colossal object with hardness 8 and 1000 hit points. It regains 25 hit points each round and takes no damage from

acid, cold, electricity, or fire and cannot be moved by any means short of deific force (such as represented by a *miracle* or *wish*).

#### Backlash

Primary performer and all secondary performers are reduced to 0 hit points.

#### Failure

Primary performer and all secondary performers are reduced to -1 hit point, and 2d12 winter wolves appear and attack them, devouring their corpses if they die.

## Impenetrable Dome

**Sphere** Protection; **Level** 5th

**Skill Check** In order: Knowledge (engineering) DC 24 4 successes, Knowledge (planes) DC 24 1 success.

**Casting Time** 50 minutes

**Components** S, V, F (4 stone structures such as menhir, obelisks, or statues worth a minimum of 5,000 gp each)

**Effect** 2 mile radius barrier of force centered on the primary performer

**Duration** 10 hours

**Saving Throw** None; **SR** Yes (harmless)

#### Description

Knowledge (engineering) checks are made once every 10 minutes (one per stone) verifying the correct angular positioning of their placement in relation to the other stones and the epicenter to which the primary performer stands. As many as four secondary performers may aid in this incantation, taking upon themselves a single negative level from that which the primary performer would suffer. Once each of the stones is placed, the primary performer positions themselves according to the current zodiac positioning with a Knowledge (planes) check. Each performer (primary or secondary) must then without magical coercion willingly and freely state that they offer themselves up as sacrifice.

Upon successfully completing the incantation, a barrier of force (similar to that created with the Protection sphere) is created centered on the primary performer (but will remain where the incantation is cast and will not move, even if the primary performer moves). The barrier has 100 hit points and refreshes at the beginning of each round until the duration of the incantation has expired. If the barrier is cast on a mobile landmass (such as a floating island), the barrier will move with the mobile landmass, remaining centered to where it is cast.

#### Backlash

The primary performer takes 4 negative levels (-1 per secondary performer, of which takes the negative level upon themselves).

#### Failure

If you fail 2 consecutive checks, the incantation still functions but only affects a radius of 600 feet with only 50 hit points per round, with a duration of 1 hour. In addition, the primary performer takes 4 negative levels and all secondary performers take 2 negative levels each.

## Petition The Fates

By contacting beings outside of space and time you may contract a power that will aid you or those you know in accomplishing a quest.

**Sphere** Fate; **Level** 9th

**Skill Checks** Knowledge (history) DC 35 2 successes, Knowledge (planes) DC 35 2 successes, Knowledge (religion) DC 35 2 successes; in order—Diplomacy DC 35 2 successes, Linguistics DC 35 1 success

**Casting Time** 1 hour (cast at the start of a rare cosmic event)

**Components** V, S, M (three sculpted idols worth 10,000 gp each).

**Target** Primary performer

**Duration** instantaneous

**Saving Throw** none; **SR** no

#### Description

Those that research ‘The Fates’ may find that a certain numerology exists that can be used to count the days leading up to a particularly rare astrological event (such as a planetary alignment involving multiple solar systems) (the Knowledge (history) checks). Through further research, one may determine the exact hours that the cosmic event will occur (the Knowledge (planes) checks).

After finding the exact day and hour of the cosmic event, the primary performer must seek out three idols which the Fates will both appreciate and entice them to appear (the Knowledge (religion) checks). At the hour of the cosmic event one must call out in a loud voice toward the celestial spectacle offering up the three idols (Diplomacy checks). If the Fates are pleased, they will offer the primary performer a single wish, to be worded with no more than 35 words. Examples of what an appropriate wish may do include any of the following:

- Grant 5 temporary spell points and talents of the primary performer’s choice (with a caster level equal to their character level with these talents) for 24 hours.
- Undo the harmful effects of a sphere talent or ability on a target the primary performer names.
- Swing the tide of a battle in your favor by raising fallen allies to continue fighting (but will fall again after 24 hours).
- Moving you and your allies, with all your and their gear, from one plane to a specific locale through planar barriers with no chance of error.
- Protect a city from an earthquake, volcanic eruption, flood, or other natural disaster.

While wishing for other things is possible, if given a particularly wordy or complicated wish the fates may choose to fulfill the wish in their own time, or may require the primary performer to work to bring the wish to pass (i.e., the wish will not occur without effort on the performer’s side). This incantation counts as a *miracle* or *wish* for the purposes of spell effects or abilities that require them.

**Backlash**

Because the incantation requires overwhelming energy that alters reality, the primary performer instantaneously loses 2 limbs chosen at random by rolling a 1d4 twice (1: Right arm; 2 Left arm; 3: Right leg; 4: Left leg); primary performers whose anatomical structure is not strictly humanoid, or otherwise lack the appendage to be lost may instead lose alternative limbs such as wings, additional legs, or multiple tentacles. Primary performers who lack limbs altogether may have reality altered causing them to lose people or other objects of sentimental worth. Attempting to negate backlash through non-instantaneous polymorph effects will result in the angering of the Fates, causing the incantation to fail. Limbs lost due to backlash may only be fully restored through a *miracle*, *wish*, or similar effect.

**Failure**

Those that fail 2 consecutive Knowledge checks fail to perform the incantation correctly, thus resulting in the failure of the beings of fate to answer their call, but no material components are wasted. Those that fail 2 consecutive Diplomacy checks fail to strike a bargain and, as punishment for the arrogance and insult, any secondary performers are instantaneously slain, and the Fates take the three idols with them. Those that fail the Linguistics check find their wish to be corrupted with a very different result than what was intended.

## Ragnarok

Through sacrilege, blasphemy, and murder, you call upon the lower planes to bring about destruction and an infestation of fiends.

**Sphere** Destruction; **Level** 9th

**Skill Checks** Knowledge (planes) DC 27 4 successes, Knowledge (religion) DC 27 5 successes

**Casting Time** 8 hours (cast during the new moon)

**Components** V, S, M (35,000 gp worth of good-aligned magic items, sacrifice of 13 creatures with Intelligence of at least 3).

**Secondary Casters** 12

**Area** 1-mile radius

**Duration** instantaneous and 18 days, see text

**Saving Throw** Reflex half, see text; **SR** no

**Description**

After a night-long depraved ritual involving the profaning of good-aligned relics and culminating in the torture and sacrifice of thirteen sentient beings, a massive burst of infernal energy washes out from the site of casting. All creatures within one mile (including all surviving casters) take 10d6 profane damage (Reflex half). Good-aligned beings take an additional 5d6 damage. Immediately after, a 90-foot radius portal (as the Warp advanced talent) opens to one of the lower planes, chosen by the caster. 2d10 balors, olothrodaeons, or pit fiends, as appropriate to the chosen plane, emerge immediately and attack any beings they come across (including all surviving casters). These may be followed by any other fiend native to the chosen plane. The portal closes in 18 days, but any fiends who have come through it remain.

**Backlash**

Six randomly selected secondary casters die.

**Failure**

Primary caster and all secondary casters die and their souls are dragged to a lower plane. They can never be returned to life by any means.

**Special**

This incantation can be modified as if by Extend Spell by doubling the material component and casting time, Empower Spell by tripling the material component and casting time, Maximize Spell by quadrupling the material component and casting time, or any combination of these.

## Reincarnate

**Sphere** Life; **Level** 4th

**Skill Check** in order Survival DC 23, Knowledge (planes) DC 23, Diplomacy DC 23, Survival DC 23, Heal DC 23, Knowledge (nature) DC 23, 1 success each.

**Casting Time** 1 hour

**Components** V, S, SP, M (oils and herbs worth 500 gp)

**Range** 45 ft.

**Target** 1 dead creature

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Description**

Skill checks are made inside a druid's hallowed stone circle, which are made once every 10 minutes. Attempts on performing the incantation outside the required location increases each skill check DC by +20, usually resulting in failure. Secondary performers may aid in this incantation, while not required, a sufficient number of secondary performers decreases the skill check DCs by the appropriate amount.

Upon successfully completing the incantation, the performers of the incantation bring back the spirit of the target dead creature into another body, provided that the subject's soul is willing to return. If the subject's soul is not willing to return, the incantation does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated. The magic of the incantation creates an entirely new young adult body for the soul to inhabit from the natural elements at hand.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. The reincarnated creature's ability scores depend on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments of their new race to its remaining ability scores.

It is possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character or to retrain its existing class levels. The target creature's new race must be of the same Race Point (RP) Power



Level equal to or lower than its previous race. For the purpose of this incantation, all core races are considered to have the Standard (1 RP - 10 RP) Power Level (even though dwarves have a RP value of 11). If the target does not have a race point value to begin with, the GM determines if the target falls under one of the three RP Power Levels. If the target does, the creature may be reincarnated under a race within that point range, otherwise the incantation fails in the beginning without expending the material components, backlash, or other penalties.

#### Backlash

Primary and secondary performers each take 1 temporary negative level lasting 24h.

#### Failure

The results of failing this incantation are dependent on which skill check the incantation failed:

**Survival checks (either),** the soul of the primary performer becomes lost and thus dies (the performer may still be raised normally).

**Knowledge (planes), Falsehood -** continue with the incantation as if the Knowledge check was successful, and should the rest of the incantation be successful, you do not reincarnate the spirit of the target, but rather that of a random creature.

**Diplomacy,** the primary performer fails to convince the creature's spirit from leaving at this time. It may still retry the entire incantation later or use other means of raising the deceased.

**Heal, Falsehood -** continue with the incantation as if the Heal check was successful, and should the rest of the incantation be successful, you reincarnate the spirit, but it dies inexplicably after 1 hour. You may still retry the entire incantation later or use other means of raising the deceased.

**Knowledge (nature),** the new body for the retrieved spirit is frail - continue with the incantation as if the Knowledge (nature) check was successful. The target receives a permanent -2 racial penalty to Strength, Dexterity and Constitution, stacking with any other racial penalties the new creature may have. These additional penalties can only be removed by using *miracle* or *wish*.

#### Race Points (RP)

Below are the Race Point Power Level values. Refer to *Pathfinder Roleplaying Game Advanced Race Guide* for more information on the Race Point system or values for expanded races.

Power Level	Race Point (RP) Range
Standard	(1 - 10 RP)
Advanced	(11 - 20 RP)
Monstrous	(21 - 30 RP)

## Rite of Waking Slumber

To have the aid of a master magician at a difficult time may come with a cost, though that cost need not be taxing, and one's life may be richer afterward for the gamble. Those who dare the risk may become an agent... for a week, a year, a lifetime, or a moment... of a mage versed in a tradition passed from the elves to the dwarves and merfolk and on to the arcane lords of other lands where magic and warfare go hand in hand.

#### Sphere Mind; Level 6th

**Skill Checks** Knowledge (arcana) DC 26 1 success, in order—Heal DC 26 1 success, Bluff DC 26 1 success, Craft (alchemy) DC 26 2 successes, Bluff DC 26 1 success

#### Casting Time 6 hours

**Components** V, S, M (alchemically treated wine worth 200 gp, drunk during the incantation), F (diamond prism, silver chalice, and tattoo equipment collectively worth 2,000 gp)

#### Range touch

**Target** one living humanoid, giant, or monstrous humanoid

#### Duration instantaneous

**Saving Throw** no; **SR** yes

#### Description

One who has convinced a sufficiently powerful magician to perform the Rite Of Waking Slumber to this ritual is subjected to a six hour procedure wherein the performer exercises the muscles of their target, places them into a highly suggestive state, creates and administers an alchemically treated wine (which the target must drink), and implants post-hypnotic suggestions. During the procedure, the performer also incorporates alchemical inks into a tattoo somewhere on the target's body, which acts as both a conduit for the initial placement of the magic and as the basis for a mental bond between the performer and target. Other aids, usually courtiers or acolytes of the performer, are required to assist the performer in gathering magic and perfecting the alchemical treatments.

**Traditionally,** the target has agreed to perform some service in exchange for another, and the abilities imparted through this incantation (accessible via the waking sleeper prestige class, which the target now qualifies for) can often aid with these services. However, the first service is often tending to the suddenly vulnerable master when their health drops incredibly at the end of the rite. Rarely, at the end of the rite the target will try to betray the performer while they are in this weakened state, though the assembled acolytes and other measures may be taken for the security of the caster.

#### Backlash

The performer of the ritual is wracked with the magical energy wrought from the martial power now locked in the mind of the target, reducing their current hit points to -1.

#### Failure

Failure on the Knowledge (arcana) check causes a buildup of mental energy that causes 3d6 points of damage to both the target and performer. Failure on the Heal check causes the performer's handiwork at working the target's muscles and pressure points to be off, leading to the target being paralyzed for 1d4 days. Failure on either Bluff check means that the post-hypnotic suggestions did not settle properly, and bestows a rampant paranoia upon the target, effectively giving them the opposite alignment for 1d6 minutes at the conclusion of the ritual, likely tied to a desire to attack or sabotage the performer. Failure on either Craft (alchemy) check means that there was something wrong with the wine or inks used in the incantation, and the target is afflicted with blinding sickness.

#### Waking Sleeper (prestige class)

**Alignment:** The willingness to take the risks of training means that neutrality is rare among waking sleepers.

#### Hit Die: d10

**Class Skills**

Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Swim (Str), Use Magic Device (Cha)

**Skill Ranks at Each Level:** 4 + Int modifier

**Requirements**

To qualify to become a waking sleeper, a character must fulfill all the following criteria.

**Base Attack Bonus:** +3

**Skills:** Knowledge (nobility) 5 ranks

**Special:** Must have undergone the Rite of Waking Slumber as performed by a caster of caster level 12th or higher (see Incantations in chapter 6).

**Table: The Waking Sleeper**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+1	Mark of the master, recall, sleeper training
2	+2	+1	+1	+1	Catatonia
3	+3	+1	+2	+2	Deep conditioning
4	+4	+1	+2	+2	Regimented thought
5	+5	+2	+3	+3	Perfect clarity

**Class Features**

**Weapon and Armor Proficiencies:** A waking sleeper gains proficiency in all simple and martial weapons.

**Mark of the Master (Su):** The waking sleeper generally has some sign, usually a tattoo on the back, that relates to his or her liege. Whether visible or not, the tattoo will glow with a faint light (though not enough to see by) whenever the waking sleeper enters a state of recall (see below). The waking sleeper takes a -10 penalty to resisting the DC of scrying effects cast by their master, and automatically fails any Will save triggered by mind-affecting effects originating from their master while raging.

If the master ever chooses to fully sever ties or dies, the mark's effects cease (though the mark itself will remain).

If a dead master returns to life or becomes an undead creature capable of casting spells with a caster level greater than or equal to the waking sleeper's class level, the effects of the mark resume unless it was the waking sleeper who dealt the blow that killed the master.

**Sleeper Training (Ex):** A waking sleeper gains a pool of combat feats that represent her rigorous training. At level 1, the waking sleeper may add any two combat feats for which she meets the prerequisite to this pool, and she adds two more combat feats to the pool for every further level in the class.

The waking sleeper does not have access to these feats except when in a state of recall (see below). The feats in this pool do not qualify as prerequisites, except for other feats that are added to the pool at higher levels. If a waking sleeper gains access to a feat in her pool through another method (such as by selecting it as a feat when leveling up) then the feat leaves sleeper training and may be immediately replaced with another feat.

**Second Self (Ex):** A waking sleeper is, while in a state of recall, nearly a different person, often displaying detachment from things that would otherwise prompt emotional ties while not in recall. In many ways, this is a different identity; while in a state of recall, they cannot be scried upon as their typical self, and while not in recall the "sleeper" version of themselves can similarly not be scried upon. Some waking sleepers create long careers of intrigue, espionage, or thievery, known only as the agent who makes a habit of stealing rare diamonds, assassinating various high-profile targets, or otherwise making life difficult for those in high places who could usually stamp out such interlopers.

**Recall (Ex):** A waking sleeper's training allows them to enter a state known as recall for a number of rounds per day equal to 4 + her Wisdom modifier. At each level after 1st level, she gains 2 additional rounds per day. While experiencing recall, a waking sleeper gains a +2 morale bonus to Strength, and a +2 morale bonus to Will saves. In addition, the waking sleeper may select one of the feats from her sleeper training and activate it, making use of the feat as if she had it naturally, even if the feat has a prerequisite that is only met by virtue of other combat feats within the sleeper training pool of feats. When a sleeper ends a state of recall, she becomes fatigued for a number of rounds equal to the number of rounds that she experienced the recall, and cannot return to the state until the fatigue ends.

**Catatonia (Ex):** Beginning at 2nd level, the waking sleeper's training allows for quick, efficient healing during rest. Whenever she completes a full night's rest or full day of bed rest, she recovers additional hit points equal to her waking sleeper level. In addition, a waking sleeper may choose to enter a deeper, more rejuvenating sleep: a waking sleeper who finishes a full night's rest or full day of bed rest recovers two additional points of ability damage for each affected ability score. Unfortunately, this deeper sleep makes it impossible to pass Perception checks while sleeping, instead requiring the waking sleeper to be physically shaken or wounded before waking. When something makes the waking sleeper awaken prematurely, she is dazed for one round afterward.

**Deep Conditioning (Ex):** At 3rd level, the waking sleeper's deeper triggers begin to unlock. During a state of recall, the morale bonus to Will saves increases to +4, and a total of three sleeper training feats may be selected.

**Regimented Thought (Su):** Beginning at 4th level, the conditioning of the waking sleeper's master becomes truly rooted, for better or for worse. While a waking sleeper is in her state of recall, any attempt to use a mind-affecting spell or sphere effect requires a magic skill check against a DC of 15 + the waking sleeper's total levels in casting classes.

**Perfect Clarity (Ex):** At level 5, the waking sleeper gains incredible control of her combat techniques. The bonus to Strength and to Will saves increases to +6, and a total of five sleeper training feats may be selected when in a state of recall. In addition, the waking sleeper may, as a free action every round, change two of the selected feats without leaving her state of recall.

## Ritual Of Resurrection

Performing a ritual to restore life to the dead is a complicated thing — and it is not guaranteed that you'll be able to bring them back. Or at least, not that you'll bring them back the same way. That said, a well-stocked laboratory can at least allow you to make the attempt, if you're willing to slave away for hours.

**Sphere** Life **Level** 5th

**Skill Checks** in order—Craft (alchemy) DC 24 1 successes, Heal DC 24 4 successes

**Casting Time** 5 hours

**Components** S, V, M (500 gp worth of oils and medicine, to be used in the revival process)

**Target** One dead creature

**Duration** instantaneous

**Saving Throw** Fortitude (harmless); **SR** yes (harmless)

**Description**

By brewing a concoction that was rumored to restore life to the dead, you can attempt to revive the fallen. The process takes hours, as the medicine must be injected carefully into every square inch of the body in painfully small increments, and deal with the tremors and complications that arise during the process.

Each check takes one hour to complete, as the concoction needs precise amounts of heat, stirring, and sitting before the next step can occur. Once the brew is finished, needles are used to inject the brew into the body, and the body must be carefully monitored. The smallest misstep can mean wracking pain for the victim, and possibly even brain damage.

Success, however, allows the creature to return to life with one permanent negative level. (Or if the subject was 1st level, one point of Constitution drain.) The body must be relatively whole beforehand, or else it will still be missing all body parts that it was lacking in the first place.

**Backlash**

All performers are exhausted.

**Failure**

If one or two checks are failed, the target returns with the damaged soul template. If three checks are failed, the process does not work.

## River Of Reverie

There exists a dream of a river, meandering through lands both real and imaginary. Believed to be related to the bounteous forces of the natural world, and tied to myths of the origin of willpower, this river is often sought by studious wielders of arcane power but rarely mastered. The chaotic and gentle flow is known by more fishermen and sailors than by wizards and incanters; in fact, only the calm, relaxed business of fishing seems appropriate for catching a dream, and then only with a specially prepared bait. While this structure of the mind flows through a consciousness, the maintainer of such a dreamscape gains a great defense against forces that act from beyond the grave though risks greater danger of facing a watery one.

**Sphere** Mind; **Level** 4

**Skill Checks** in order—Craft (alchemy) DC 18 1 success, Profession (fisher) DC 18 2 successes, Spellcraft DC 18 1 success

**Casting Time** 4 hours

**Components** S, M (aged cheese worth 150 gp to be alchemically treated and used as bait), F (masterwork heirloom fishing rod of darkwood worth at least 1,000 gp)

**Range** personal

**Target** self

**Duration** 8 hours

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

**Description**

To perform this incantation, one must engage in a true act of fishing. First, one must alchemically alter the aged cheese into being the perfect bait for catching a dream. Then one must begin fishing at a suitably calm stream or river. Finally, once the dream takes the bait, one must use the fishing rod to channel the magical energies necessary to weave the dream into one's own mind. The River of Reverie will always appear near the primary performer in their dreamscape, flowing through the land and providing a scenic view that always interposes itself between any undead creatures who enter the dreamscape. Any supernatural, spell-like, or extraordinary abilities employed by the undead creature to target the performer in their dreamscape automatically fail as if line of sight and line of effect were both blocked, and as if the target were out of range of the effect. However, the supernatural, spell-like, or extraordinary abilities of creatures with the aquatic subtype or water subtype automatically succeed against the performer. Spells or sphere-effects not related to the being's nature are not affected by this.

**Backlash**

The performer is exhausted. If the incantation is a success, the caster only becomes exhausted once the duration expires.

**Failure**

If you fail the Craft (alchemy) check twice, the cheese is wasted and must be replaced. If you fail two consecutive Profession (fisher) checks, the dream of the River of Reverie gets away with the bait (which, again, requires the cheese to be replaced). If you fail the Spellcraft check, the dream of the River of Reverie gets away with the bait, the ever-losable cheese.

## Steal Lifeblood

Sacrificing others is a time-honored way for the evil to postpone their judgment.

**Sphere** Blood; **Level** 5th

**Skill Checks** in order—Heal DC 25 (1 success per sacrificial victim), Knowledge (religion) DC 25, 3 successes.

**Casting Time** 1 hour

**Components** S, M (1 Hit Die of creature sacrificed per target Hit Die)

**Target** one willing or helpless living creature

**Duration** instantaneous

**Saving Throw** none; **SR** yes

**Description**

The sacrificial victims, intelligent creatures (Intelligence greater than 2) at least 1 age category younger than the target, are exsanguinated (Heal) and the target bathes in their blood while dark powers are invoked (Knowledge (religion)).

If successful, the target creature has its age category reduced by 1 (to the minimum age in that category), to a minimum of young adult. Penalties to physical ability scores from aging are lost. Bonuses to mental ability scores from aging are retained, though a creature cannot benefit from these bonuses more than once.

#### **Backlash**

All primary and secondary performers are fatigued.

#### **Failure**

All primary and secondary performers are exhausted. The target ages 1 age category (to the minimum age in that category). If the target is already venerable, it instead crumbles to dust. A blood construct of the largest size possible based on the sizes of the sacrificed creatures forms and attacks all performers until destroyed or until all performers are slain.

## Summoning Diagram

Wise conjurers take precautions before calling on the denizens of other planes.

**Sphere** Conjunction; **Level** 3rd

**Skill Checks** Knowledge (planes) DC 15 + 5 per size category above Small 1 success, Knowledge (arcana) DC 15 + 5 per size category above Small 1 success.

**Casting Time** 1 hour

**Components** S, M (25 gp worth of powdered silver per Small-sized creature that will fit in the circle, a Medium creature counts as two Small creatures, a Large creature counts as two Medium creatures, etc.)

**Target** a number squares of level, empty ground sufficient to contain a creature of the circle's size (1 square for Medium or Small creatures, 4 squares for Large, etc.)

**Duration** instantaneous

**Saving Throw** none; **SR** no

#### **Description**

The primary performer spreads the powdered silver to make a summoning diagram, attempting the Knowledge checks to ensure the integrity of the circle. If successful, the result is a summoning diagram per the Diagram advanced talent of the Conjunction sphere. The diagram lasts until disrupted or the creature is released from the circle or banished, consuming the diagram.

A more permanent circle can be crafting by adding a Craft (jewelry) or other appropriate Craft or Profession skill for the diagram and another appropriate Craft skill for the material into which it will be inlaid (Profession (carpenter) for a wooden surface, Profession (stonemason) for a stone surface, etc.) at the same DC as the base checks. Doing so increases the cost and creation time of the circle by 5 times its base price and time, but it can be used any number of times.

#### **Backlash**

None

#### **Failure**

The diagram appears completed, but provides no bonuses. The performers are unaware of the failure and any creature in the circle is immediately freed and likely contemptuous of the performers' incompetence, causing the performers to suffer significant increases in the cost to bargain for services (double

base costs) if the creature does not choose to simply depart or attack.

## The Motion Archival

Hidden far beneath the earth is a secret, ancient labyrinth; the dusty halls of the Ancestral Repository. Within its dizzying maze rest endlessly slumbering monsters, fabled treasures, forgotten mysteries, and the immortal guardians who watch over it all and keep it safe. Those in the service of these guardians know an incantation by which any object or entity of interest can be returned to the Repository from afar: The Motion Archival.

**Sphere** Warp; **Level** 4th

**Skill Checks** in order - Knowledge (arcana) DC 20 2 successes, Knowledge (local) DC 20 1 success, Diplomacy DC 20 1 success

**Casting Time** 1 minute

**Components:** S, V

**Target** one creature or object

**Duration** instantaneous

**Saving Throw** Will negates; **SR** yes

#### **Description**

Granted only to the allies of the Ancestral Repository, this incantation offers an object or creature to the Repository and requests that the immortal guardians take custody of it. The incantation uses a circle of blood to call the attention of the guardians to the target, which is then followed by a petition to one of the guardians.

The circle of blood must be created around the target at precise locations. Because of this, a creature targeted by this incantation must either be willing or helpless. Further, the circle must incorporate arcane symbols that give a short description of the target, and so creating the circle requires the two Knowledge (arcana) checks.

When the circle is successfully created, a link between the target and the Repository is formed. Within the circle, a mirage of the labyrinth can be seen, and a petition can be sent through it. The petition must follow a complex protocol and address a specific immortal guardian appropriate to the target being sent. Understanding this protocol and the proper guardian to address takes a Knowledge (local) check, and then a Diplomacy check to make a convincing petition.

After a successful petition, the target is teleported to the Repository.

#### **Backlash**

One willing performer (either primary or secondary) must take 2d6 damage as they provide blood for the incantation.

#### **Failure**

If you fail the initial Knowledge (arcana) checks, the incantation simply fails immediately as the link fails to form between the target and the Repository. Failing the Diplomacy check means the petition is rejected, and the target is not accepted by the guardians. If the Diplomacy check is failed by 5 or more, the incantation automatically fails if used on the same target again before one week passes.

Curiously, failing the Knowledge (local) check does not prevent the target from being teleported, but means incorrect

protocol was used or the wrong guardian addressed. This typically results in censure by the guardians (treat them as unfriendly the next time they are encountered), but sometimes may result in stranger results, such as an object being lost in a dangerous or unknown part of the Repository, a transported villain appearing in an insecure area, or the target arriving in a way that disrupts or adversely affects other archived items.

## The River Returns

The island city of Great Delta is a nexus of magic and water, countless rivers running into and from the lake it is built within. As the heart of all waterflows in the region, the city has a mystic link to even the most distant rivers. This link may be used by a clever and careful magician to travel swiftly back to Great Delta from far afield.

**Sphere** Warp; **Level** 6th

**Skill Checks** in order - Knowledge (geography) DC 22 1 success, Spellcraft DC 22 1 success, Swim DC 20 4 successes.

**Casting Time** 30 minutes

**Components** S, V, F (a river)

**Target** up to 8 willing creatures

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Description**

Developed by the water magi of Great Delta, this incantation allows a traveling magi or one of their allies to make their way back to the city. By calling upon the natural flow of water and the power held within the city rivers, this magic can link a nearby river to the distant rivers of the city, and so by swimming down the river an individual can instantly return to Great Delta.

First, one traveler must match the river used as a focus for the incantation with the most similar river found at Great Delta with a Knowledge (geography) check. Then one traveler must perform the arcane rite that links the two rivers together with a Spellcraft check.

Once the rite is complete, each traveler must enter the river and attempt four consecutive Swim checks to travel its currents and reach Great Delta.

**Backlash**

Swimming in the real and magical currents takes great effort. All travelers are exhausted.

**Failure**

If a performer fails the initial Knowledge (geography) or Spellcraft checks then the ritual simply fails. If one of the travelers fails two consecutive Swim checks then they do not arrive at Great Delta, and instead sink in the river used as a focus as if they had failed a Swim check by 5 or more.

## Transfer Years

Death cannot be cheated, but he can be bribed.

**Sphere** Time; **Level** 5th

**Skill Checks** Heal DC 30 2 successes, Knowledge (arcana) DC 30 1 success

**Casting Time** 1 hour

**Components** S, V

**Target** Two willing or helpless living creatures

**Duration** instantaneous

**Saving Throw** none; **SR** yes

**Description**

This ritual ages the primary target creature by 2 years per point that the lower of the two Heal checks exceeds the DC, and decreases the age of the secondary target (either the primary performer or a creature within 30 feet designated by the primary performer) by half the number of years added to the initial target. The initial target takes ability score penalties (but not bonuses) from aging as normal. The secondary target may reduce ability score penalties from aging, but retains any bonuses. Bonuses do not increase with repeated aging and de-aging.

The primary target must have more than half the Hit Dice of the secondary target or else simply turns to dust with no effect on the secondary performer.

**Backlash**

All primary and secondary performers are fatigued. Fatigued creatures are exhausted. Exhausted creatures fall unconscious for 1d4 hours and take 1d6 points of Constitution drain.

**Failure**

All primary and secondary performers age 1d4 x 10 years, taking penalties and gaining bonuses as appropriate. The primary target shifts to the young adult age category, with ability score adjustments as appropriate.

## Timeless Tontine

A pact sealed in blood, the target removed from time; a barrier perfect for something that otherwise cannot be killed.

**Sphere** Time; **Level** 7th

**Skill Checks** Heal DC 35, 1 success per performer, Knowledge (arcana) DC 35 1 success

**Casting Time** 1 hour

**Components** S, V, M (blood from all performers)

**Target** One creature or object

**Duration** see text

**Saving Throw** none; **SR** yes

**Description**

All performers shed their blood to form a pact, locking the target away outside of time for as long as they live. The target is removed from time as the Eject Time sphere talent until the death of the last performer.

Extracting the necessary blood inflicts 1 point of Constitution damage on each performer.

Alternatively, a Craft check of an appropriate type may be added, allowing each performer to bind an item as part of the ritual. In this case, the target does not return until all the objects are either reunited or destroyed. Amulets, rings, and swords are examples of appropriate items, though anything the GM believes is suitable may be used.

**Backlash**

Each failure on a Heal check inflicts 1 point of Constitution damage to the performer from which the blood was being extracted but fails to produce blood useable for the incantation.

**Failure**

If the target was a creature, for one year and one day the target may, as a standard action, direct the actions of any

performers that can hear its directions, as the *powerful charm* version of the Suggestion ability of the Mind sphere with no saving throw.

If the target was an object, the creature (other than one of the performers) that currently possesses the object gains this ability.

# Spellcrafting

Spellcrafting is a system that allows casters to create and use custom magical abilities that otherwise would be outside the scope of the *Spheres of Power* system. Unlike advanced talents, rituals, and incantations, spellcrafting does not necessarily deal with world-affecting magic (although such spells can be crafted using advanced talents), but rather allows players and GMs to customize a caster's magic to create something truly unique.

In its simplest form, a spell is a sphere effect that has been augmented and added to with talents it otherwise could not use. Like unaugmented sphere effects, a spell has a base sphere from which its caster level and DC is derived, and often requires the expenditure of spell points.

If a GM decides to allow spells, a spell may be used by any creature who possesses its prerequisites, though a creature must find a way to learn it, such as finding someone who knows the spell who can teach it to them. While the rules presented below are designed to aid in spellcrafting, in the end spellcrafting is purposely left vague to encourage creativity, mystery, and wonder. Like magic items, spellcrafting is much more fun when a spell has more personality than simply being a combination of effects.

## Spellcrafting Feats

### Spellcrafting

**Prerequisite:** Casting class feature.

**Benefit:** You may create spells of your own.

### Spellbook Mastery

**Prerequisites:** Spellcrafting, casting class feature.

Your grasp of spellcrafting theory allows you to cast spells from a spellbook as if it were in your repertoire. The casting time of the spell is increased by 1 round if used this way.

You may attempt to cast a spell from a spellbook even if you do not meet the prerequisites, but every sphere or talent not possessed causes you to suffer a cumulative 10% chance per missing prerequisite that the spell will not manifest; instead, a mishap happens, chosen by the GM. Example mishaps are detailed below.

- A surge of uncontrolled magical energy deals 3d6 points of damage to the caster.
- Spell strikes the caster or an ally instead of the intended target, or a random target nearby if the caster was the intended recipient.
- Spell takes effect at some random location within spell range.

- Spell's effect on the target is contrary to the spell's normal effect.
- The caster suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the caster was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

You cannot use a spell that requires an advanced talent unless you possess that talent. Talents gained through implements or with the Circle Casting feat count when meeting a spell's prerequisites.

## Creating a Spell

Spellcrafting is as much art as science and is a similar process as inventing spells with the core Pathfinder magic system, in that good sense and judgment are just as important to creating a balanced spell as the math itself. GMs are encouraged to adjust the casting time, spell point cost, and content of a spell if it is exploitative or disrupting of gameplay. To create a spell with spellcrafting, first choose a base sphere ability (*destructive blast*, *glow*, *shapeshift*, etc.) augmented by talents as normal. This base ability determines the spell's base sphere and all associated numbers such as saving throws, spell point cost, and caster level if, as is the case with the elementalists, eliciter, or shifter, their caster level is different with different spheres. This also determines the spell's number of targets, duration, etc.

Next, choose additional sphere abilities, talents, feats, and other augmentations to add to the base sphere ability. You must possess every sphere, talent, or feat to be used in the created spell, and a sphere ability or talent may not be applied twice to the same spell unless it is granting different effects. A spell begins at complexity 0, which increases or decreases with every alteration made. The more complex a spell is, the greater its casting time and the more spell points it costs to use.

When applying a feat, a talent or a severely limited aspect of a different sphere effect to a spell, the complexity is increased by 1. If adding a full second base sphere ability to a spell, the complexity increases by 2. Any spell points required by the feat, talent or base effect added must also be spent. Other alterations could include changing an effect from 'personal' to 'touch' (+1 complexity), shortening a duration from 1 hour per caster level to 1 minute per caster level (-1 complexity), etc. No spell can have a negative complexity, and without GM permission, a spell should never cost less than 1 spell point.

**Adjusting Durations:** If you are adding an effect that normally has a duration two or more steps larger than the spell (for example, adding an *aegis*, which normally has a duration of 1 hour per caster level, to an effect with a duration of 1 minute per caster level), reduce the spell's cost by 1 spell point. If you are adding an effect that normally has a duration two or more steps smaller than the spell (for example, adding an *enhancement*, which usually has a duration of 1 minute per caster level, to an

*aegis*, which normally has a duration of 1 hour per caster level), increase the spell's cost by 1 and decrease the spell's duration by one step. When dealing with durations of 'instantaneous', effects that simply deal damage (such as *destructive blasts*) are considered the same as 'concentration', while effects that deal other effects (such as the Permanent Transformation advanced Alteration talent) are considered the same as 'permanent' for these purposes.

**Table: Complexity Increase**

Change	Complexity
Adding a feat or talent to a sphere effect it would not normally affect.	+1
Add an additional sphere effect.	+2
Increase range or duration by 1 step.	+2
Decrease range or duration by 1 step.	-1
Changing a personal effect to 'touch'	+1

It must also be remembered that, like the creation of magic items, the creation of a spell is something that is as much an art as a science. The GM is encouraged to review all spells and to make adjustments as seem necessary. No spell effect should be created that grants more than 1 damage die per caster level without severe inspection.

*Example: Lioneta is an expert at both the Dark and Destruction spheres, and wants to make spells that combine these two spheres into custom abilities. She approaches her GM about creating a spell that combines a large area Explosive Orb destructive blast with the creation of a darkness effect for 1 minute per caster level in the affected area. The GM says that this would create a spell with a complexity of 2, and a total spell point cost of 3 (1 for explosive orb, 1 for darkness without concentration, 1 for complexity).*

*Lioneta's second idea is creating a darkness effect that functions as a blot of destructive blast rather than darkness, dealing its damage every round. She wants to combine a Snagging Darkness effect (which deals 1d6 damage per 2 caster levels to targets it grapples) with a destructive blast (with a spell point spent to increase the damage), and cause the destructive blast to repeat every round, affecting all targets*

*who are inside the Snagging Darkness. This would create a spell with a complexity of 2, a duration of 1 round per caster level, and a spell point cost of 5 (2 for the darkness, 1 for the destructive blast, 1 for the adjusted duration, and 1 for the complexity) that deals 1 damage die per round to targets within the area, in addition to the damage dealt by snagging darkness on a successful grapple.*

*However, her GM says that a spell like that would combine too many sources of damage, and shouldn't be allowed. Instead, she proposes that the spell point spent to increase the destructive blast's damage be removed, lowering the damage to one damage die per 2 caster levels to targets within the area, with the chance for more if the snagging darkness can successfully grapple. Lioneta agrees.*

Once you have determined a proposed spell's complexity, compare the result to **Table: Complexity Effects**. This shows how many additional spell points the spell costs to use, as well as the increase to casting time.

**Table: Complexity Effects**

Complexity	Cost
0	0 spell points, 0 time increases
1	0 spell points, 1 time increase
2	1 spell point, 1 time increase
3	1 spell point, 2 time increases
4	2 spell points, 2 time increases
5	2 spell points, 3 time increases
6	3 spell points, 3 time increases
7	3 spell points, 4 time increases

Once a particular spell has been created, it may be added to through further research, but cannot be fundamentally changed except through the creation of a new spell. Creating a spell is a process similar to creating a magic item, and takes 1 day of research per talent involved, at the end of which a caster must succeed at a Spellcraft check with a DC equal to 5 x the number of spheres, talents, and feats involved, or have their efforts wasted. Talents providing several effects count once per effect. A caster may only retain a number of spells in his repertoire at a time equal to his casting ability modifier. If a caster researches a spell after he has reached this limit, he must decide which of their previous spells will be lost from his memory to make room for the new spell.

It is possible to learn a spell without researching it, provided one can find a teacher or a spellbook that can teach it to them and they possess all of the prerequisites and spend at least 1 hour per sphere, talent, or feat learning it. If a spell is forgotten, however, (such as when learning a spell beyond the character's limit, forcing them to choose one to forget) it is gone forever unless recorded in a spellbook.

A caster with the Spellcrafting feat may augment a spell by adding more talents or feats to it, through an additional day of research per talent, and a new Spellcraft check at the end of the process.



## Spellbooks

A spellbook is a written account of how to perform a spell. Writing a spell down in a magic book takes 1 hour per sphere or talent involved in the spell and requires 1 page per sphere or talent or feat involved in the spell. Talents providing several effects count once per effect.

A caster who possesses the prerequisite talents and feats can learn a spell from a spellbook, adding it to their repertoire. However, before a caster can use a spellbook they must decipher the spell, through either a successful Spellcraft check (DC 20 + the spell's complexity), a *read magic* spell, or use of the base *sense* ability from the Divination sphere. Once a spell has been deciphered, it does not need to be deciphered again by the same caster.

Unlike a ritual book, a spellbook is simply a notebook detailing the theory involved in a spell's creation, and as such, has no cost in magical components to create. Spellbooks have no market value of their own, and while they may be found, they are rarely bought and even more rarely sold.

## Sample Spells

### Armor of Vines

**Sphere** Protection

**Cost** 3 spell points (+1 Armored Magic), +1 Create Nature, +1 duration adjustment)

**Casting Time** full-round action

**Range** touch

**Target** 1 creature

**Area** 5-ft. radius + 5 ft. per 5 caster levels

**Duration** 1 minute/caster level

**Saving Throw** Will negates (harmless), Reflex negates (see below); **SR** yes (harmless)

**Prerequisites** Protection (Armored Magic), Nature ((plant) package, Create Nature)

**Complexity** 1 (+2 Nature ((plantlife) package, -1 decreased duration)

**Crafting Time** 4 days

**Effect** This spell covers the target is a writhing mass of vines, which both defend and attack. The target gains an *aegis* that grants them a +3 armor bonus, +1 per 5 caster levels. This does not stack with any armor the creature is already wearing. Any time a creature comes within 5 feet + 5 feet per 5 caster levels of the target, whether by its own movement or when the bearer of the *armor of vines* moves past it, this armor reaches out a vine in an attempt to bind that creature. Any creature affected in this manner must succeed at a Reflex save or become entangled. If a creature is entangled in this fashion they cannot move, although they cease to be entangled once the bearer of this *aegis* moves away from them. Once a target is entangled, they may end this condition through a Strength check or Escape Artist check, as detailed in the Entangle ability of the Nature sphere.

## Aura Of Righteousness

**Sphere** Fate

**Cost** 5 spell points (+2 complexity, +1 duration, +1 Echoing Word, +1 Divine Pressure)

**Casting Time** 1 round

**Range** personal

**Area** 20-ft. radius + 5 ft. per 5 caster levels emission from the caster

**Duration** 1 round/level

**Saving Throw** Fortitude partial (see text); **SR** Yes

**Prerequisites** Fate sphere (Serendipity, Divine Pressure, Echoing Word, Pain), caster must have a good alignment

**Complexity** 4 (+2 Pain, +2 Divine Pressure)

**Crafting Time** 4 days

**Effect** The *aura of righteousness* creates an aura that extends from the caster that aids the good and harms the wicked.

While within this aura, those who are of good alignment receive a +1 luck bonus to all of their attack rolls, skill checks, ability checks, and saving throws. Evil creatures, on the other hand, suffer excruciating pain, suffering nonlethal damage equal to 1d4 + 1/2 your caster level each round they are within this aura. On any round they suffer damage, they also suffer a -4 penalty to all mental skill checks, and must pass a magic skill check (DC 10 + 1/2 damage dealt + 1/2 caster level) to use a magic sphere effect or spell. They must also succeed at a Fortitude save or be exhausted for as long as they are within the aura of righteousness, and if they succeed, must repeat this saving throw each round they remain within the aura.

While the *aura of righteousness* is designed for good casters, it is rumored that there are versions of this spell designed for use by chaotic, evil, or lawful casters instead.

### Bless/Corrupt Earth (earth)

**Sphere** Nature

**Cost** 2 spell points (+1 Manipulate Nature, +1 complexity)

**Casting Time** full-round action

**Range** close

**Duration** instantaneous; see text

**Prerequisites** Nature sphere ((earth) package, Manipulate Nature), Fate sphere (Bless, Curse)

**Complexity** 2 (+2 Fate sphere)

**Crafting Time** 5 days

**Effect** This spell functions as the Manipulate Nature talent's Forge Earth option, except that you also bless or curse the affected land for 1 year per 2 caster levels (minimum 1 year), adding one of the following effects.

*Enrichment:* Earth that is blessed, will yield a 50% more crops, attempting to use magic to grow plants in this area will grant a luck bonus to its caster level equal to +1 per 5 caster levels (minimum 1).

*Stunt Growth:* Earth that is cursed, will yield 50% less crops, attempting to use magic to grow plants in this area will grant a penalty to its caster level equal to -1 per 5 caster levels (minimum -1).

You can only have one *bless/corrupt earth* spell in effect at one time. If you cast this spell while another casting of the



same type is still in effect, the previous casting is dispelled. In addition, an area can only be under the effect of one instance of this spell at a time; applying an additional use of this spell requires a successful magic skill check (which dispels the previous effect if successful). Dispelling *bless/corrupt earth* only removes the enrichment or stunt growth properties of the spell.

## Blessing of Time

**Sphere** Protection

**Cost** 2 spell points (+1 *aegis*, +1 duration change)

**Casting Time** full-round action (+1 complexity)

**Range** touch

**Target** 1 creature

**Duration** 10 minutes/caster level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

**Prerequisites** Time sphere (Improved Haste), Protection sphere

**Complexity** 1 (+2 Time, -1 switched *aegis*)

**Crafting Time** 3 days

**Effect** This spell grants the target an *aegis* that bestows on them incredible speed. The target gains a +1 bonus to attack rolls, a +10 enhancement bonus to their movement speed, and a +1 dodge bonus to AC and Reflex saves. This increases by +10 feet per 5 caster levels, and a +1 bonus per 10 caster levels. Whenever the target takes the full-attack action, they may make one additional attack at their highest base attack bonus. Or the target may make additional attacks of opportunity during the round (+1 attack of opportunity, +1 for every 5 caster levels you possess).

## Blessing of Time, Greater

**Sphere** Protection

**Cost** 4 spell points (+1 *aegis*, +1 Mass Time, +1 duration change, +1 complexity)

**Casting Time** 1 round

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Target** 1 creature + 1 per 2 caster levels (minimum 2 creatures)

**Duration** 10 minutes/caster level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

**Prerequisites** Protection sphere, Time sphere (Improved Haste, Mass Time, Ranged Time)

**Crafting Time** 5 days

**Complexity** 3 (+2 Time sphere, +1 Mass Time, +1 Ranged Time, -1 switched *aegis*)

**Effect** This spell functions as *blessing of time*, except the *aegis* is granted to multiple creatures within range.

## Confirmation Crisis

**Sphere** Mind

**Cost** 2 spell points (+1 Bless, +1 complexity)

**Casting Time** full-round action

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Target** 1 creature

**Duration** 1 round

**Saving Throw** Will negates; **SR** yes

**Prerequisites** Mind sphere (Hostility), Fate sphere (Bless)

**Complexity** 2 (+2 Fate sphere)

**Crafting Time** 4 days

**Effect** This spell is a mind-affecting effect that fills its target with both irrational rage, and the confidence of certain success despite any evidence to the contrary. The target is compelled to attack the nearest creature to itself on its next turn (Will negates). The target moves until the creature is within range, and makes at least one attack with a weapon, natural attack, or unarmed strike. When the attack roll is made, the target must roll twice and take the higher result. If no such creature can be reached, the target will instead deal damage to itself equal to 1d8 + its Strength modifier with whatever it has in hand. Whatever the outcome, a creature cannot be affected by *confirmation crisis* more than once per day.

## Create Creature

**Sphere** Creation

**Cost** 4 spell points (2 Create Materials, +1 duration, +1 complexity)

**Casting Time** full-round action

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Duration** 1 hour/caster level

**Saving Throw** none **SR** no

**Prerequisites** Creation sphere (Expanded Materials, Forge, Create Materials, Fabricate, Fleshcraft), Enhancement sphere (Animate Object)

**Complexity** 2 (+2 Enhancement sphere)

**Crafting Time** 8 days

**Effect** This spell creates a living creature that appears as a physical duplicate of a creature within range. You must attempt a Disguise check to determine the skill of the duplication. While the creature appears to be whatever it was crafted to resemble, in reality it is an animated object under your control and uses the same rules as animated objects from the Enhancement sphere. While the target has a copy of whatever equipment the duplicated creature possesses, this equipment is nonmagical and of unremarkable composition. The maximum size and materials that may be duplicated are dependent on your caster level, as described in the Creation sphere.

## Delirious Donnybrook

**Sphere** Mind

**Cost** 3 spell points (+1 Greater Charm, 1 Mass Charm, +1 complexity)

**Casting Time** full-round action (+1 complexity)

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Target** 1 creature + 1 per 2 caster levels (must match the caster's creature type)

**Duration** 1 round/caster level

**Saving Throw** Will partial (see text); **SR** yes

**Prerequisites** Mind sphere (Cerebral Strike, Mass Charm, Paralyze)

**Complexity** 2 (+2 Cerebral Strike)

**Crafting Time** 4 days

**Effect** This spell affects a group of creatures of the same type as the caster, forcing them to attempt a Will save. Creatures failing this saving throw are bombarded with psychic energy taking 1d6 points of nonlethal damage per 2 caster levels and becoming stunned for 1 round per caster level. Affected targets receive a new Will save every round to end the effect (a full-round action that does not provoke an attack of opportunity). Creatures who succeed on their saving throw only take half of the nonlethal damage and are not stunned.

## Earth Surfing (earth, spirit)

**Sphere** Nature

**Cost** 2 spell points (+1 forge earth, +1 complexity)

**Casting Time** full-round action

**Range** close

**Area** 5-ft. radius + 5 ft. per 5 caster levels

**Duration** concentration

**Saving Throw** none; **SR** yes

**Prerequisites** Nature sphere ((earth) package, Manipulate Nature), Telekinesis sphere

**Complexity** 2 (+2 Telekinesis)

**Crafting Time** 2 days

**Effect** (requires stone): This spell moves an area of earth no greater than a 5-foot radius + 5 feet per 5 caster levels, causing it to shift across the ground, leaving no sign of its movement except for the shifting of whatever was on top of it. Every object on top of this area of earth moves 20 ft + 5 ft per 5 caster levels per round in a direction you specify, so long as it ends its movement still on the ground. This movement does not provoke attacks of opportunity, and can bypass difficult terrain, creatures, and objects as they are pushed to the side, then returned to their original space after the section of earth has moved through. Walls wider than this area of earth, however, still impede movement. If the caster is not standing on the affected area of earth, this moment cannot exceed close range from the caster.

## Golem Prison

**Sphere** Creation

**Cost** 3 spell points (+1 Creation sphere, +1 Animate Object, +1 complexity)

**Casting Time** full-round action

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Target** one creature

**Duration** concentration

**Saving Throw** Reflex negates; **SR** no

**Prerequisites** Creation sphere (Distant Creation, Expanded Materials), Enhancement sphere (Animate Object)

**Complexity** 2 (+2 Enhancement sphere)

**Crafting Time** 5 days

**Effect** This spell encapsulates the target's body in a golem. The golem's maximum size and possible material composition is based on your caster level, as detailed in the Creation sphere. If the target is unwilling, they are allowed a Reflex save to avoid being encapsulated, in which case the golem still appears but in an adjacent space.

The golem *created* by this spell is an animated object (see animated objects in the Appendix) and acts as you direct for as long as you concentrate. If you are inside this golem, an attack to the golem is not enough to force you to attempt a concentration check. If the target inside the golem is unwilling, they may generally act normally but may only target something inside the golem or the golem itself with their attacks or magic abilities. The creature to be trapped must be at least 1 size category smaller than the golem itself.

## Hydrate (water)

**Sphere** Nature

**Cost** 1 spell point (+1 *cure*)

**Casting Time** full-round action

**Range** close

**Duration** instantaneous

**Saving Throw** Fortitude half; **SR** yes

**Prerequisites** Nature sphere ((water) package), Life sphere

**Complexity** 1 (+2 Life sphere, -1 removing effect)

**Crafting Time** 3 days

**Effect** This heals a target for 1d8 hit points + 1 per caster level by restoring the hydration in their body. This is similar to the *cure* ability from the Life sphere, but the effect is water-based; it has no effect on undead, and deals damage to creatures of the fire subtype. In addition, being affected by Hydrate removes any lingering effects of environmental heat (such as fatigue from heatstroke).

## Inferno

**Sphere** Destruction

**Cost** 3 spell points (+1 Explosive Orb, +1 complexity, +1 full CL damage)

**Casting Time** full-round action

**Range** medium (100 ft. + 10 ft. per caster level)

**Area** 10-ft. radius sphere + 5 ft. per 5 caster levels

**Duration** concentration

**Saving Throw** Reflex half; **SR** yes

**Prerequisites** Destruction sphere (Explosive Orb, Extended Range, Fire Blast), Nature sphere ((fire) package, Manipulate Nature)

**Complexity** 2 (+2 Nature sphere)

**Crafting Time** 6 days

**Effect** This spell creates a powerful, spherical explosion of fire, dealing 1d6 fire damage per caster level to everything within the area and setting it on fire. A successful Reflex save halves the damage and negates catching fire.

Every round, you may move this sphere up to 10 feet per caster level in any direction, including into the air. The sphere deals damage to everything it passes over, but no more than once per round. If a creature enters the area occupied by this sphere, they immediately suffer damage and risk catching fire.

The flaming sphere must remain within medium range of the caster at all times, or it immediately vanishes, ending the spell.

## Lia's Lament

**Sphere** Mind

**Cost** 1 spell point (+1 *greater charm*)

**Casting Time** full-round action

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Target** 1 creature

**Duration** 1 hour/caster level

**Saving Throw** Will negates; **SR** yes

**Prerequisites** Mind sphere (Candor), [Destruction sphere] (Fire Blast)

**Complexity** 1 (+1 Fire Blast talent)

**Crafting Time** 4 days

**Effect** This spell imposes a surprising penalty upon those who would spread falsehood. Those who fail their Will save are subject to a magical illness wherein every lie that they tell causes their clothing to catch fire and, 1 round later, begin dealing 1d6 points of fire damage to them per turn. Every round, a Reflex save may be attempted to extinguish the flame. Rolling on the ground or using a blanket to extinguish the flame (a full-round action) grants the target a +4 bonus to the saving throw. If a target is not wearing clothes, the target's hair, fur, feathers, or entire body may catch on fire instead.

## Mind Freeze

**Sphere** Mind

**Cost** 3 spell points (+1 Mass Charm, +1 *greater charm*, +1 complexity)

**Casting Time** full-round action

**Range** medium (100 ft. + 10 ft. per caster level)

**Target** 1 + 1 per 2 caster levels (minimum 2) creatures

**Duration** 1 minute/caster level

**Saving Throw** Will half; **SR** yes

**Prerequisites** Mind sphere (Confusion, Expanded Charm, Mass Charm, Ranged Mind), [Destruction sphere] (Frost Blast)

**Complexity** 2 (+2 Destruction sphere)

**Crafting Time** 7 days

**Effect** This is mind-affecting. You cause the targets' minds to freeze up, filling them with the sensation of bitter cold until they can think of little else. Each target suffers 1d6 cold damage per 2 caster levels and becomes staggered for 1 round and confused for 1 minute per caster level. A successful Will save halves this damage and negates the staggered and confused conditions.

## Minor Protection

**Sphere** Protection

**Cost** 0 spell points

**Casting Time** standard action

**Range** touch

**Target** one creature

**Duration** concentration

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

**Prerequisites** Protection sphere

**Complexity** 0

**Crafting Time** 1 day

**Effect** The target gains an *aegis*, granting him a +1 deflection bonus to AC for as long as you concentrate. This bonus increases by 1 for every 5 caster levels possessed. This *aegis* cannot be sacrificed to fuel (succor) talents.

## Mudslide (earth, geomancing, water)

**Sphere** Nature

**Cost** 1 spell point (+1 complexity)

**Casting Time** full-round action (+1 complexity)

**Area** 10-ft. line + 5 ft. per 5 caster levels

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** no

**Prerequisites** Nature sphere ((earth) package, (water) package, Manipulate Nature)

**Complexity** 2 (+1 (earth) package, +1 exchanging non-damage effect with damage effect)

**Crafting Time** 3 days

**Effect** This spell causes mud to spring up from the ground and spray all targets within a line. Those within the area of effect must attempt a Reflex save. On failure, they take 1d4 per caster level bludgeoning damage and become immobilized as per Bury from the (earth) package. Those that succeed at the Reflex save only take half damage and are not immobilized.

## Sand Barrier (earth, geomancing)

**Sphere** Nature

**Cost** 2 spell points (+1 complexity)

**Casting Time** full-round action (+1 complexity)

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Duration** concentration

**Saving Throw** none; **SR** yes

**Prerequisites** Nature sphere ((earth) package), Protection sphere

**Complexity** 2 (+2 Protection sphere)

**Crafting Time** 2 days

**Effect** (requires sand or loose dirt): You may create a 10 feet + 5 feet per 5 caster levels radius wall of sand within range. The wall is spherical in shape and stops movement, and blocks both line of sight and line of effect. The sand barrier grants both total cover and total concealment against creatures on opposite sides of the wall while the wall is at full hit points, or partial cover and concealment if at half hit points or more. A sand barrier with less than half its hit points remaining does not block line of sight, line of effect, or grant cover or concealment.

If creating the wall would cause it to go through a creature or animated object, the sand barrier shunts the creature just outside the effect of the sphere. Creatures who are ethereal or who possess a burrow speed do not have their movement impeded by the wall.

The wall has a hardness of  $4 + 1$  per 5 caster levels, hit points equal to your caster level (minimum 1), and a Break DC of  $15 + 1/2$  your caster level. If an attack is directed at a target through the wall, the attack first deals its damage to the wall itself. If this damage is enough to destroy the wall, the attack continues on its intended target, although damage dealt to the wall is subtracted from any damage done to the target or targets. Burst-effect attacks such as splash weapons, *fireball* spells, or others attempting to travel through the wall explode at the barrier's edge and also must overcome the wall's hit points to damage the targets on the other side.

If you maintain your wall through concentration, its hit points is renewed each round on your turn.

## Shatter Mind and Body

**Sphere** Destruction

**Cost** 1 spell point (+1 full CL damage)

**Casting Time** full-round action

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Will (partial), Fortitude (partial); **SR** yes

**Prerequisites** Destruction sphere (Frost Blast, Nether Blast)

**Complexity** 1 (+1 Nether Blast)

**Crafting Time** 3 days

**Effect** This spell creates a ball of swirling energy that the caster hurls as a ranged touch attack. The target suffers 1d6 points of damage per caster level, half of which is cold damage, the other half negative energy. If the target is struck, they must attempt both a Fortitude save and a Will save. If the target fails their Fortitude saving throw, they are staggered for 1 round. If the target fails their Will save, they are shaken for 1 round. If the target is undead, they do not suffer the negative energy damage and instead must succeed at a Will save or be frightened for 1 round.

## Stalagmite (earth, geomancing)

**Sphere** Nature

**Cost** 2 spell points (+1 complexity, +1 full CL damage)

**Casting Time** full-round action

**Duration** concentration

**Saving Throw** Reflex half; **SR** yes

**Prerequisites** Nature sphere ((earth) package), Destruction sphere (Crystal Blast)

**Complexity** 2 (+2 Destruction sphere)

**Crafting Time** 3 days

**Effect** This spell requires sand or loose dirt, and functions as Dust Storm from the (earth) package. Each round while it is in effect, you may as a swift action cause a stalagmite to instantaneously solidify out of the sand, impaling a target within the sand cloud. The stalagmite deals 1d4 points of piercing damage

per caster level (Reflex half). In addition, a target that fails this saving throw cannot move from its current location until it succeeds at an Escape Artist or Strength check against the spell's DC. All stalagmites created fall away naturally once the dust storm ends and can be removed in other ways as well, such as by dealing 3 points of damage per caster level to the stalagmite. The stalagmite is 1 foot wide at its base and rises 5 feet + 5 feet per 5 caster levels tall. If it encounters a ceiling before it reaches its maximum height, it stops growing.

## Tree Perch (plant, geomancing)

**Sphere** Nature

**Cost** 1 spell point (+1 Create Nature)

**Casting Time** standard action

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Prerequisites** Nature sphere ((plant) package, Create Nature, Elevating Nature)

**Complexity** 0 (-1 exchanging attack effect with harmless effect)

**Crafting Time** 3 days

**Effect** You may spontaneously create a towering pine-tree. Unlike trees created with Grow Plants, this tree is a 10 feet tall Medium-sized sapling tree at CL 1st, a 20 feet tall Large-sized young tree at CL 2nd, a 40 feet tall Huge-sized juvenile tree at caster level 4th, an 80 feet tall Gargantuan-sized adult tree at caster level 8th, and finally a 160 feet tall Colossal-sized massive tree at caster level 16th. If it encounters a ceiling before it reaches its maximum height, it stops growing. The branches of the tree are evenly spaced and perfect for climbing; ascending the tree requires a successful DC 5 Climb check. Trees, and its branches created with this spell cannot be magically animated such as with *pummel* or similar sphere talents or abilities, nor can it be used to fulfill requirements of other plant-related rituals, sphere talents, or abilities such as *tree stride*.

## Ultimate Barrier

**Sphere** Protection

**Cost** 4 spell points (+2 complexity, +1 duration, +1 Greater Barrier)

**Casting Time** 1 round

**Range** personal

**Area** Either a 10-ft. radius + 5 ft. per caster level hemisphere, or a flat plane made up of 1 contiguous 10 ft. square per caster level, with no section reaching beyond 25 ft. + 5 ft. per 2 caster levels from the caster

**Duration** 1 round per caster level

**Saving Throw** Will partial (see text); **SR** No

**Prerequisites** Protection sphere (must have *wards*, Repel Evil/Good/Law/Chaos, Energy Resistance, Missile Shield, Greater Barrier)

**Complexity** 4 (+2 Energy Resistance, +2 Missile Shield, +2 Repel Evil/Good/Law/Chaos, -2 limited effect)

**Crafting Time** 5 days

**Effect** You create a powerful *barrier* that is almost impossible to damage or destroy. The *barrier* has 10 hit points per caster level and a Break DC of  $25 + 1/2$  your caster level. However,

creatures of a chosen end of the alignment spectrum (good, evil, lawful, or chaotic, chosen at the time the *barrier* is created) cannot even touch the *barrier* without first succeeding at a Will saving throw which they may attempt only once per round. The *barrier* also has resistance to one energy type of your choice (acid, cold, electricity, fire, or sonic) equal to 10 + your caster level, and even reduces the damage of projectiles thrown at it (such as rocks, rays, or projectile weapons) by 5 + your caster level.

## Violent Winds

**Sphere** Destruction

**Cost** 2 spell points (+1 Echoing Word, +1 full CL damage)

**Casting Time** full-round action

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Target** 1 + 1 per 2 caster levels (minimum 2) creatures

**Duration** instantaneous

**Saving Throw** none; **SR** no

**Prerequisites** Destruction sphere (Air Blast), [Fate sphere] (Echoing Word)

**Complexity** 1 (+1 Echoing Word talent)

**Crafting Time** 4 days

**Effect** You batter your foes with great bursts of wind. You may make one ranged touch attack against a number of creatures within range, up to 1 + 1 per 2 caster levels (minimum 2), but no more than one attack per individual creature. Each target successfully struck suffers 1d6 nonlethal damage per caster level, and is subject to a bull rush combat maneuver that does not provoke an attack of opportunity, and that does not require you to move with the target. Use your caster level + your casting ability modifier as your CMB for this maneuver.

## Water Serpent

**Sphere** Nature

**Cost** 3 spell points (+1 Create Nature, +2 complexity)

**Casting Time** full-round action

**Range** close (25 ft. + 5 ft. per 2 caster levels)

**Duration** concentration

**Saving Throw** Reflex partial; **SR** no

**Prerequisites** Nature sphere ((water) package, Create Nature, Manipulate Nature), Telekinesis sphere

**Complexity** 2 (+2 Telekinesis sphere)

**Crafting Time** 4 days

**Effect** This spell summons a large serpent-like coil of water which flies around the battlefield, striking targets. The water serpent occupies a 5-foot square, and may fly up to 20 feet per round + 5 feet per 2 caster levels with perfect maneuverability. The water serpent can move freely through spaces occupied by creatures, and makes a bull rush attempt that does not provoke an attack of opportunity against every creature whose space it passes through. Your CMB for this bull rush attempt is equal to your caster level + your casting ability modifier. Each target is pushed in the direction the serpent is traveling at that time. If a creature is successfully pushed by this bull rush attempt, they must also succeed at a Reflex save or fall prone. The water serpent can strike the same target multiple times by moving through its square repeatedly. If a creature moves into the space occupied by a water serpent, they must succeed at a Reflex save or be subject to the serpent pushing them back with its bull rush as normal.



## Chapter 7

# Additional Options

## Alternate Racial Options

### Any Race

If a character receives the Basic Magic Training feat as a racial feature, they may exchange that feat for the Extra Magic Talent feat (as normal) if and when they gain the casting class feature. The provided Extra Magic Talent feat is spent on the same sphere as was originally granted.

### Aasimar

**Angelic Ally:** Through merit, family ties, or inherited obligation, some aasimar have the right to petition the higher planes for aid. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must take Aligned Creature (good) with its free (form) talent. This replaces skilled and the spell-like ability racial traits.

**Archon Ancestor:** An aasimar with archon heritage often display more affinity with the magic of teleportation than light. They gain Basic Magic Training in the Warp sphere as a bonus feat at 1st level with the Personal Warp drawback, receiving a bonus talent as normal. This replaces the darkvision and spell-like ability racial traits.

**Celestial Body:** Some aasimar have a stronger connection to their celestial forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the with the Lycanthropic drawback, gaining Outsider Body as the bonus talent for that drawback. This replaces skilled and the spell-like ability racial traits.

**Celestial Petitioner:** Some aasimar better know how to call upon the upper planes for aid. Good creatures of the outsider type are always considered as allied when called by a caster of nonevil alignment. Whenever bargaining for the services of a called good creature of the outsider type, they gain a 25% discount on the required payment for any services. This replaces celestial resistance.

**Creative Nature:** Gain Basic Magic Training with the Creation sphere as a bonus feat with the Limited Creation (*create*) drawback. They do not gain a bonus talent as is normal for having a sphere-specific drawback, but if they *create* a holy symbol sized for themselves it lasts for 3 rounds after they stop concentrating. This replaces spell-like ability.

**Light Attuned:** Occasionally an aasimar is more attuned to the magic and power of light. They gain Basic Magic Training

in the Light sphere as a bonus feat. This racial trait replaces the darkvision and spell-like ability racial traits.

### Alraun

**Bloodweed:** The nature of the creation of the alraun leaves some with an innate affinity for blood magic, unfortunately it is not without a cost as they become vulnerable to bright light. They gain Basic Magic Training in the Blood sphere as a bonus feat at 1st level. The alraun also gain light sensitivity, causing them to become dazzled in areas of bright light. This replaces their blood sense racial traits.

### Changeling

**Dreamspace:** Changelings who are the children of dreamthief hags often manifest powers related to dreams. They gain the Dreamspace feat as a bonus feat at 1st level even if they do not meet the prerequisites. This replaces the claws and natural armor racial traits.

### Cherufe

**Burning Blood:** While most amet cherufe have a connection to lava, there are other cherufe of both breeds that possess fire in their blood. They gain the Burning Blood feat and may use their Hit Dice in place of caster level to determine the effects of that feat, if beneficial. This replaces their cherufe breed power.

### Dhampir

**Bloodbender:** Vampiric heritage gives many dhampir an innate affinity for blood magic. They gain Basic Magic Training in the Blood sphere as a bonus feat at 1st level. This replaces manipulative and the spell-like ability racial traits.

**Bloodshaper:** Gain Basic Magic Training with the Creation sphere as a bonus feat with the Fission and Material Focus (blood) drawbacks, but do not gain bonus talents as normal. You may *create* blood in solid or liquid form, and it reacts to positive and negative energy as if it were an undead creature rather than an object. Regardless of form, it has no nutritional value unless you possess Sustenance. In addition you may *alter* (Destroy) creatures with blood as if they were objects, though they are entitled to a Fortitude save for half damage. This replaces spell-like ability. (Blood in a solid form has the same hardness and hit points as ice and may be used to *create* weapons that possess the fragile quality unless they are *created* at 1/4 caster level or otherwise enhanced.)

## Dwarf

**Anchoring Magic:** Sometimes dwarves manifest natural talent with magics related to anchoring and stability, allowing them to prevent teleportation and planar movement. They gain Basic Magic Training in the Warp sphere as a bonus feat at 1st level with the Bender drawback, receiving Planar Manipulator as their bonus talent. This replaces the hardy racial trait.

## Elf

**Doppelganger-spawn:** Due to the incredible skill of their imitations, the blood of doppelgangers can easily mingle with that of other races. This blood sometimes asserts itself strongly, creating the doppelganger spawn. They gain the Basic Magic Training feat for the Alteration sphere and the Lycanthropic drawback, gaining the Shifting Disguise feat in place of a bonus talent. This replaces elven magic and keen senses.

**Faerie Born:** True children of Faerie, not the exiles born in another world and corrupted by its influence. Faerie born change their type from humanoid to fey, though do not change any subtypes. This modifies type and replaces keen senses.

**Fey Bargainer:** Lingering ties to the fey realms allow those of fey blood to better deal with their distant relations. Creatures of the fey type are always considered as allied when called. Whenever bargaining for the services of a called creature of the fey type, they gain a 25% discount on the required payment for any services. This replaces elven magic.

**Fey Heart:** The power of the fey runs stronger in some faebloods, whether by practice of their innate skill, stronger traces of the blood of the upper echelons of the courts, or some other cause. They gain the Basic Magic Training feat for the Fallen Fey sphere as a bonus feat. This replaces elven magic.

**Practice Makes Perfect:** Gain a +2 racial bonus for all Craft checks and to your caster level for the *create* usage of the Creation sphere as long as this bonus does not raise your caster level above your current Hit Dice. This replaces elven magic and keen senses.

## Fenghuang

**Fey Bargainer:** Lingering ties to the fey realms allow those of fey blood to better deal with their distant relations. Creatures of the fey type are always considered as allied when called. Whenever bargaining for the services of a called creature of the fey type, they gain a 25% discount on the required payment for any services. This replaces curiosity.

**Fey Heart:** The power of the fey runs stronger in some faebloods, whether by practice of their innate skill, stronger traces of the blood of the upper echelons of the courts, or some other cause. They gain the Basic Magic Training feat for the Fallen Fey sphere as a bonus feat. This replaces curiosity.

**Weatherborn:** As masters of both flight and fire, many fenghuang find that manipulating the weather is a trick that comes to them quite naturally. They gain Basic Magic Training in the Weather sphere as a bonus feat. This replaces curiosity.

## Fetchling

**Animate Shadow:** Detaching your shadow and sending it to spy on your enemies (or friends) is a useful skill for those born of shadow. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion's free talent must be Shadow Creature (form) talent. The caster does not cast a shadow while this companion is summoned. This replaces shadow resistance and spell-like ability racial traits.

**Darkness Adept:** Born of shadow, fetchlings are natural practitioners of magics relating to darkness and deception. They gain Basic Magic Training in the Dark sphere at 1st level. At 13th level, they receive the Extra Magic Talent feat. This replaces spell-like abilities.

**Shadow Cache:** By utilizing their tie to the Plane of Shadow, some fetchlings gain the ability to create a small, shadowy space that they can store items in. They gain Basic Magic Training in the Warp sphere as a bonus feat at 1st level with the Bender drawback, receiving Extradimensional Storage as their bonus talent. This replaces the shadow blending racial trait.

## Gothlain

**Fey Heart:** The power of the fey runs stronger in some faebloods, whether by practice of their innate skill, stronger traces of the blood of the upper echelons of the courts, or some other cause. They gain the Basic Magic Training feat for the Fallen Fey sphere as a bonus feat. This replaces natural armor and spell-like abilities.

## Gnome

**Arcane Engineer:** Gain the Basic Magic Training feat, selecting either the Creation, Illusion or Nature sphere. This replaces gnome magic.

**Faerie Born:** True children of Faerie, not the exiles born in another world and corrupted by its influence. Faerie born change their type from humanoid to fey, though do not change any subtypes. This modifies type and replaces defensive training.

**Fey Bargainer:** Lingering ties to the fey realms allow those of fey blood to better deal with their distant relations. Creatures of the fey type are always considered as allied when



called. Whenever bargaining for the services of a called creature of the fey type, they gain a 25% discount on the required payment for any services. This replaces gnome magic.

**Fey Heart:** The power of the fey runs stronger in some faebloods, whether by practice of their innate skill, stronger traces of the blood of the upper echelons of the courts, or some other cause. They gain the Basic Magic Training feat for the Fallen Fey sphere as a bonus feat. This replaces gnome magic.

**Fey Motes:** Through natural talent or by training one aspect of their magic to the exclusion of other magics, some gnomes master their ability to create roving, trickster lights. They gain Basic Magic Training in the Light sphere as a bonus feat, with the Roving Glow drawback and Dancing Lights as their bonus talent. This replaces the obsessive and gnome magic racial traits.

**Seelie Savant:** Some gnomes embody their fair folk heritage more strongly than others and carry an aura of whimsy with them wherever they go. The beauty around such gifted gnomes is more profound, colors are brighter and some say even jokes are somehow funnier. Gain the Witchmarked general drawback and use your character level in place of caster level for calculating its penalties. This general drawback does not count for gaining boons or calculating additional spell points based on your level in spherecasting classes. Gain a bonus spell point at first level and an additional bonus spell point for every 3 character levels you possess. The bonus spell points granted by this racial trait may only be used for Creation, Illusion or Nature sphere effects. You cannot select the Witchmarked general drawback if you ever gain a casting tradition. This replaces illusion resistance.

## Half-Elf

**Doppelganger-spawn:** Due to the incredible skill of their imitations, the blood of doppelgangers can easily mingle with that of other races. This blood sometimes asserts itself strongly, creating the doppelganger spawn. They gain the Basic Magic Training feat for the Alteration sphere and the Lycanthropic drawback, gaining the Shifting Disguise feat in place of a bonus talent. This replaces elven immunities and keen senses.

**Fey Heart:** The power of the fey runs stronger in some faebloods, whether by practice of their innate skill, stronger traces of the blood of the upper echelons of the courts, or some other cause. They gain the Basic Magic Training feat for the Fallen Fey sphere as a bonus feat. This replaces keen senses.

## Halfling

**Doppelganger-spawn:** Due to the incredible skill of their imitations, the blood of doppelgangers can easily mingle with that of other races. This blood sometimes asserts itself strongly, creating the doppelganger spawn. They gain the Basic Magic Training feat for the Alteration sphere and the Lycanthropic drawback, gaining the Shifting Disguise feat in place of a bonus talent. This replaces halfling luck and fearless.

## Half-Orc

**Doppelganger-spawn:** Due to the incredible skill of their imitations, the blood of doppelgangers can easily mingle with that of other races. This blood sometimes asserts itself strongly, creating the doppelganger spawn. They gain the Basic Magic Training feat for the Alteration sphere and the Lycanthropic drawback, gaining the Shifting Disguise feat in place of a bonus talent. This replaces orc ferocity and intimidating.

## Human

**Doppelganger-spawn:** Due to the incredible skill of their imitations, the blood of doppelgangers can easily mingle with that of other races. This blood sometimes asserts itself strongly, creating the doppelganger spawn. They gain the Basic Magic Training feat for the Alteration sphere and the Lycanthropic drawback, gaining the Shifting Disguise feat in place of a bonus talent. This replaces the bonus feat trait.

## Ifrit

**Elemental Call:** Scions of powerful genies can claim a servitor as their inheritance. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must take Elemental Creature (form) as its first talent, selecting fire as its element. This replaces fire affinity and the spell-like ability racial traits.

**Flame Form:** Some ifrit have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Elemental Transformation (fire elemental only), receiving Elemental Transformation as a bonus talent as normal. Once per day, they may use this talent without paying the additional spell point cost. This replaces fire affinity and the spell-like ability racial traits.

**Flame Touch:** Some ifrit are more adept than others at channeling their native connection to the plane of fire. They gain Basic Magical Training in the Destruction sphere as a bonus feat at 1st level with the Energy Focus drawback for the fire blast group, receiving a bonus talent as normal. This replaces fire affinity and the spell-like ability racial traits.

**Planar Bargainer:** The blood of genies calls to its kind as well as honing one's sense for a deal. Creatures of the outsider type with the fire subtype are always considered as allied when called. Whenever bargaining for the services of a called creature of the outsider type with matching subtype, they gain a 25% discount on the required payment for any services. This replaces energy resistance.

**Torchlight:** Fire is a natural source of light, and some ifrit master this secondary characteristic. They gain Basic Magic Training in the Light sphere as a bonus feat, with the Touch Of Light drawback and Searing Light as their bonus talent. This racial trait replaces the fire affinity and spell-like ability racial traits.



## Kitsune

**Fox Guise:** To better mesh with the available options, kitsune receive Transformation as a bonus feat gained at 1st level, selecting the form of a Tiny fox per the Animalistic Transformation talent, even if the size is smaller than permitted. This replaces either change shape or kitsune magic.

*Special:* You may gain Transformation from this trait and Human Guise, exceeding the usual limits for selecting the Transformation feat.

**Fox Trickster:** Gain the Basic Magic Training as a bonus feat, selecting either the Illusion, Light, or Mind sphere. This replaces the kitsune magic racial trait.

**Fox's Wedding:** Some kitsune possess an affinity for weather magic instead of enchantments. They gain Basic Magic Training in the Weather sphere as a bonus feat. This replaces kitsune magic.

**Human Guise:** To better mesh with the available options, kitsune receive Transformation as a bonus feat gained at 1st level, selecting the form of a human (or other suitable humanoid at the GM's discretion) per the Anthropomorphic Transformation talent. They do not gain the additional +2 traits, but do retain their low-light vision. This replaces change shape.

*Special:* You may gain Transformation from this trait and Fox Guise, exceeding the usual limits for selecting the Transformation feat.

**Magical Tails:** Some kitsune are naturally gifted in magic and grow additional tails as their innate power increases. Legend says that the fur of such gifted kitsune will change to snow white upon growing their 9th and final tail.

Gain the Witchmarked general drawback and use your character level in place of caster level for calculating its penalties; unless stated otherwise, the sign of this witchmark is the growth of additional tails. This general drawback does not count for gaining boons or calculating additional spell points based on your level in spherecasting classes. Gain a bonus spell point at first level plus an additional bonus spell point for every 3 character levels you possess. The bonus spell points granted by this racial trait may only be used for two spheres from the following list: Alteration, Dark, Destruction, Illusion, Light, Mind or Nature. These choices must be made at first level and cannot be changed later. You cannot select the Witchmarked general drawback if you ever gain a casting tradition. This replaces natural weapons.

**Natural Shapechanger:** A few kitsune push their natural shapeshifting abilities into more extreme directions. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level. This replaces kitsune magic.

## Kobold

**Avatar of the Dragon:** While most kobolds are barely even dim reflections of the might and majesty of their draconic forebears, others are blessed with a much greater portion of the old blood. As a bonus feat gained at 1st level, they can choose either the Transformation feat selecting Dragon Transformation, or Basic Magic Training in Alteration with the Beast Soul drawback, receiving Dragon Transformation as the bonus talent for this drawback. This replaces crafty.

**Draconic Debtor:** A rare kobold manages to earn the favor of a true dragon, regardless of whether this favor is based on merit, inheritance, or whim, and may call on a lesser reflection of their patron. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion's free talent must be the Draconic Creature (form) talent. This replaces crafty.

**Dragon's Breath:** A few rare kobolds are blessed with the deadly breath of their draconic ancestors. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Energy Focus drawback for a blast group corresponding to a true dragon's breath weapon and the Shape Focus drawback for the Sculpt Blast blast shape, receiving the bonus talents as appropriate. This replaces crafty.

*Special:* If you also take the dragon-scaled alternate racial trait, your chosen energy resistance must match that of your blast type.

## Merfolk

**Water Mastery:** Some merfolk find that they possess a natural mastery of water, both above and below the waves. They gain Basic Magic Training in the Weather sphere as a bonus feat, with the Limited Weather (Precipitation) drawback and Rain Lord as their bonus talent. This replaces natural armor.

## Nagaji

**Serpent's Body:** Some reptilian races are born with a great affinity for the serpents they resemble. They gain Transformation, selecting the form of a serpent per the Serpentine Transformation talent, as a bonus feat at 1st level, even if they do not meet its prerequisites. This replaces resistant and serpent sense.

**Summon Serpent:** Some reptilian races are born with an innate command of their lesser cousins. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must be of the serpentine body type. This replaces resistant and serpent sense.

## Oread

**Elemental Call:** Scions of powerful genies can claim a servitor as their inheritance. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must take Elemental Creature (form) as its first talent, selecting acid as its element. This replaces earth affinity and the spell-like ability racial traits.

**Gem Crafter:** Some oreads have learned how to condense magical energy into stones for later use. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Shape Focus drawback for the Energy Bomb shape, receiving a bonus talent as normal. In addition, the oread has a limited ability to reclaim power from these stones and put it to other uses. As a move action an oread may destroy an Energy Bomb he created without discharging it to gain 1 temporary spell point until the start of his next turn. This replaces the earth affinity and spell-like ability racial traits.

**Planar Bargainer:** The blood of genies calls to its kind as well as honing one's sense for a deal. Creatures of the outsider

type with the earth subtype are always considered as allied when called. Whenever bargaining for the services of a called creature of the outsider type with matching subtype, they gain a 25% discount on the required payment for any services. This replaces energy resistance.

**Stone Body:** Some oreads have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Elemental Transformation (earth elemental only), receiving Elemental Transformation as a bonus talent as normal. Once per day, they may use this talent without paying the additional spell point cost. This replaces earth affinity and the spell-like ability racial traits.

**Stone Thrower:** Some oreads have mastered conjuring and manipulating stone, crystal, or metal. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Energy Focus drawback for the crystal, electric or stone blast type group, receiving a bonus talent as normal. This replaces earth affinity and the spell-like ability racial traits.

## Samsaran

**Sphere-touched:** The samsaran gains the feat Basic Magic Training as a bonus feat, but are limited to choosing either the Divination or Mind sphere. This replaces samsaran magic.

## Sidheir

**Faerie Born:** True children of Faerie, not the exiles born in another world and corrupted by its influence. Faerie born change their type from humanoid to fey, though do not change any subtypes. This modifies type and replaces multitalented.

**Fey Bargainer:** Lingering ties to the fey realms allow those of fey blood to better deal with their distant relations. Creatures of the fey type are always considered as allied when called. Whenever bargaining for the services of a called creature of the fey type, they gain a 25% discount on the required payment for any services. This replaces sphere of desire.

**Fey Heart:** The power of the fey runs stronger in some faebloods, whether by practice of their innate skill, stronger traces of the blood of the upper echelons of the courts, or some other cause. They gain the Basic Magic Training feat for the Fallen Fey sphere as a bonus feat. This replaces sphere of desire.

## Skinwalker

**Form-master:** All skinwalkers have some connection to form altering magic, though some wield greater proficiency than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level. This replaces animal minded and the spell-like ability racial traits.

**True Changer:** Rather than their hereditary lycanthropy manifest in a minor shapeshifting ability, some skinwalker's can fully assume the form of a beast. They gain Transformation as a bonus feat at 1st level. The form chosen for this feat reflects their lycanthropic heritage (wolf, tiger, shark, etc.). This replaces change shape.

While under the effects of the Transformation feat, they gain a +2 racial bonus to one physical ability score of their

choice. This bonus is chosen each time their Transformation shape is assumed.

## Strix

**Stormwing:** Accustomed to performing daredevil stunts in poor weather, these strix treat Wind as one step less severe for purposes of determining whether they would be checked or blown away and their penalty to Fly checks. This replaces nocturnal and hatred.

## Suli

**Creative Nature:** Gain Basic Magic Training with the Creation sphere as a bonus feat with the Limited Creation (create) drawback. They may select a bonus Creation talent as is normal for having a sphere-specific drawback. This replaces elemental assault.

**Destructive Hand:** A few suli learn to channel the destructive energies in their blood in a different way. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Destructive Touch drawback, receiving a bonus talent as normal. This replaces elemental assault.

**Destructive Heritage:** A few suli have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Elemental Transformation, receiving Elemental Transformation as a bonus talent as normal. This replaces elemental assault, negotiator, and energy resistance.

**Elemental Call:** Scions of powerful genies can claim a servitor as their inheritance. They gain Basic Magic Training in the Conjuration sphere as a bonus feat at 1st level. The companion must take Elemental Creature (form) as its first talent, selecting an element matching its heritage (suli can choose any of acid, cold, electricity, and fire). This replaces elemental negotiator and elemental assault for suli.

**Planar Bargainer:** The blood of genies calls to its kind as well as honing one's sense for a deal. Creatures of the outsider type with either air, earth, fire, or water subtypes (chosen at character creation but may not be changed afterwards) are always considered as allied when called. Whenever bargaining for the services of a called creature of the outsider type with matching subtype, they gain a 25% discount on the required payment for any services. This replaces energy resistance.

## Sylph

**Air Blooded:** Some sylph are particularly skilled at the offensive application of their natural talents. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Energy Focus drawback for the air, electric, or sonic group, receiving a bonus talent as normal. This replaces air affinity and the spell-like ability racial traits.

**Air Master:** Some sylph have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Elemental Transformation (air elemental only), receiving Elemental Transformation as a bonus talent as normal. Once per day, they may use this talent

without paying the additional spell point cost. This replaces air affinity and the spell-like ability racial traits.

**Airy Heritage:** Gain Basic Magic Training with the Creation sphere as a bonus feat with the Gas Mage drawback, but do not gain a bonus talent as normal. Whenever a sylph *creates* or *alters* a gas, they gain a fly speed of 5 feet per two caster levels until the end of their turn. This replaces spell-like ability.

**Elemental Call:** Scions of powerful genies can claim a servitor as their inheritance. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must take Elemental Creature (form) as its first talent, selecting electricity as its element. This replaces air affinity and the spell-like ability racial traits.

**Gale Master:** Some sylph can call upon blasts of wind to scatter their enemies. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Energy focus drawback for the air blast group, receiving a bonus talent as normal. In addition, when casting a *destructive blast* modified by the Air Blast talent they may choose for it to deal no damage. If dealing no damage, the *destructive blast* gains a bonus to CMB on its bull rush attempt equal to +1 per die of damage it would normally have inflicted. Using Air Blast to bull rush an opponent into an obstacle still inflicts damage as normal. This replaces air affinity and the spell-like ability racial traits.

**Gusts And Gales:** Some sylph are more adept at controlling wind than their own movement through the air. They gain Basic Magic Training in the Weather sphere as a bonus feat, with the Limited Weather (Wind) drawback and Wind Lord as their bonus talent. This replaces the spell-like ability and air affinity racial traits.

**Planar Bargainer:** The blood of genies calls to its kind as well as honing one's sense for a deal. Creatures of the outsider type with the air subtype are always considered as allied when called. Whenever bargaining for the services of a called creature of the outsider type with matching subtype, they gain a 25% discount on the required payment for any services. This replaces energy resistance.

## Tiefling

**Deceiver:** Gain the Basic Magic Training feat as a bonus feat, selecting either Destruction, Illusion or Mind sphere. This replaces the spell-like ability trait.

**Destructive Nature:** Gain Basic Magic Training with the Creation sphere as a bonus feat with the Limited Creation (*alter*) drawback and gain Potent Alteration as the bonus talent for having a sphere-specific drawback. As part of *altering* an object a tiefling may choose to brand it with the mark of their deity, allowing it to function as a holy or unholy symbol. This replaces spell-like ability.

**Destructive Taint:** Some tieflings are born with a natural affinity for destructive magic, channeling the fire of the lower planes. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Energy Focus drawback for a blast group appropriate to their heritage, as approved by the GM, receiving a bonus talent as normal. This replaces fiendish sorcery and the spell-like ability racial traits.

**Fiendish Atavism:** Some tieflings have a stronger connection to their fiendish forebears than others. They gain

Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the with the Lycanthropic drawback, gaining Outsider Body as the bonus talent for that drawback. This replaces fiendish sorcery and the spell-like ability racial traits.

**Fiendish Bargainer:** Some tieflings have an inherent sense for the desires of their forebears. Evil creatures of the outsider type are always considered as allied when called by a caster of nongood alignment. Whenever bargaining for the services of a called evil creature of the outsider type, they gain a 25% discount on the required payment for any services. This replaces fiendish resistance.

**Fiendish Servitor:** A few tieflings have learned to leverage the power of their blood to wrench a minion from the lower realms. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must take Aligned Creature (evil) with its free (form) talent. This replaces skilled and the spell-like ability racial traits.

**Obscured Heritage:** The light does not shine evenly across the multiverse, and those tieflings tracing their heritage to one of the benighted planes tend to show a particular talent for manipulating darkness. They gain Basic Magic Training in the Dark sphere at first level. This replaces spell-like ability.

**Selfish Teleport:** Some fiends possess the natural ability to teleport, and their tiefling descendents will sometimes manifest a similar talent. These tieflings gain Basic Magic Training in the Warp sphere as a bonus feat at 1st level with the Personal Warp drawback, receiving a bonus talent as normal. This replaces the fiendish sorcery and spell-like ability racial traits.

**Traitorous Taint:** Some tieflings are predatory deception incarnate. Their every move identifies them as descended from



the apex ambush predators and coercive dominators of the pit. Gain the Witchmarked general drawback and use your character level in place of caster level for calculating its penalties. This general drawback does not count for gaining boons or calculating additional spell points based on your level in spherecasting classes.

Gain a bonus spell point at first level and an additional bonus spell point for every 3 character levels you possess. The bonus spell points granted by this racial trait may only be used for Destruction, Illusion or Mind sphere effects. You cannot select the Witchmarked general drawback if you ever gain a casting tradition. This replaces fiendish sorcery.

## Undine

**Elemental Call:** Scions of powerful genies can claim a servitor as their inheritance. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must take Elemental Creature (form) as its first talent, selecting cold as its element. This replaces water affinity and the spell-like ability racial traits.

**Ocean Born:** Some undine have a stronger connection to their elemental forebears than others. They gain Basic Magic Training in the Alteration sphere as a bonus feat at 1st level with the Beast Soul drawback for Elemental Transformation (water elemental only), receiving Elemental Transformation as a bonus talent as normal. Once per day, they may use this talent without paying the additional spell point cost. This replaces water affinity and the spell-like ability racial traits.

**Ocean Master:** Some undine are particularly skilled at the offensive application of their natural talents. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Energy Focus drawback for the cold blast group, receiving a bonus talent as normal. This replaces water affinity and the spell-like ability racial traits.

**Planar Bargainer:** The blood of genies calls to its kind as well as honing one's sense for a deal. Creatures of the outsider type with the water subtype are always considered as allied when called. Whenever bargaining for the services of a called creature of the outsider type with matching subtype, they gain a 25% discount on the required payment for any services. This replaces energy resistance.

**Watery Heritage:** Gain Basic Magic Training with the Creation sphere as a bonus feat with the Water Wizard drawback. This replaces spell-like ability.

## Vishkanya

**Serpent's Body:** Some reptilian races are born with a great affinity for the serpents they resemble. They gain Transformation, selecting the form of a serpent per the Serpentine Transformation talent, as a bonus feat at 1st level, even if they do not meet its prerequisites. This replaces poison use and toxic.

**Summon Serpent:** Some reptilian races are born with an innate command of their lesser cousins. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must be of the serpentine body type. This replaces poison use and toxic.

## Wayang

**Animate Shadow:** Detaching your shadow and sending it to spy on your enemies (or friends) is a useful skill for those born of shadow. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion's free talent must be Shadow Creature (form) talent. The caster does not cast a shadow while this companion is *summoned*. This replaces shadow magic and shadow resistance.

**Fated Fade:** All wayangs are called to be dissolved into the shadow. On rare occasions the strength of a wayang soul begins to blur and distort the body that houses it as it tries to return to the greater darkness. Gain the Witchmarked general drawback and use your character level in place of caster level for calculating its penalties. Gain a bonus spell point at first level and an additional bonus spell point for every 3 character levels you possess. The bonus spell points granted by this racial trait may only be used for Darkness, Illusion or Protection sphere effects. You cannot select the Witchmarked general drawback if you ever gain a casting tradition. This replaces shadow resistance.

**Shadow Specialist:** Gain the Basic Magic Training feat, selecting either the Dark, Illusion or Protection sphere. This replaces the shadow magic racial trait.

**Shadow Symbiosis:** Believing they will one day return to the shadow from which they emerged, wayangs have an almost symbiotic relationship with the darkness. At 1st level they gain a +2 bonus to all saves against Dark sphere effects as well as spells of the shadow subschool, a +1 bonus to the DC of Dark sphere effects they cast, and Basic Magic Training feat in the Dark sphere. This replaces shadow resistance and shadow magic.

## Traits

### Combat

#### Combat Healer

You have been trained in giving quick, efficient first aid, possibly as a field medic during war.

**Benefit:** You can use the first aid aspect of the Heal skill as a swift action instead of a standard action, and Heal is always a class skill for you.

#### Iron-Plated Mind

You grew up with magic, and possibly annoying siblings who repeatedly tried to trip up your casting.

**Benefit:** Choose a sphere. You gain a +4 trait bonus on magic skill checks to cast defensively with that sphere.

#### Practiced Aim

You have battled with magic since a very young age.

**Benefit:** You gain a +1 trait bonus on attack rolls with your *destructive blast*.

#### Strangely Resistant

You have been exposed to a certain style of magic repeatedly and have built up resistances.

**Benefit:** Choose a sphere. You gain a +2 trait bonus to all saving throws vs. the effects of that sphere.

## Ginnicus

Blows to the head can sometimes have benefits.

**Benefit:** You have a slight but persistent ringing in your ears. You gain a +1 trait bonus to Will saves against sonic and language dependent effects using spoken languages. This bonus also applies to illusions with an auditory component.

## Equipment

### Magical Wardrobe

You can use a hint of teleportation magic to instantly change clothes.

**Benefit:** As a swift action, you can swap an outfit you are currently wearing for another outfit in your possession, as well as don or remove individual pieces of clothing or jewelry. If you choose to affect a magical piece of clothing (such as a hat or ring) you are limited to only affecting it, either swapping it with another magical item of the same slot, removing it, or donning it. You may not use this trait to don or remove armor, but you may draw things from an extradimensional storage from the Warp sphere. This trait is a supernatural ability.

### Necrotic Tinkerer

You inherited a *necrotic marionette*, possibly from a parent or mentor.

**Benefit:** You begin play with a battered *necrotic marionette* with 1 Hit Die. Creatures other than you cannot *reanimate* it. It can only be sold for scrap (it is worth 100 gp when sold), but it can be upgraded normally, upon which everyone can *reanimate* it.

### Sky Dancer

You grew up alongside airships, possibly as a trader or a wealthy noble who enjoyed sailing the skies for pleasure.

**Benefit:** You begin play with a personal skyrider, which has bonus hit points equal to twice your ranks in Craft (airship). You can repair this vehicle by spending 4 hours and attempting a Craft (airship) check, restoring a number of hit points equal to the result. If it is destroyed, you may replace it by spending 20 gp and 8 hours. Any other creature attempting to pilot this craft takes a -8 penalty to their Fly check. You may also accelerate, decelerate, or turn a skyrider as a move action.

## Faith

### Blood Cult Survivor

You have survived attempts to use your blood to fuel dark (or at least questionable) rituals.

**Benefit:** You gain a +1 trait bonus on saves against *blood control* and effects that cause bleed damage. Additionally, the first point of bleed damage you take each round is treated as nonlethal damage. This increases by 1 point per round at 5 Hit Dice and every 5 Hit Dice thereafter.

### Conscious Cultist

You must openly belong to a community of psychic influence, such as an agency or guild, and have experience with esoteric rituals and incantations.

**Benefit:** Gain a +1 trait bonus to caster level when using talents and abilities from the Divination, Mind and Telekinesis spheres. This increase in caster level may not raise your caster level over your Hit Dice.

## Defender Of The Faith

**Prerequisite:** You must openly belong to a publicly known religious organization.

**Benefit:** You gain a +1 trait bonus to caster level when using talents and abilities from the Fate, Life and Protection spheres. This increase in caster level may not raise your caster level over your Hit Dice. In addition, you may participate in rituals or incantations associated with your religious organization.

### Force Of Spirit

Your conviction gives weight to magic enacted for battle.

**Benefit:** When you create a *totem* and pay a spell point to make it continue without concentration, the duration of the *totem* increases by 2 rounds.

### Grove Neophyte

**Prerequisite:** You must openly worship a spirit of nature, be it an element, ideal or actual spirit.

**Benefit:** You gain a +1 trait bonus to your caster level when using talents and abilities from the Alteration, Nature, and Weather spheres. This increase in caster level may not raise your caster level over your Hit Dice. In addition, you may attend, if not participate in, rituals and incantations performed inside hallowed druid stone circles.

### Pilgrim

You are a mystic wanderer, initiated into the mysteries of the path.

**Benefit:** Your caster level is treated as 2 higher when determining the distance you can travel with *teleport*.

### Skeptical

You are hard to convince and extremely critical.

**Benefit:** You gain a +1 trait bonus to Sense Motive checks and a +1 trait bonus to Will saves vs. illusions, enchantments, and Mind sphere effects.

## Magic

### Additional Medium

**Prerequisite:** Limited Warp (Warp) drawback

**Benefit:** You may select a second condition that you may *teleport* to or from. So long as both your starting position and your destination meet one of your two conditions, you may *teleport*.

### Chronosense

You have an acute innate sense time.

**Benefit:** You always know the date and time of day. You can automatically sense auras (see the Divination sphere's *divine* base ability) left by Time sphere effects (and similar magic, as the GM rules appropriate) within 20 feet.

### Daysense

You can sense the positions of the celestial bodies, even when you are underground or they are out of sight.

**Benefit:** This allows you to always know the precise time and the direction of true north. In addition, you gain a +1 trait bonus on Knowledge (geography) and Survival checks, and one of these skills (of your choice) becomes a class skill.

### Destructive Adept

**Prerequisite:** Creation sphere.

**Benefit:** The damage dealt by *alter* (Destroy) increases to 1d8 + 1/2 your caster level. If you possess Potent Alteration, the damage is increased to 1d10 + your caster level.

### Destructive Reservoir

**Prerequisite:** Destruction sphere.

**Benefit:** Once per day you may cause yourself to become fatigued as a free action. You immediately gain 2 temporary spell points. These points persist until the start of your next turn and can only be spent on a *destructive blast*. If you are already fatigued, you instead become exhausted. If you are exhausted or immune to fatigue or exhaustion you may not use this trait.

### Destructive Talent

**Prerequisite:** Destruction sphere.

**Benefit:** Your *destructive blasts* gain a +1 trait bonus to damage. This bonus increases by 1 for every 10 character levels. This bonus damage is of the same type as the *destructive blast*. If the blast deals more than one damage type, as with the Admixture talent, you may choose which type this bonus applies to.

### Differing Worldview

You were raised among members of entirely different species, and relate to them just as well as to those of your own ancestry.

**Prerequisite:** Mind sphere.

**Benefit:** Pick a creature type that can usually be affected by mind-affecting effects other than your own. Your Mind sphere *charms* affect this type of creature in addition to your own. If you gain the Expanded Charm talent or any other ability which allows you to target the chosen creature type, you may either choose another applicable creature type or, if none are left uncovered, you may immediately replace this trait another with another Magic trait at your GM's discretion.

### Dramatic Teleportation

**Prerequisite:** Warp sphere.

**Benefit:** When you *teleport* you can create a minor sensory effect so long as it is related to a Perform skill you have at least one rank in (such as a leaving behind echoing laughter with (comedy) or using (wind instruments) to herald your arrival with a flute's flourish). Perform is always a class skill for you. If it is already a class skill for you, or you later gain it as a class skill from another source, you instead gain a +1 trait bonus to a Perform skill of your choice.

### Dual Creation

Whatever prevents you from following conventional teachings and Creation processes has not deterred your spirit. Through great effort, you have mastered a second material and are equally able to work with two now.

**Prerequisite:** Limited Material (Creation) drawback

**Benefit:** You may select an additional material that you can *create* or *alter* with Creation.

### Dual Limit

**Prerequisite:** Limited Telekinesis (Telekinesis) drawback

**Benefit:** You may select an additional material that you can manipulate with *telekinesis*.

### Fairy Magic

You are particularly proficient in fey magic.

**Benefit:** You gain a +1 trait bonus to your caster level for the Fallen Fey, Illusion, and Mind spheres. This bonus cannot cause your caster level to exceed your Hit Dice.

### Favored Curse

You have transformed meddlers enough to gain a favored form.

**Benefit:** Choose one form talent. When using this talent while applying your *shapeshift* to an unwilling target, you gain a +1 trait bonus to the effect's DC.

### Favorite Shape

You grew up among other creatures and constantly used your magic to become one of them.

**Benefit:** Choose one form talent. Twice per day as a swift action when using *shapeshift* to apply this form to yourself, you may extend the *shapeshift's* duration without spending a spell point.

### Friendly Fortune Teller

You have worked as a professional diviner, and have mastered techniques for performing many divinations in a day.

**Benefit:** Two times per day, while touching a creature or an object, you may as a free action decrease the spell point cost to *divine* by 1. You only *divine* information about the touched creature or object when using this trait.

### Gift for Magic

Whether through ancestry, training, or another personal aspect, your skill with a particular type of magic is far more natural than normal.

**Benefit:** Choose a sphere. You gain a +2 trait bonus to your caster level with that sphere. This bonus cannot cause your caster level to exceed your Hit Dice.

### Healing Reserve

You have learned to use your own blood to fuel your magic.

**Benefit:** Once per day, you may spend a free action to gain a temporary spell point, but you lose one hit point. This cost can not be reduced in any way and can not be a temporary hit point. The spell point persists until the start of your next turn, and must be spent on talents and effects related to the Life sphere.

### Kinetic Drain

You know how to harness the power of motion and use it for spellcasting.

**Benefit:** Once per day, you may spend a move action to gain a temporary spell point. This point persists until the start of your next turn, and must be spent on talents and effects related to the Telekinesis sphere.

### Lightbringer

You have learned to overcome darkness with light.

**Benefit:** You gain a +2 trait bonus to the magic skill bonus and magic skill defence of your Light sphere effects when determining their interaction with Dark sphere effects.

### Nightbringer

You have learned to overcome light with darkness.

**Benefit:** You gain a +2 trait bonus to the magic skill bonus and magic skill defence of your Dark sphere effects when determining their interaction with Light sphere effects.

### Omen Reader

You understand the workings of magic like a second language.

**Benefit:** You may cast *read magic* as a spell-like ability which you may use at-will as a standard action. For the purpose

of this spell-like ability, your effective caster level is equal to 1/2 your Hit Dice (minimum 1).

### Photosynthetic Magic

The light of the sun is powerful, and you can harness it for your own magic.

**Benefit:** After spending at least one hour in true sunlight over the course of a day, you gain an additional spell point that can only be spent on talents and effects related to the Light sphere. Time spent in the sun does not need to be consecutive. You cannot gain more than one spell point a day this way.

### Pocket Space

You have slight talent or training in the magical art of bending space.

**Benefit:** You gain a permanent extradimensional space that can hold up to 5 pounds plus an additional 5 pounds for every five character levels you possess, and nothing larger than a Small-sized object (or a combination of smaller objects equal in size to one Small object). You may place any inanimate, unattended object you touch into your pocket space as a full-round action, and may retrieve any one object from your pocket space as a full-round action. If you die (or are destroyed, if you lack a Constitution score), all contents of your pocket space appear in your square, or the nearest unoccupied space. Any effects interacting with the Extradimensional Storage talent also interact with this space. If you gain the Extradimensional Storage talent later, this pocket space is merged with the space granted by the talent.

### Potential Energy

You learn to conserve but ready your energy, poising it on the edge but holding it back until you need it most.

**Benefit:** You gain a second spell point pool that can hold two spell points. This spell pool never refreshes, but you may fill it by shifting points from your primary spell point pool as a full-round action. These spell points may only be spent on talents and effects related to the Telekinesis sphere.

### Predetermined Caster

You have been visited by beings from another dimension, who prepared you for your destiny.

**Benefit:** You gain a +1 trait bonus to caster level when using talents or abilities from the Fate, Time, and Warp spheres. This bonus cannot cause your caster level to exceed your Hit Dice. In addition, 1 per day you may cast the cantrip guidance as a spell-like ability.

### Restorative Adept

**Prerequisite:** Creation sphere.

**Benefit:** The damage you heal with *alter* (Repair) increases to 1d8 + 1/2 your caster level. If you possess Potent Alteration, the amount is increased to 1d10 + your caster level.

### Smoke And Mirrors

You learned your magic from learning mundane illusionist tricks and adapting that knowledge for use with magic.

**Benefit:** Gain a +1 trait bonus to caster level with the Dark, Illusion and Light spheres and a +2 trait bonus to Perform checks when you augment a performance with magic. This bonus cannot cause your caster level to exceed your Hit Dice.

### Transcendent Intuition

You learn as much from experience as from books.

**Benefit:** Choose a Knowledge skill. You may use your Wisdom modifier or Charisma modifier (whichever is higher) instead of your Intelligence modifier when attempting checks with this skill.

### Unorthodox Casting

Perhaps you are a druid trained in nature magic by a fey such as a nymph or satyr; maybe you grew up in a great library where you studied the magic of nature and geography; or perhaps you learned magic from an academic who combined study and meditation in equal measures. Either way, you embrace unorthodox techniques that change your approach to magic.

**Benefit:** Choose any one mental ability score. You use that score as your casting ability score instead of the one granted by your casting tradition.

### Unrealized Telekinetic

You possess under-developed telekinetic potential.

**Benefit:** You may use the *mage hand* cantrip as an at-will spell-like ability with a caster level equal to your character level. In addition, you can qualify for Protokinesis feats without possessing the Telekinesis sphere. For the purposes of these feats you are treated as having a caster level equal to half your character level and may choose one mental ability as your casting ability score, if you do not possess a casting tradition already.

**Special:** If you later gain access to the Telekinesis sphere, you may immediately replace this trait with the Kinetic Drain or Potential Energy trait.

### Waking Dreamer

You are more connected to dreams than others.

**Benefit:** Twice per day as a full-round action you may grant yourself a temporary spell point. This spell point may only be used on Illusion or Divination sphere effects and dissipates after a number of rounds equal to your Hit Dice.

## Race

### Fey-blood

You have traces of fey blood in your veins, granting you an affinity for fey magic.

**Benefit:** Twice per day, you may spend a standard action to activate a fey-blessing, reducing the spell point cost by 1.

**Special:** A member of any race may select this trait.

### Minor Bioluminescence

Your skin (or a patterned portion of it) shines with a strange luminescence that many find to be mesmerizing.

**Benefit:** You shed light as a candle, increasing the light level by one step 5 feet around you, and may turn this light on or off as a free action. So long as the light is on, you gain a +1 bonus on Bluff checks. In addition, Bluff is a class skill for you.

**Special:** A member of any race may select this trait, representing distant ancestry to celestial or other light-based creatures, or an atypical mutation of some kind.

## Region

### Focused Hearing (Temperate Forest)

**Benefit:** As a full-round action you may grant yourself blindsense 10 feet for one round.

### Ink in the Blood (Shadow Plane)

**Benefit:** Gain a shadow point and a shadow pool. You are treated as having the create reality class feature for the purposes of meeting prerequisites for surreal feats.

### Tetrachromacy (Jungle)

**Benefit:** You experience a broader spectrum of color. Gain a +2 circumstance bonus to Perception against creatures and objects receiving a circumstance bonus to Stealth and a +2 circumstance bonus to Will saves against visual figments that do not include the Complex Illusions talent.

## Religion

### Aura

**Benefit:** You shed light as a torch, illuminating a 10-foot radius with normal light and increasing light by one step (to a maximum of normal) 10 feet beyond that. This light is a supernatural ability, and you may turn this light on or off as a standard action. In addition, you gain a +1 trait bonus on Knowledge (religion) checks, and Knowledge (religion) is a class skill for you.

### Born Healer

**Benefit:** Your *cure* ability heals an additional  $1d8$  hit points.

### Doom Cultist

**Benefit:** You gain a +1 trait bonus to caster level for the Blood, Death, and Destruction spheres. This bonus cannot cause your caster level to exceed your Hit Dice.

### Sun Worship

By dedicating yourself to the sun, you have become inured to its effects and attuned to its nature.

**Benefit:** You are immune to the dazzled condition. In addition, you may qualify for the Photosynthesis and Sense Light feats as if you possessed the Light sphere.

### Untethered

You follow a spiritual path of freedom, distancing yourself from the world in order to achieve enlightenment.

**Benefit:** You may choose to count yourself as either one size smaller or one size larger when you would be affected by *telekinesis* due to your ability to detach yourself from worldly bonds.

## Social

### Compassion

**Benefit:** You may use Charisma in place of Wisdom when you use your Heal skill, and Heal is always a class skill for you.

### Guardian Of The Real

**Benefit:** You gain a +2 trait bonus to Knowledge (planes) to identify monsters. The Knowledge (planes) skill is always a class skill for you.

### Impersonator

**Benefit:** You gain a +2 trait bonus to Bluff checks to impersonate another creature and Bluff is always a class skill for you.

### Meditative

**Benefit:** Two times per day when casting Divination (sense) abilities, you may increase the casting time to 10 minutes to reduce the spell point cost by 1. You may not apply any metamagic feats to any *sense* modified by this trait.

### Military Historian

**Benefit:** You gain a +4 trait bonus to Knowledge (history) checks and Knowledge (local) checks when dealing with military history, important military leaders, famous soldiers, or historic battlefields. One of these skills (your choice) is a class skill for you.

### Paranoid

**Benefit:** You gain a +2 trait bonus to Sense Motive checks and Will saves vs. illusions, enchantments, and Mind sphere effects. This bonus does not apply to fear effects and is instead a -1 penalty.

### Planar Dealing

**Benefit:** You gain a +2 trait bonus on Charisma-based checks against outsiders. If you have an ability to substitute another ability score when attempting such checks, this bonus still applies. Additionally, you receive a 10% discount whenever bargaining for the services of a called outsider.





# Favored Class Bonuses

## Armorerist

**Aasimar:** Deal +1/2 bonus damage to evil outsiders when using a bonded weapon. This bonus damage bypasses DR/good, as appropriate. Other damage dealt as part of the attack does not automatically go through DR/good.

**Dwarf:** +1 hardness for summoned and bound equipment. If this raises an item's hardness above 20, adamantine's penetration quality only bypasses 20 points of the object's hardness.

**Elf:** +1/4 to all critical confirmation rolls made with bound weapons. This does not stack with the Critical Focus feat.

**Gnome:** +1/4 bonus to the armorist's caster level with the Creation sphere.

**Goblin:** +1/2 bonus damage on a successful critical hit with any bonded weapon. This damage is applied after the normal critical hit damage has been applied to the damage roll.

**Half-elf:** +1/6 of an arsenal trick.

**Half-orc:** +1/8 of a new piece of bound equipment.

**Halfling:** Reduce the summoning time of 1 piece of bound equipment per 4 levels taken to a swift action. If the time required to summon that piece of bound equipment is already a swift action, this instead reduces it to a free action.

**Human:** For every 4 times this is selected, gain a new exotic weapon proficiency.

**Merfolk:** Gain +1/6 of an arsenal trick.

**Orc:** Deal +1/2 bonus damage when sundering objects or equipment with a bonded weapon.

**Tiefling:** +1/2 bonus damage to good outsiders when using a bonded weapon. This bonus damage bypasses DR/evil, as appropriate. Other damage dealt as part of the attack does not automatically bypass DR/good.

## Elementalist

**Aasimar:** Deal +1/2 damage to evil outsiders and undead with your *destructive blasts*.

**Dwarf:** +1 energy resistance to acid, cold, electricity, fire, or sonic (maximum 10 per energy type). This stacks with the energy resistance normally gained through this class or any other source.

**Elf:** +1 foot to one movement type the elementalist possesses. In combat, this only has an effect for every five increases to the movement's speed.

**Gnome:** +1/6 of a magic talent.

**Goblin:** Add +1/2 to damage rolls the elementalist makes with *destructive blasts* against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

**Half-elf:** +1/6 bonus to all damage dealt with unarmed strikes.

**Half-orc:** Increase the damage dealt with all *destructive blasts* not augmented by favored element by +1/2.

**Halfling:** Gain +1/6 of a dodge bonus to AC.

**Human:** Gain +1/6 of a bonus magic talent.

**Merfolk:** Gain DR 1/piercing for every 6 times this benefit is taken.

**Orc:** Deal an additional +1/2 bonus damage vs. objects when using a *destructive blast*.

**Tiefling:** All *destructive blasts* deal an additional +1/4 negative energy damage. This extra negative energy damage has no effect on undead, or other targets normally healed by negative energy.

## Eliciter

**Aasimar:** Gain a +1/4 bonus to your effective class level when determining the effects of all abilities associated with one emotion.

**Dwarf:** +1/3 bonus to saves against mind-altering effects.

**Elf:** Increase the duration of all hypnotism effects by 1/4 of a round.

**Gnome:** +1/3 to the DC of the fascinate hypnosis.

**Goblin:** Gain a +1/2 bonus to Bluff checks.

**Half-elf:** +1/4 of an extra use of hypnotism per day.

**Half-orc:** When using the liberate hypnotism ability, the target gains a +1/4 bonus to their Will save.

**Halfling:** Gain a +1/4 bonus to Diplomacy, Bluff, Intimidate, and Sense Motive checks.

**Human:** Gain +1/6 of a bonus emotion.

**Merfolk:** Increase the range of the eliciter's hypnotism by 5 feet for every 3 times this benefit is taken.

**Orc:** Gain a +1/2 bonus to Intimidation checks made to demoralize opponents, and to Bluff checks made to feint in combat.

**Tiefling:** Gain a +1 bonus to MSB checks made to overcome the spell resistance of outsiders.

## Fey Adept

**Aasimar:** Gain +1/6 of an additional use of truesight per day.

**Dwarf:** +1/2 to the hardness of objects made using shadowstuff with the create reality ability.

**Elf:** Increase the saving throw penalty bestowed by the fey adept's shadowmark by +1/6.

**Gnome:** Increase the duration of all *illusions* by 1/4 of a round.

**Goblin:** Gain a +1/2 bonus to Stealth checks and Perception checks made in dim light and darkness.

**Half-elf:** +1/4 of an extra use of shadowstuff per day.

**Half-orc:** Increase the damage dealt by the fey adept's shadowmarks by +1/2.

**Halfling:** Gain a +1/2 bonus to Stealth checks.

**Human:** +1/2 increase the hit points of creatures and objects made using the create reality shadowstuff ability. These hit points are added after the reduction is applied for the creature or item being made with shadowstuff.

**Merfolk:** Increase shadowmark's range by 5 feet.

**Orc:** Increase the fey adept's darkvision range by 5 feet.

**Tiefling:** Increase the duration of the shadowmark's penalty by 1 round.

## Hedgewitch

**Aasimar:** Gain a +1/2 bonus to all Use Magic Device checks.

**Dwarf:** +1/4 bonus to Fortitude saves.

**Elf:** +1/2 to two Knowledge skills of the hedgewitch's choice.

**Gnome:** +1/2 bonus to any skill of the hedgewitch's choice.

**Goblin:** Gain a +1/4 bonus to Reflex saves.

**Half-elf:** +1/6 bonus to all class skills gained through traditions.

**Half-orc:** Gain +1/4 of a use per day of one of your tradition powers.

**Halfling:** Gain +1/6 of a new hedgewitch secret.

**Human:** Gain +1/6 of a bonus magic talent.

**Merfolk:** Gain a +1/2 bonus to Diplomacy and Bluff checks made to ask favors or to convince a creature of the truthfulness of your words.

**Orc:** Choose a tradition power usable 3 + 1/2 the hedgewitch's level times per day. The hedgewitch may use this power an additional 1/2 times per day.

**Tiefling:** Choose a tradition power usable a number of times per day equal to 3 + 1/2 the hedgewitch's level. The hedgewitch may use this power an additional 1/2 times per day.

## Incanter

**Aasimar:** Gain a +1/2 bonus to all Spellcraft checks.

**Dwarf:** +1/6 of an item crafting feat.

**Elf:** +1/6 of a metamagic feat.

**Gnome:** +1/6 bonus to the DCs associated with one sphere of the incanter's choice.

**Goblin:** Gain a +1/5 bonus to the incanter's caster level with one sphere, but gain a cumulative 1% chance of wild magic happening when using an effect from that sphere. This stacks with the Wild Magic casting drawback.

**Half-elf:** Gain +1/6 of a new bonus magic talent.

**Half-orc:** Gain a +1/5 bonus to your effective class level when determining the strength and save DCs of a sorcerer bloodline.

**Halfling:** Choose any incanter ability with a number of uses per day equal to 3 + the incanter's casting ability modifier. The incanter may use this ability an additional 1/2 times per day.

**Human:** Gain +1/6 of a bonus magic talent.

**Merfolk:** Choose a sphere. Whenever the incanter creates an effect from that sphere, the effect endures for 1/2 a round after the duration expires, or the incanter stops concentrating.

**Orc:** Choose one sphere specialization ability or domain ability that can be used a number of times per day equal to 3 + the incanter's casting ability modifier. The incanter may use that ability an additional +1/2 times per day.

**Tiefling:** Gain a +1/2 bonus to all concentration checks.

## Mageknight

**Aasimar:** Gain a +1/6 bonus to all saving throws made against effects originating from outsiders.

**Dwarf:** +1/6 bonus to all saving throws vs. magic. This stacks with the resist magic class feature.

**Elf:** +1/2 to all Acrobatics checks made to avoid attacks of opportunity, and to Escape Artist checks made to escape a grapple.

**Gnome:** Increase the bonuses and penalties bestowed by the mageknight's marked ability by +1/8.

**Goblin:** Gain a +1 foot increase to the mageknight's base move speed. In combat, this only has an effect for every five increases to the movement's speed.

**Half-elf:** Choose a single mystic combat with a duration measured in rounds. Increase the duration of that mystic combat by 1/2 a round (maximum 4 rounds per mystic combat). This may be taken and applied to different mystic combats.

**Half-orc:** Gain +1/6 of a bonus combat feat.

**Halfling:** Gain +1/6 of a mystic combat.

**Human:** Gain +1/6 of a bonus magic talent.

**Merfolk:** Gain +1 foot to the mageknight's land base movement. In combat, this only has an effect for every five increases to the movement's speed.

**Orc:** Increase the mageknight's effective level by +1/5 when determining the potency of mystic combat abilities.

**Tiefling:** Gain a +1/6 bonus to attack rolls made against outsiders.

## Shifter

**Aasimar:** Gains a +1/2 bonus to all Handle Animal checks.

**Dwarf:** +1/3 bonus to Swim checks made to resist nonlethal damage from exhaustion, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold the shifter's breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation.

**Elf:** +1/3 to the shifter's natural armor bonus while using a form from the Alteration sphere other than Blank Transformation.

**Gnome:** +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

**Goblin:** Add +1/2 to all checks using wild empathy.

**Half-elf:** Reduce the attack roll penalties for secondary natural attacks by 1/8, to a minimum of 0. This stacks with benefits provided by the Multiattack feat.

**Half-orc:** Gain +1/6 of a bestial trait.

**Halfling:** Increase the number of negative hit points you can possess before dying by 1, and gain a +1/4 bonus to Survival checks.

**Human:** Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

**Merfolk:** Gain +2.5 feet to the shifter's swim speed. In combat, this only has an effect for every two increases to the movement's speed.

**Orc:** Choose one natural attack gained through bestial traits. Increase the die size of the natural attack by 1 step for every 6 times this benefit is gained.

**Tiefling:** Deal an additional +1/2 damage when attacking targets the shifter is flanking, or who are denied their Dexterity bonus to AC.

## Soul Weaver

**Aasimar:** Add +1/3 to the amount of damage dealt or damage healed when using the channel energy class feature.

**Dwarf:** +1/4 an additional use of channel energy per day.

**Elf:** +1/6 to the penalties and benefits granted by the soul weaver's blessings or blights.

**Gnome:** Increase the soul weaver's channel energy save DC by +1/6.

**Goblin:** Increase the save DCs of all of your Death sphere effects by +1/6.

**Half-elf:** Increase the radius affected by the soul weaver's channel energy by 1 foot. In combat, this increases the radius by 5 feet for every 5 times it is taken.

**Half-orc:** Add 1/3 to the damage healed or dealt with channel energy.

**Halfling:** Increase the duration of all bound nexus abilities that have a duration by +1/6 of a round.

**Human:** Gain +1/4 of a new soul you may summon per day for your bound nexus.

**Merfolk:** Gain +1/6 of a channel feat.

**Orc:** Gain +1/4 of a use per day of bound nexus.

**Tiefling:** The soul weaver heals an additional 1 point of damage to himself when using his channel energy class feature to heal.

## Symbiat

**Aasimar:** When using a Mind sphere ability on an evil creature, increase the DC by +1/4.

**Dwarf:** +1/4 bonus to Will saves.

**Elf:** Gain +1 foot to the symbiat's land base movement. In combat, this only has an effect for every five increases to the movement's speed. This bonus stacks with the symbiat's pushed movement, and applies under the same circumstances.

**Gnome:** +1/6 bonus to DCs associated with a sphere of the gnome's choosing other than the Mind sphere.

**Goblin:** Increase the number of rounds the symbiat may use psionics by 1.

**Half-elf:** Increase the number of rounds the symbiat may use psionics by 1.

**Half-orc:** Increase the number of rounds the symbiat may use psionics by 1.

**Halfling:** Add +1/2 to the AC bonus granted by trapsense.

**Human:** Gain a +1/4 bonus to all Perception and Sense Motive. This stacks with the ESP class feature.

**Merfolk:** Increase the number of rounds the symbiat may use psionics per day by 1.

**Orc:** Gain a +1 bonus to concentration checks made to cast defensively.

**Tiefling:** Gain 1/6 of a bonus combat feat.

## Thaumaturge

**Aasimar:** Increase the temporary hit points granted by lingering blessing by +1/2.

**Dwarf:** Increase the duration of empowered defense by 1/4 of a round.

**Elf:** +1/6 bonus to the thaumaturge's occult knowledge bonuses.

**Gnome:** Reduce the thaumaturge's forbidden lore backlash percent chance by 1/4 of a percent.

**Goblin:** Gain +1/4 of a spell point.

**Half-elf:** Gain +1/6 of a bonus magic talent.

**Half-orc:** Increase the duration of empowered defense by 1/4 of a round.

**Halfling:** Gain +1/4 of a daily use of invocations.

**Human:** Increase the thaumaturge's forbidden lore bonus by +1/8, but increase the backlash percentage chance by 5% for every 8 times this is gained.

**Merfolk:** Increase the save DCs of the thaumaturge's invocations by +1/6.

**Orc:** Whenever the thaumaturge uses the Nature sphere to deal damage (for example, increasing a fire's size or using a tree to pummel a target), increase the damage dealt by +1/2.

**Tiefling:** Increase the duration of the lingering pain invocation by 1/4 of a round.

## Wraith

**Aasimar:** Gain +1/4 sacred bonus on saves against effects that would end possession.

**Dhampir:** Gain +1/8 bonus to path sphere DCs.

**Dwarf:** Increase the failure chance of magic effects originating from a corporeal source while in wraith form by 1%.

**Elf:** Add +1 foot to all of the wraith's speeds while incorporeal. In combat, this only has an effect for every five increases to the movement's speed.

**Gnome:** Gain +1 round of wraith form per day.

**Goblin:** Gain +1 round of wraith form per day.

**Halfling:** Gain +1/6 of a new wraith haunt.

**Hobgoblin:** Gain +1/6 of a new combat feat.

**Human:** Gain +1/6 of a new magic talent.

**Orc:** Increase effective class level by +1/3 when determining what creatures of the animal and magical beast types you can possess.

**Tiefling:** Gain +1/8 bonus to possession DC.

## Feats

The following feats have been divided up by their tag for ease of use. When a feat possesses multiple feat tags, they are written out under the first feat tag where they appear and subsequent lists will only list the feat's name.

The following feat tags are given their own sections in this book.

**Admixture Feats:** Admixture feats grant new ways to utilize the Admixture talent (from the Destruction sphere), adding abilities from other spheres to your *destructive blast*.

All admixture feats replace the second blast type talent you would normally apply, with the resulting *destructive blast* dealing normal blast damage in addition to the effect outlined in the feat. Any additional costs incurred by the additional effect must be paid as normal. If your caster level is different for the two spheres, the *destructive blast* is governed by your caster level for the relevant blast type and the additional effect is governed by your caster level for the appropriate ability.

**Anathema Feats:** Anathema feats grant a focus on the use of the Anathema feat, which grants the ability to convert several different abilities that rely on positive energy into a force of destruction.

**Champion Feats:** Champion feats blend *Spheres of Power* and *Spheres of Might* together, focusing on abilities useful for characters dipping into both systems.

These feats are not usable if not utilizing both systems. Some archetypes can select these as bonus feats.

**Channeling Feats:** Channeling feats augment or alter the use of the channel energy class feature.

**Chance Feats:** The force of kismet is mostly the domain of archetypes such as the ordained hunter and lucky bastard, but it is possible for others to tap into its abilities.

Chance feats grant kismet and a way to use it.

**Combat Feats:** Combat feats are combat-related options, and most notably, they can be selected as bonus feats by a number of different classes.

**Companion Feats:** Companion feats can be taken either by a Conjunction sphere companion or by a caster with the Conjunction sphere.

If taken by the caster, the feat only applies to a single companion that qualifies for it, but may be taken multiple times. The feat may not be reassigned to a different companion for as long as the chosen companion is in your service. The effects do not stack unless noted, each time one is taken it applies to a different companion. If taken by a companion, they may only be taken once unless noted. Any caster level prerequisite must be met by the caster.

**Counterspell Feats:** The Counterspell feat, as well as other feats that augment it, allow a caster to combat another caster by negating their magic, either as they are casting it or by destroying the effect once it has been placed upon a creature, object, or location.

**Drawback Feats:** Drawback feats present a way of taking advantage of a specific drawback in a manner more specific than just gaining extra spell points.

It is possible for a casting tradition to grant a drawback feat in place of a boon. An incanter may select drawback feats as bonus feats.

**Dual Sphere Feats:** Skilled magicians can learn to combine different fields of magic, allowing them to produce new effects or wield multiple forms of magic simultaneously. While the results are powerful, doing so requires great skill and concentration.

Only the effects of one Dual Sphere feat can be applied to any given use of sphere abilities.

**Metamagic Feats:** Applying a metamagic feat to a sphere effect is similar to, but slightly different from, how a spontaneous caster applies a metamagic feat to a spell. A caster may

choose to augment their sphere effect with an appropriate metamagic feat at the time of casting. To use a metamagic feat, the caster must spend a number of additional spell points equal to the level increase of the metamagic feat. In addition, the sphere effect's casting time increases by 1 step. These effects are cumulative for every metamagic feat applied.

The only exception to this is Quicken Spell which, instead of increasing the casting time, decreases the casting time by 2 steps to a minimum of one swift action. Like all metamagic feats, a caster cannot apply Quicken Spell multiple times to the same effect.

For the most part, any metamagic feat (except for Heighten Spell) can be applied to a sphere effect, although some are only useful in certain situations (such as Silent Spell only truly being useful for casters with the Verbal Casting drawback) or may be deemed incompatible by the GM.

If the effect of a metamagic feat is determined by spell level, treat the sphere effect's caster level/2 as its effective spell level.

**Necrosis Feats:** Necrosis feats represent ongoing necromantic modification, corruption, or experimentation the character has made on his body to bring it closer to undead anatomy. Necrosis feats are distinct from more common feats in three ways.

*Tainted:* Upon taking a necrosis feat, the character's body becomes contaminated with negative energy. From that point on, if the character dies, returning him to life proves to be more difficult. Any spellcaster who attempts to bring the character back from the dead must attempt a magical skill check (DC = 10 + the slain character's Hit Dice) or have the effect fail. Effects that may only bring a creature back that has died within 1 round (such as the Resuscitate talent) gain a +5 to this check. Each necrosis feat beyond the first increases this DC by 1.

*Greater Power:* Necrosis feats increase in power relative to the number of necrosis feats a character possesses. Most necrosis feats grant far greater effects to characters with at least four necrosis feats. For necrosis feats that require an immediate action to activate them, you may activate as many necrosis feats as you desire as part of the same immediate action (although you must spend the required spell points for each activated feat).

*Magical Infusion:* A character gains a number of spell points equal to the number of necrosis feats he has.

**Protokinesis Feats:** Protokinesis feats represent innate telekinetic abilities, powers usable with minimal thought and effort in contrast to the magic of the Telekinesis sphere. They often develop unintentionally, without need for training or even awareness of them.

Unless noted otherwise, the benefit granted by any protokinesis feat is a spell-like ability with a caster level equal to your character level and an MSB of your character level. In addition, protokinesis feats do not function when you are unconscious.

The effects of protokinesis feats last indefinitely unless otherwise noted, though they may be dismissed as a free action, or restarted as a standard action if they have been dispelled or dismissed.

**Proxy Feats:** Proxy feats represent an enhanced ability to manipulate and take advantage of the Create Proxy *enhancement*,

which by default is granted by the Spell Proxy feat. Unless otherwise stated, these feats only apply to Create Proxy effects that you created yourself, and only affect creatures under the effects of Create Proxy who are within 30 feet. Generally, using a proxy feat immediately ends the Create Proxy effect for that creature. An incanter may select proxy feats as bonus feats.

**Squadron Feats:** Based around the use of the Squadron Commander feat, these feats offer various ways for allies to help each other - unlike teamwork feats, however, only one person in the party needs to know the feat being used.

**Surreal Feats:** Surreal feats are feats that use or rely upon the irrational and unpredictable substance known as shadow-stuff. All surreal feats are spell-like abilities that are treated as

(figment, shadow) illusions for the purposes of interacting with other effects. Characters with the Shadow Infusion talent or the create reality class feature may spend spell points in place of shadow points to activate abilities granted by surreal feats.

The first time you gain a surreal feat you also gain a shadow pool as the fey adept class feature, except it only contains a number of shadow points equal to the total number of surreal feats you possess. This stacks with any other shadow points.

**Teamwork Feats:** Teamwork feats are special in that they require at least two characters to know them in order to take effect, although some classes have abilities that make them easier to use.

**Table: Sphere-Specific Feats**

<i>Sphere</i>	<i>General Feats</i>	<i>Combat Feats</i>	<i>Dual Sphere Feats</i>
Alteration	Companion Merger, Cursed Form, Favored Form, Shifting Disguise, Shifting Mastery	Aligned Attacks, Devourer, Disarming Transformation, Swarm Coordination, Two-Headed Adept, Two-Headed Sight, Venom Spitter, Venomous Ichor, Venomous Soul	Bioluminescent Transformation, Deep Cover, Spirit Form, Twisted Reanimation, Wound Manipulator
Blood	Acid Blood, Blood Thirst, Blood Potion, Burning Blood, Create Humor Familiar, Construct Armor, Reservoir	-	Crimson Theurgy, Formed Construct
Conjuration	Advanced Circles, Focusing Direction, Linked Equipment, Greater Link, Mind Over Manners	Venomous Spit, Web Exemplar	Destructive Companion, Exceptional Ally, Formed Construct, Invisible Friend
Creation	Before Creation Comes Destruction, Creation Mastery, Precocious Creation, Master Of Remaking, Wall Master, Wondrous Wardrobe	Destructive Counter, Precision Bombardment	Alloy Creation, Cooperative Destruction, Enhanced Creation, Floating Creation, Forceful Creation, Hard Light, Kinetic Creation, Reforge Object, Surreinforcement
Dark	Aura Of Mystery, Damning Darkness, Dark Portal, Lurking Surprise, Shadow Feast, Shadow Swap	-	Black Totem, Body Double, Dark Room, Event Horizon, Hypnotic Darkness, Shade, Shadow Cage, Shadow Doppelganger
Death	Anemic Wounds, Channel Resistance, Dispatch The Weak, Flesh Absorption Master, Plague Lord, Superior Reanimation, Undead Animal Companion, Variant Necromancy, Versatile Feeding	Rage Of The Grave, Skeletal Contortionist	Animating Possession, Baleful Storm, Corpse Explosion, Flexible Ghost Strike, Might Of The Grave, Piecemeal Animation, Poltergeist's Malice, Swift Demise, Sylvan Necromancy, Twisted Reanimation, Vudu, Warded Bones, Warlord Of The Damned
Destruction	Focused Blast Type Group	Arcing Strike, Deadly Targeting, Energy Snake, Fear And Flame, Frozen To The Bone, Heavy Hand, Improved Energy Leap, Improved Energy Wall, Perpetual Sphere, Improved Rebuff, Superior Rebuff, Reach Blade, Tether Adept	Atmospheric Imbuement, Cooperative Destruction, Corpse Explosion, Destructive Companion, Destructive Radiance, Fan the Flame, Flexible Ghost Strike, Imbue with Nature, Material Infusion, Primal Blast, Warp Burst
Divination	Practiced Seer, Tabulated Mind	Precognicent Protection, Precognicent Resistance, Precognicent Smite	Aura Engineering, Divining Beacon
Enhancement	Aligned Object, Animate Structural Features, Animated Arsenal, Complex Animations, Durable Objects, Enchanted Animation, Mounted Magician, Object Familiar, Tactical Animation	-	Alloy Enhancement, Animate Tornado, Animating Possession, Backdoor Control, Enhanced Creation, Enhanced Vigilance, Enhancing Telekinesis, Exceptional Ally, Floating Creation, March Of The Treants, Might Of The Grave, Nature's Enhancement, Reforge Object, Solid Illusions, Tribal Mark

<i>Sphere</i>	<i>General Feats</i>	<i>Combat Feats</i>	<i>Dual Sphere Feats</i>
Fallen Fey	Enchanting Performance, Master Of Faerie	-	Water Manipulator
Fate	Ecumenicism	-	Endless Possibilities, Sanctified Vigilance
Illusion	-	Weird Assault, Weird Defense, Weird Motion	Asymmetrical Warfare, Aura Engineering, Blurred Boundary, Body Double, Deep Cover, Illustrious Light, Implausible Deniability, Invisible Friend, Shade, Shadow Doppelganger, Solid Illusions, Superpositioned, Surreinforcement, Tactile Illusion, Vudu, Wave-Particle Duality
Life	Crescendo, Extended Resuscitate, First Response, Fortified Healing, Fount Of Mercy, Healing Touch, Psionic Vitality, Rigorous Defense, Studied Healing, Treat Injury, Wellspring Of Life	-	Benevolence, Endless Possibilities, Invigorating Rally, Wound Manipulator
Light	Afterglow, Crimson Flash, Defiant Radiance, Lightshow, Photosynthesis, Searing Brilliance, Seraphic Glow, Sense Light, Shining Stars	Sunlight Strike	Aurora, Beam Propulsion, Bioluminescent Transformation, Coronal Shroud, Destructive Radiance, Flash Warp, Hard Light, Illuminated Vigilance, Illustrious Light, Luminous Aegis, Luminous Flame, Wave-Particle Duality
Mind	Deceptive Advisor, Dynopathy, Mental Cloud, Silver Tongue	Mind Over Matter, Pressure Point Proficiency, Pressure Point Pugilist	Backdoor Control, Dreamspace, Hypnotic Darkness, Implausible Deniability
Nature	Coastal Infusion, Fertilize Nature, Formulae Geomancing, Smolder Resin, Steam Geomancing, Terrain Strider	-	Alloy Creation, Alloy Enhancement, Alloy Telekinesis, Fan the Flame, Imbue with Nature, Luminous Flame, March Of The Treants, Nature's Enhancement, Material Infusion, Primal Blast, Spirit Form, Sylvan Necromancy, Water Manipulator
Protection	Companionship, Confining Circle, Energy Reflection, Enmity Ward, Graphomancy, Immutable Protection, Protective Reserve, Shrouding Aegis	Martial Aegis	Benevolence, Blurred Boundary, Defensive Vigilance, Dimensional Aegis, Forceful Hand, Guarded Step, Luminous Aegis, Shadow Cage, Tribal Fortification, Warded Bones, Warning Sign
Telekinesis	Extradimensional Assembly, Floating Panoply, Mind Against Body, Push/Pull Mastery, Skillful Force	-	Alloy Telekinesis, Beam Propulsion, Enhancing Telekinesis, Event Horizon, Forceful Creation, Forceful Hand, Kinetic Creation, Piecemeal Animation, Poltergeist's Malice, Tactile Illusion
Time	Spell Capacitor	Swift Warrior	Stasis Storage, Swift Demise
War	Deduction, Ensouled Totem, Expanding Presence, Forbidden Totem, Hail, Impassion, Psionic Vigilance, Reflexive Magic, Savagery, Spirit Beacon, Succor, Totem Of The Darkest Aberration, Totem Of The Deepest Curse, Totem Of Undoing, Tribal Rhythm, Witch Hunt	Martial Totem, Totem Tactics, Totemic Stamina	Asymmetrical Warfare, Black Totem, Defensive Vigilance, Enhanced Vigilance, Illuminated Vigilance, Invigorating Rally, Sanctified Vigilance, Tribal Fortification, Tribal Mark, Warlord Of The Damned, Warning Sign
Warp	Companion Teleport, Cosmologist, Extradimensional Shadow, Jump Scare, Skillful Disappearance, World In Miniature	-	Dark Room, Dimensional Aegis, Divining Beacon, Dreamspace, Flash Warp, Guarded Step, Stasis Storage, Superpositioned, Warp Burst
Weather	Mantled Caster, Thrum Of Rain, Tornado Companion	-	Animate Tornado, Atmospheric Imbuement, Aurora, Baleful Storm, Coronal Shroud

## General Feats

### Acid Blood

**Prerequisites:** Blood sphere; ability to cast any sphere effect, spell, or spell-like ability with the acid descriptor. You may not take this feat if you possess the Burning Blood feat.

**Benefit:** Any creature that confirms a critical hit against you with a piercing or slashing melee weapon is sprayed with your blood, suffering 1 point of acid damage per Hit Die. A successful Reflex save with a DC equal to your Blood sphere DC negates this damage. Melee weapons with reach do not endanger their users in this way.

Additionally, you can apply your acidic blood to a weapon or natural attack by dipping it in your own blood as a swift action. This requires dealing 1d4 damage to yourself as part of the swift action unless you suffer from an ongoing bleed effect or are below half your maximum hit points. The weapon gains the *corrosive* special ability for a number of rounds equal to your Constitution modifier. At 10 Hit Dice, this improves to *corrosive burst*.

Hemokinesis using your blood adds 1 point of acid damage per Hit Die to any creature struck by a touch attack or subject to a successful combat maneuver made as part of that ability.

### Advanced Circles

**Prerequisites:** Conjunction sphere (Diagram).

**Benefit:** When using the Diagram advanced talent, you reduce the time required to make the diagram to 1 minute, or 10 minutes if you take 20 on the Spellcraft check.

Additionally, when you make a diagram with the Diagram advanced talent, you may imbue the diagram with additional effects:

If you possess the *charm* ability of the Mind sphere, you may cast a *charm*, paying the normal cost (if any), to automatically target any creature called into the circle. A *charm* cast this way gains a +2 bonus on its save DC and ignores the creature's spell resistance. The duration of the *charm* does not begin to expire until the called creature leaves the diagram.

If you possess the *ward* ability of the Protection sphere, you may integrate a *barrier* into your circle, paying 1 spell point plus any additional cost for improving the *ward*. Doing so prevents the circle from being broken until you choose to end the *ward* or the *barrier* is destroyed.

### Advanced Magic Training

**Prerequisite:** Basic Magic Training or casting class feature.

**Benefit:** Treat any racial Hit Dice not granting sphere-casting and your levels in non-spherecasting classes as Low-Casting classes when determining your total caster level, magic skill bonus, and magic skill defense. You gain spell points from casting tradition drawbacks, but otherwise do not add these levels when determining your spell point pool. If you do not possess levels in an actual spherecasting class or racial Hit Dice granting spherecasting, increase your spell point pool to become equal your casting ability modifier (minimum 1).

**Special:** For retraining purposes, having the casting class feature counts as Advanced Magic Training.

### Aeolian Flautist

**Prerequisite:** Bardic performance or raging song class feature.

**Benefit:** When you use Perform (wind) to produce a bardic performance or a raging song in an areas of wind, treat your relevant class level and ranks in Perform (wind) as 1 higher for each category above severity level 1.

### Afterglow

**Prerequisite:** Light sphere.

**Benefit:** When you affect a creature with a positive energy ability (such as with channel energy, fervor, lay on hands, or most Life sphere abilities), you may cause them to *glow*. You must spend a separate action to cause them to *glow* brightly.

### Aligned Object

**Prerequisites:** Enhancement (Animate Object), must not be true neutral.

**Benefit:** Any animated object you create gains the subtypes of your alignment. In addition, you gain access to the following additional ability and flaw:

*Aligned Weapons (Su; 1 CP):* The animated object's slam attacks deal 1d6 additional damage to creatures whose alignment opposes one of the animated object's alignment subtypes. This ability may be chosen multiple times; its effects stack.

*Heavily Aligned (Su; +1 CP):* The animated object's hardness is bypassed by weapons and effects that are aligned to an alignment that opposes one of the animated object's alignment subtypes.

### Anemic Wounds

Foes find the wounds you inflict hard to heal.

**Prerequisites:** Death sphere (Bleeding Wounds (ghost strike)).

**Benefit:** Magical healing does not stop your bleed effects unless their caster succeeds at a magical skill check against you. Healing from class features (such as lay on hands) use their class level as their MSB for this purpose. In addition, the DC needed to remove your bleed effects with the Heal skill increases by an amount equal to your caster level.

### Animate Structural Features

**Prerequisites:** Enhancement sphere (Animate Object (enhance)).

You may use Animate Object on portions of objects or structures, such as animating a hallway within a castle or the front door of a cottage. Objects animated in this way always have the Immobile flaw. Additionally, such objects are rigidly attached to the rest of the structure, reducing its reach as if it were two size categories smaller than it actually is.

The animated portion of the structure may attack creatures that are within reach of any of its surfaces, and is immune to any effect that would move it that could not also move the structure it is a component of.

### Animated Arsenal

**Prerequisites:** Enhancement sphere (Animate Object (enhance)), base attack bonus +1.

**Benefit:** Whenever you create an animated object out of a weapon, you may change the damage type of one slam attack to either piercing or slashing. If you choose to apply the piercing attack or slashing attack abilities to one of the object's other

slam attacks, you may choose to have it also apply to the slam attack modified through this feat for no additional cost. Finally, the first application of ranged attack only costs 1 CP.

### Arcane Empowerment

**Prerequisites:** Spell pool; the ability to cast arcane, divine, or psychic spells.

**Benefit:** When casting a spell, you may spend 1 spell point as a free action to either increase the caster level by 2 or increase the spell's DC by 2. You cannot spend more than 1 spell point in this manner. This does not stack with an arcanist's ability to increase a spell's caster level or DC through the expenditure of points from their arcane reservoir.

### Armorist Training

**Prerequisites:** One or more of the following class features: arcane pool, divine bond, sacred armor, sacred weapon.

**Benefit:** You may add all the special abilities from the list of special abilities an armorist may add to their summon and bound weapons to the list of special abilities your weapons or armor may possess. When you add weapon special abilities to a weapon using your arcane pool, divine bond, or sacred weapon ability, you may choose from the special abilities an armorist has access to. Similarly, when you add special abilities to armor using your sacred armor ability, you may choose armor special abilities an armorist has access to.

### Armorist Trick

**Prerequisites:** One or more of the following class features: arcane pool, divine bond, sacred armor, sacred weapon.

**Benefit:** You may choose an armorist's arsenal trick that allows you to add special abilities to the list of special abilities your weapons or armor may possess. Treat your class level as your armorist level when meeting the prerequisites for this arsenal trick. When you add weapon special abilities to a weapon using your arcane pool, divine bond, or sacred weapon ability, you may choose from the special abilities provided by the trick. Similarly, when you add special abilities to armor using your sacred armor ability, you may choose armor special abilities provided by the trick. You may take this feat more than once. Each time you do, choose another arsenal trick.

### Artificery

**Prerequisite:** Any Craft or Profession 5 ranks.

**Benefit:** Select one Craft or Profession skill in which you have at least 5 ranks. You gain a +2 bonus on your chosen Craft or Profession skill. You may use your ranks in this Craft or Profession skill as if it were your caster level and magic skill bonus when qualifying for item creation feats, and when determining how powerful of an enchantment you may place upon an item. Possessing this feat does not, however, grant you access to any magic spheres when determining which enchantments you may place upon an item. You must use your chosen Craft or Profession skill when creating a magic item, and cannot work with any item or material not related to your chosen skill.

**Special:** This feat counts as, and does not stack with, the Master Craftsman feat, and may be selected in place of Master Craftsman whenever that feat is gained.

### Artificery, Improved

**Prerequisites:** Any Craft or Profession 10 ranks, Artificery.



**Benefit:** When using the skill chosen with the Artificery feat to create a magic item, you may craft that magic item whether or not you possess its prerequisite base sphere. Crafting a magic item in this fashion increases the skill check required to make the item by +5.

### Aura Of Mystery

**Prerequisites:** Dark sphere (Obfuscation).

**Benefit:** You gain the benefit of the Obfuscation talent as a constant effect whenever you are in an area of dim light or darkness, whether it is mundane or magical. You may raise and dismiss this effect as a standard action with no spell point cost.

### Basic Magic Training

**Prerequisite:** No casting class feature.

**Benefit:** Choose a sphere of magic. You gain access to this basic sphere. You gain an effective caster level of 1, a magic skill bonus of 1, a magic skill defense of 12, and a spell pool of 1. You may also select a casting tradition when you gain this feat. You are considered to possess the casting class feature, but do not gain the +2 magic talents a caster gains for their 1st level in a casting class.

If you later gain levels in a class granting the casting class feature, exchange this feat for the Extra Magic Talent feat.

**Special:** For retraining purposes, having the casting class feature counts as Basic Magic Training.

### Before Creation Comes Destruction

**Prerequisite:** Creation sphere.

**Benefit:** You gain a pool of temporary spell points that can only be used to *create* objects. This pool has a maximum value equal your casting ability modifier (minimum 1). When



using the Destroy ability of *alter*, if you reduce an object to 0 hit points you may gain 1 temporary spell point up to your maximum value. These spell points may only be spent on *create* effects and only to *create* objects of equal or smaller size to the smallest object destroyed. Temporary spell points not spent expire when you refresh your normal spell point pool. You may gain a number of temporary spell points this way per day up to 3 + your casting ability modifier.

### Blood Potion

**Prerequisites:** Blood sphere; Brew Potion or the Alchemy sphere (formulae) package.

**Benefit:** You are able to create potions (or formulae from the Alchemy sphere) within your own blood. They can only target you, but you may activate one as a swift action, or 2 + 1 per 7 character levels as a standard action. This is a mental action that does not provoke attacks of opportunity.

### Blood Thirst

**Prerequisites:** Blood sphere, bite attack.

**Benefit:** You gain the blood drain universal monster ability with your bite attack, and thus may inflict 1 point of Constitution damage whenever you end a turn grappling a creature. Additionally, each time you inflict Constitution damage with this ability, you heal a number of hit points equal to the creature's Hit Dice. You cannot heal more than 10 hit points per character level per day using this ability.

### Burning Blood

**Prerequisites:** Blood sphere; ability to cast any sphere effect, spell, or spell-like ability with the fire descriptor. You may not take this feat if you possess the Acid Blood feat.

**Benefit:** Any creature that confirms a critical hit against you with a piercing or slashing melee weapon is sprayed with your blood, which ignites on contact with the air, dealing 1 point of fire damage per Hit Die. A successful Reflex save with a DC equal to your Blood sphere DC negates this damage. Melee weapons with reach do not endanger their users in this way.

Additionally, you can apply your flaming blood to a weapon or natural attack by dipping it in your own blood as a swift action. This requires dealing 1d4 damage to yourself as part of the swift action unless you suffer from an ongoing bleed effect or are below half your maximum hit points. The weapon gains the *flaming* special ability for a number of rounds equal to your Constitution modifier. At 10 Hit Dice, this improves to *flaming burst*.

Hemokinesis using your blood adds 1 point of fire damage per Hit Die to any creature struck by a touch attack or subject to a successful combat maneuver made as part of that ability.

### Cantrips

**Prerequisite:** Basic Magic Training or casting class feature.

**Benefit:** You can create a variety of small magical effects. These effects are not powerful and are treated as sphere effects in all ways. They require a standard action to use, usually have a range of close, and are either instantaneous or have a duration of 1 hour depending on the effect created.

- You may make a ranged touch attack, dealing 1d3 acid, electricity, fire, or cold damage to a target.
- You may clean, soil, or color up to 1 cubic foot of material per round.
- You may create floating lights the size of candle flames and move them up to 20 feet per round as a free action.
- You may create a spark such as with flint and steel, which may ignite flammable, unattended Fine objects.
- You may open or close a door or container weighing no more than 30 lbs.
- You may chill, warm, or flavor 1 lb. of nonliving material.
- You may create a small breeze from whichever direction you choose, strong enough to rustle clothing and flicker candles.
- You may lift objects weighing up to 1 lb. and move them up to 10 feet per round.
- You may create small non-speech sounds, such as that of a mouse screeching, soft simple harp music, or the hubbub of a whispered conversation.
- You may touch a creature or object and detect whether it possesses a magical aura. You may use Spellcraft to identify its aura as if using the *detect magic* spell.

You can make up new effects, but they should not be more powerful than those listed above. The GM is the final arbiter of what is or is not a cantrip.

### Channel Resistance

You and undead you create are resistant to channeled energies.

**Prerequisite:** Death sphere.

**Benefit:** You and all undead you *reanimate* gain channel resistance +2. This stacks with other sources of channel resistance.

### Circle Casting

**Prerequisites:** Casting class feature, magic skill bonus +10.

**Benefit:** You may aid another spellcaster who also possesses this feat, granting them a temporary +1 bonus to their caster level, as well as granting them access to your spell points and talents as if they possessed them. You must spend a standard action every round to maintain this ability, and you must be within 30 feet of the caster you are aiding in this manner.

A target may be aided by multiple casters at once in this manner, but all involved casters must remain within 30 feet of each other, and the effects are not strictly cumulative. It takes one aiding caster to add a +1 bonus, three to add a +2 bonus, six to add a +3 bonus, ten to add a +4 bonus, and fifteen to add a +5 bonus. No caster may receive more than a +5 bonus in this manner.

### Coastal Infusion

**Prerequisites:** Nature sphere ((earth) package and (water) package).

**Benefit:** When using either the (earth) package or the (water) package within close range of both land and a substantial body of water (such as a lake, river, ocean, or sea), you gain a +2 bonus to your caster level for those *geomancing* abilities.

### Companion Merger

**Prerequisites:** Alteration sphere (Mass Alteration); animal companion or familiar.

**Benefit:** You may merge your body with your adjacent animal companion or familiar. You may target your companion and yourself with a mass *shapeshift*, paying the normal spell point cost. The merged form counts as one creature and retains the physical form of your companion or familiar (physical statistics, natural attacks, supernatural and extraordinary abilities, movement speeds, initiative, etc.) but gains your mental ability scores, casting ability, feats, base attack bonus (if higher), and base saving throws (if higher). You may instead merge the companion or familiar with yourself, gaining the companion or familiar's natural attacks (limited by the presence of suitable limbs), supernatural and extraordinary abilities, and movement speeds.

The merged body has the current and maximum hit points of either creature at your choice, increasing its current and maximum hit points by those of the other creature for the duration of the effect. You may add traits to the merged form as normal for your *shapeshift*. If the merged creature is killed, the effect ends and both you and your companion or familiar die. If either you or your companion is suffering the effects of a disease, poison, or ongoing spell effect, the amalgamated body immediately receives a new save at a +4 bonus unless both creatures are under the same effect.

When this effect ends, any hit point damage, ability damage, ability drain, or other such penalty incurred is split evenly between you (round up). If this damage would be sufficient to reduce either of you to death, that creature is instead reduced to 1 hit point above its death threshold and stabilized, and the excess damage is transferred to the other creature. If it would reduce an ability score below 0, or 1 in the case of Constitution, any excess is transferred to the other creature. Any spell effects, poisons, diseases, or other effects that affected the merged creature continue to affect both of you, but durations are halved and any subsequent saves are made at a +4 bonus. If the companion or familiar possesses immunity to an ongoing effect, the effect is suppressed until the merger ends. If the merger ends in a space too small to accommodate your body, you or your companion (your choice) is shunted to the nearest empty space, taking 1d6 damage per 10 feet of solid material passed through.

### Companion Teleport

**Prerequisite:** Warp sphere.

**Benefit:** When you *teleport* yourself, you may also *teleport* a touched creature that has a strong bond to you, such as an animal companion, cohort, Conjunction sphere companion, eidolon, or familiar. You and such a touched creature count as a single target if you use Mass Teleport.

**Note:** Even if you possess Ranged Teleport, you must touch a creature to benefit from this feat. Also, other creatures than those listed may count as having a strong bond, at the GM's discretion. Generally such a creature should have a mechanical link to you, though that may be waived under special circumstances.

**Special:** You may select this feat and benefit from it even if you possess the Personal Warp drawback.

### Companionship

**Prerequisites:** Protection sphere, 3rd-level paladin.

**Benefit:** When you use an *aegis* on an ally, they are considered physically closer to you. Any supernatural class ability you gain as a paladin treats the ally as being within 5 feet of you, provided you have line of sight to them and are not required to physically touch them.

### Complex Animations

**Prerequisites:** Enhancement sphere (Animate Object (enhance)).

**Benefit:** When using the Animate Object *enhancement*, the animated objects you create gain +1 construction point.

### Complex Harmony

**Prerequisites:** Bardic performance class feature, character level 10th.

**Benefit:** You may start a second bardic performance while maintaining another. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained.

This ability does not stack with any other method of maintaining simultaneous bardic performances.

### Confining Circle

**Prerequisites:** Protection sphere (Repel Evil/Good/Law/Chaos (ward)).

**Benefit:** When you create a Repel *ward*, you may invert it, so that creatures of the repelled alignment can enter freely, but must attempt a Will saving throw to leave the *warded* area.

### Constellation

**Prerequisites:** Light sphere (Dancing Lights), caster level 5th.

By spending a spell point when you create a *glow* effect, you may cause it to take the form of a number of motes equal to your caster level. Each of these motes sheds normal light in a 5-foot radius, and light 5 feet beyond that is increased by one step to a maximum of normal. If you cause the *glow* to shed bright light, then they shed bright light in a 5-foot radius, and increase light 5 feet beyond that by one step to a maximum of normal. Each of these motes acts like a *glow* effect created with the Dancing Lights talent, except that you may direct and affect all of them as a single *glow* effect for all purposes. Overlapping areas of bright light from motes do not stack their effects for purposes other than increasing light level.

**Special:** This is considered a (nimbus) effect. Unlike other (nimbus) effects, Constellation may only be applied when a *glow* effect is created, and you cannot switch to other (nimbus) talents once it has been applied.

### Construct Armor

**Prerequisites:** Blood sphere (Extract Blood Construct), caster level 5th.

**Benefit:** Whenever you use the Extract Blood Construct talent to create a blood construct, you may create that construct around a willing target that is no larger than the construct. A single creature may not have more than one instance of construct armor at a time and constructs being used as armor cannot themselves gain construct armor from another construct.

The target gains the Strength, Dexterity, size, damage reduction, natural attacks, and armor class of the construct. Any damage that the target would take is instead directed to the construct. If the construct is reduced to 0 or fewer hit points, this effect ends immediately and any additional damage is transferred to the target. This effect does not affect equipment size, though the target may choose to count as its normal size for the purpose of determining penalties from inappropriately sized weapons. The construct and its wearer cannot be targeted separately; any mind affecting abilities targeting the construct automatically target the wearer instead and any effect that would move either moves them both.

### Contingency

**Prerequisites:** Casting class feature, caster level 10th.

**Benefit:** You may spend a spell point and ten minutes of preparation to use a sphere effect in such a way that it comes into effect under some later condition you have previously dictated. You must pay any spell point costs associated with the desired effect and must place the effect on yourself or onto a creature or location within close range. The creature or area selected must be the target of the sphere effect.

The conditions needed to activate the effect must be clear, but they can be general. (If the caster is dropped below half hit points, if an elf enters the room, or if Madame Deflower comes within close range are all examples of contingency conditions.)

In all cases, the contingency causes the sphere effect to manifest instantly when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the effect may fail when triggered. The effect occurs based solely on the stated conditions, regardless of whether you want it to. You may only have one contingency active at a time; any previous unused contingency effect is dispelled when a new one is created. A caster always knows when their contingency is triggered, even if they are not present. If a contingency is placed on a creature or location, it can be detected and dispelled like any other sphere effect. For this purpose, a contingency is considered a magic trap with a Perception and Disable Device DC equal to  $25 + 1/2$  the caster level.

If a contingency remains unused when a caster rests to regain spell points, they may choose to dispel the contingency or sustain it, in which case they do not recover the spell points used to create the contingency.

### Contingency Tampering

**Prerequisite:** Enhanced Contingency.

**Benefit:** You gain the following *enhancements*, which may be used to *enhance* sphere abilities augmented by Contingency.

*Introduce Flexibility:* You may spend 1 spell point to *enhance* a contingency, granting it an additional trigger—this additional trigger must be a valid condition, as defined by the Contingency feat. If either condition is met, the contingent sphere ability triggers immediately.

*Suppress Triggers:* You may spend 1 spell point to *enhance* a contingency, removing its trigger condition for the duration.

You may only target your own contingencies or any other contingencies that you know the trigger condition for.

### Cosmologist

**Prerequisites:** Knowledge (planes) 15 ranks, Warp sphere (Create Demiplane, Extradimensional Room (space)).

**Benefit:** When using the Create Demiplane advanced talent, you may add the Portal, Time, Alignment, Bountiful, and Weather traits to your demiplane even if you do not possess the prerequisite spheres or talents.

### Cunning Caster

**Prerequisites:** Deceitful, caster level 1st.

**Benefit:** When creating a magical sphere effect, you can attempt a Bluff check (opposed by observers' Perception checks) to conceal your actions from onlookers.

Every drawback possessed that could be heard or seen (materials, somatic components, verbal components, requiring a focus, etc.) imposes a cumulative -4 penalty to this Bluff check. If the magic sphere effect is obvious (such as a summoned creature or a *destructive blast*), you also take a -4 penalty on the Bluff check, and even if your check is successful, observers still see the effect (though they fail to notice that you are responsible for it).

### Create Humor Familiar

**Prerequisite:** Blood sphere.

**Benefit:** You may create a humor familiar. Choose a Tiny blood construct or a humoral ooze (choleric, melancholic, phlegmatic, or sanguine, chosen at the time of creation) as a familiar per the wizard's arcane bond class feature. The humor familiar can be reabsorbed into your body as a standard action. The familiar gains all familiar abilities based on your levels in casting classes.

When absorbed, the humor familiar has fast healing 5 but ceases to provide bonuses such as the Awareness feat. Humoral oozes count as being in contact with their master while absorbed for the purpose of their emotional touch ability. If a humor familiar is lost or dies, it can be replaced 1 week later through a ritual costing 200 gp per level in casting classes or through a specialized procedure that inflicts 1 point of Constitution damage per 2 levels (minimum 1). Replacing the familiar allows you to choose any other familiar available from this feat. The ritual takes 8 hours to complete. You may not have both a humor familiar and a familiar from another source; if you possess another ability that would grant a familiar, the effective wizard level from that ability stacks with your levels in casting classes to determine the strength of your humor familiar (maximum equal to your total Hit Dice).

### Creation Mastery

**Prerequisites:** Creation sphere (any (material) talent).

**Benefit:** Treat your character level as your caster level when determining the types of materials that you can *create*, such as through your (material) talents. This has no effect on total size of materials, duration, or any use of *alter*.

**Special:** You cannot have both Creation Mastery and Master Of Remaking.

### Crescendo

**Prerequisites:** Life sphere; bardic performance or raging song class feature.

**Benefit:** You may *invigorate* any target affected by your bardic performance or raging song, and you may spend a spell point to *invigorate* them as a swift action. If combined with Mass Healing, you can affect every ally affected by your bardic performance or raging song.

### Crimson Flash

**Prerequisite:** Light sphere.

**Benefit:** During combat, as a swift action, you may spend a spell point to expel a blast of light seen only by one ally that can see you who has not yet acted in combat. That ally may use your current initiative in place of their own as if they had rolled it. If used during a surprise round, that ally is no longer surprised.

### Cursed Form

**Prerequisites:** Alteration sphere, caster level 5th.

**Benefit:** You may grant your *shapeshift* effects the curse descriptor. They can only be removed by the Life sphere Break Enchantment talent, spells such as *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*, or similarly powerful magic or abilities. If you possess the Unnatural Transformation drawback, failing the save granted by the drawback still ends the effect. This feat does not affect the duration of the *shapeshift*, it only makes it more difficult to remove.

### Damning Darkness

**Prerequisites:** Dark sphere, evil alignment.

**Benefit:** Any good creature that begins their turn within or enters the area of effect of your darkness must succeed at a Fortitude save against its DC or be sickened for one minute, even if normally immune to being sickened or effects requiring a Fortitude save. A creature that succeeds on its saving throw is immune to your Damning Darkness for 24 hours.

### Dark Portal

**Prerequisites:** Dark sphere (Step Through Darkness (meld)).

**Benefit:** When you use your Step Through Darkness (meld) talent, you may opt to keep a dark portal open behind you until the start of your next turn. Any creature that can reach the spot you departed from as part of their move action while the portal is open may choose to follow you. You may not choose who is able to use the portal. Those who follow through the portal appear in any space of their choice that is adjacent to your exit point. If all such spaces are occupied, they may not follow.

### Deceptive Advisor

**Prerequisite:** Mind sphere.

**Benefit:** When you attempt to influence the attitude of an individual with the Diplomacy skill or deceive an individual with the Bluff skill, your very words are laced with deceptive, incantatory cadences. As a swift action, you may cause a target within 30 feet of you to attempt a Will save with a DC equal to  $10 + 1/2$  your Mind sphere caster level + your casting ability modifier. Failure means that your Bluff checks are treated as if your statements are one step more reasonable to the target (for example, an impossible lie that would ordinarily impose a -20 penalty to your Bluff checks would instead be treated as merely far-fetched and would only impose a -10 penalty to your Bluff check).

In addition, failure means that the target is treated as one stage friendlier to you for the purposes of shifting his or her attitude by one step (for instance, changing the attitude of a creature from unfriendly to indifferent normally requires a DC equal to  $20 +$  the creature's Charisma modifier, but would now only require a DC equal to  $15 +$  the creature's Charisma

modifier). These effects last a number of hours equal to your casting ability modifier, but the normal rules for the frequency with which a creature may be influenced by Bluff or Diplomacy are still in effect. This is a mind-affecting, language-dependent effect.

### Deduction

**Prerequisites:** War sphere, studied combat class feature.

**Benefit:** Whenever you create a *mandate* that you share with another ally, they benefit from your studied combat ability, receiving the same bonuses you do against the same target. If you possess abilities that trigger from studied combat (such as studied strike), they may trigger that ability as well. Only one ally (other than yourself) can benefit from your studied combat this way.

### Defiant Radiance

**Prerequisite:** Light sphere.

**Benefit:** You add +2 to your MSB and MSD for the purposes of Light sphere effects. Double this bonus when attempting an opposed magic skill check against magical darkness effects.

### Defiant Shadow

**Prerequisite:** Dark sphere.

**Benefit:** You add +2 to your MSB and MSD for the purposes of Dark sphere effects. Double this bonus when attempting an opposed magic skill check against magical light effects.

### Dispatch the Weak

Weakened bodies make for easy targets for your death effects.

**Prerequisites:** Death sphere, caster level 3rd.

**Benefit:** Creatures that are fatigued or exhausted take a -2 penalty on saving throws against death effects originating from you.

### Durable Objects

**Prerequisites:** Enhancement sphere (Animate Object (enhance)).

**Benefit:** Whenever you create an animated object, it gains bonus hit points as if it were one size larger. If the animated object already has an effective size of Colossal or greater, it instead gains 30 additional bonus hit points.

### Dynopathy

**Prerequisites:** Mind sphere, emotion class feature, caster level 5th.

**Benefit:** You may fuel raw magical energy from your spell pool and into your emotion class feature. You may spend a spell point instead of a daily use of an emotion for emotions with limited daily uses.

### Ecumenicism

**Prerequisite:** Fate sphere.

**Benefit:** Whenever you use a *word* or *consecration* (or spell or ritual based on a *word* or *consecration*), you may choose an alignment within one step of your own. Determine the effect of the *word* or *consecration* as if you had that alignment.

### Enchanted Animation

**Prerequisites:** Enhancement sphere (Animate Object (enhance)).

**Benefit:** Whenever you create an animated object, you may spend a spell point to grant it a single use of one of your sphere abilities; if the sphere ability costs spell points to use,

you must pay for that cost when granting it. It may use that sphere ability as if you had cast it yourself.

### Enchanting Performance

**Prerequisites:** Fallen Fey sphere (Beckoning Call (fey-blessing) or Enchanting Music (fey-blessing)); bardic performance or raging song class feature.

**Benefit:** You may use your Beckoning Call or any of your Enchanting Music options in place of a bardic performance or raging song, starting and maintaining the effects as if it was a performance or raging song by spending performance or raging song rounds. Feats such as Lingering Performance apply to your Beckoning Call and Enchanting Music when used in this way.

### Energy Reflection

**Prerequisites:** Protection sphere (Energy Resistance (aegis, ward)).

**Benefit:** Whenever a creature attacks the bearer of your Energy Resistance *aegis*, and the damage is reduced by that *aegis*, you may choose for that creature to suffer damage equal to the amount of damage reduced by the Energy Resistance *aegis*. The damage is of the same type as it was originally inflicted.

### Enhanced Contingency

**Prerequisites:** Enhancement sphere, Contingency.

**Benefit:** You may *enhance* a contingency effect. If the contingency creates or summons a valid target for that *enhancement*, the *enhancement* is transferred to that target. Otherwise, the *enhancement* is transferred to the sphere effect once it takes effect. You may spend an additional spell point when applying the *enhancement* to tie it into the contingency; if you do so, time spent prior to the contingency triggering does not count towards the *enhancement's* duration.

### Enmity Ward

**Prerequisites:** Protection sphere, favored enemy class feature.

**Benefit:** You may create a *ward* that repels all your favored enemies, as the Repel *ward*. You may apply your bonus to hit your favored enemies to the DC of this *ward*.

### Ensouled Totem

**Prerequisites:** War sphere, bound nexus class feature.

**Benefit:** You may expend a soul from your bound nexus to create a bound totemic soul. A totemic soul works as a normal *totem*, but it can move as if it were a soul (they normally orbit the character, but the soul weaver can move any number of them as a free action once per round and they have a fly speed of 40 feet), and it has a radius of only 30 feet. A totemic soul continues to exist for 10 minutes per level in the class that grants you the bound nexus class feature without needing concentration. You must still pay the normal spell point cost for creating the *totem*.

### Expanding Presence

**Prerequisites:** War sphere (Totemic Aura); antipaladin or paladin.

**Benefit:** The range of your antipaladin or paladin auras increases to that of any *totemic aura* you created that is attached to you.

### Extended Resuscitate

**Prerequisites:** Life sphere (Resuscitate), caster level 5th.

**Benefit:** Your *cure* and *invigorate* abilities function on creatures who have been dead for a number of rounds equal to 1/2 your caster level.

### Extra Arsenal Trick

**Prerequisite:** Arsenal trick class feature.

**Benefit:** Gain an arsenal trick for which you meet the prerequisites. You may take this feat multiple times. The effects stack.

### Extra Bestial Trait

**Prerequisite:** Bestial trait class feature.

**Benefit:** Gain an additional bestial trait for which you meet the prerequisites. You may take this feat multiple times. The effects stack.

### Extra Breadth Of Form

**Prerequisite:** Breadth of form class feature.

**Benefit:** Increase the number of times per day you may use breadth of form by 2. You may take this feat multiple times. The effects stack.

### Extra Divine Works

**Prerequisite:** Divine works class feature.

**Benefit:** You may choose an additional option from the list of possible divine works class features. You may choose this feat multiple times. Each time, choose another divine work.

### Extra Electrokinetic Stunt

**Prerequisite:** Electrokinetic stunt class feature.

**Benefit:** You gain an additional electrokinetic stunt for which you qualify. You may take this feat multiple times. The effects stack.

### Extra Emotion

**Prerequisite:** Emotion class feature.

**Benefit:** Gain the minor power of a new emotion or the next level of an emotion you already possess. You may take this feat multiple times. The effects stack.

### Extra Iatrogen

**Prerequisite:** Iatrogen class feature.

**Benefit:** Gain an additional iatrogen for which you meet the prerequisites. You may take this feat multiple times. The effects stack.

### Extra Invocations

**Prerequisite:** Invocations class feature.

**Benefit:** Increase the number of times per day you may use invocations by 2. You may take this feat multiple times. The effects stack.

### Extra Magic Talent

**Prerequisite:** Basic Magic Training or casting class feature.

**Benefit:** Gain an additional sphere or a talent from a sphere you possess. You may take this feat multiple times. The effects stack.

### Extra Mystic Combat

**Prerequisite:** Mystic combat class feature.

**Benefit:** Gain an extra mystic combat ability for which you qualify. You may gain this feat multiple times. The effects stack.

### Extra Nexus Powers

**Prerequisite:** Bound nexus class feature.

**Benefit:** Increase the number of souls in your bound nexus by 2. You may gain this feat multiple times. The effects stack.

### Extra Psionics

**Prerequisite:** Psionics class feature.

**Benefit:** You may use psionics an extra 6 rounds per day. You may gain this feat multiple times. The effects stack.

### Extra Secret

**Prerequisite:** Secrets class feature.

**Benefit:** Gain an extra secret for which you qualify. You may gain this feat multiple times. The effects stack.

### Extra Shadowstuff

**Prerequisite:** Shadowstuff class feature.

**Benefit:** Increase the number of shadow points you possess by 2. You may gain this feat multiple times. The effects stack.

### Extra Spell Points

**Prerequisite:** Spell pool.

**Benefit:** Your spell pool total increases by 2. You may gain this feat multiple times. The effects stack.

### Extra Swarm Powers

**Prerequisite:** Swarm powers class feature.

**Benefit:** You gain an additional swarm power you qualify for.

**Special:** This feat can be taken multiple times.

### Extra Unseen Augmentation

**Prerequisite:** Unseen forces class feature.

**Benefit:** You gain an additional unseen augmentation for which you qualify. You may take this feat multiple times. The effects stack.

### Extra Wraith Haunt

**Prerequisite:** Wraith haunt class feature.

**Benefit:** You gain an additional wraith haunt. You may take this feat multiple times. The effects stack.

## Extradimensional Assembly

**Prerequisites:** Telekinesis sphere (Whirlwind Assembly), Warp sphere (Extradimensional Storage (space)).

**Benefit:** When you use your Whirlwind Assembly talent you may access and swap items in and out of your *extradimensional storage* freely, without the need to use a second action or spend a spell point.

## Extradimensional Shadow

**Prerequisites:** Dark sphere (Shadow Stash), Warp sphere (Extradimensional Storage).

**Benefit:** You deepen your shadow by making it a portal into your extradimensional space, combining your magic into one whole; you can no longer use Extradimensional Storage or Shadow Stash separately, instead treating them as a single effect. Your extradimensional shadow combines the weight limit of the two talents into a single progression (15 pounds per caster level, or 30 pounds per caster if you have invested two talents in Extradimensional Storage) and you may store and withdraw items in it using any action options either talent allows. Objects in your extradimensional shadow cannot be affected by creatures with Shadow Stash, and they do not become unavailable if your shadow is stolen: a flickering portal in the shape of your shadow remains, allowing you to access items regardless.

If you have invested two talents in Shadow Stash, your shadow may don items even if they are not your size, stretching and warping to fit into them. You must still have the appropriate body slot for the item.

You may treat your extradimensional shadow as either talent for all purposes. Among other uses, this allows you to apply the effects of feats like Stasis Storage or World In Miniature to it, which often distort the appearance of your shadow. Whenever it would be necessary to determine whether it is a Dark (shadow) effect or a Warp (space) effect (such as calculating its caster level or how it would be affected by Light), the caster may treat it as whichever they deem most advantageous to them.

## Favored Form

**Prerequisite:** Alteration sphere.

**Benefit:** Choose one (transformation) Alteration sphere talent that you possess. You may increase the number of traits granted by your *shapeshift* when granting that form by 1.

**Special:** You may take this feat more than once; each time it applies to another (transformation) Alteration talent you possess.

## Fertilize Nature

**Prerequisites:** Nature sphere ((earth) package, (plant) package).

**Benefit:** *Geomancing* abilities from the (earth) and (plant) packages lasts 2 additional rounds after you end concentration.

## First Response

**Prerequisite:** Life sphere.

**Benefit:** When you use a standard action to use a Life sphere ability on an ally other than yourself, you may take 10 on any concentration checks required.

## Flesh Absorption Master

Your body reaches peak conditioning for digesting prey and holding corpses for fodder.



**Prerequisites:** Death sphere (Tomb Of Flesh).

**Benefit:** You gain a +2 bonus to your CMD and AC against creatures absorbed by your Tomb Of Flesh, and you may carry up to 2 additional creatures inside your Tomb Of Flesh at a time. You may choose whether or not to deal negative energy damage to your absorbed creatures or not, but must make the same choice for all absorbed creatures.

If you possess Necrotic Feeding, when a creature within your Tomb Of Flesh dies you may target it with a Necrotic Feeding *ghost strike* as an immediate action, spending a spell point as usual. If the target fails its saving throw against this *ghost strike*, you may absorb its entire corpse into you, increasing the duration of your Necrotic Feeding bonus to hours per Hit Die rather than 10 minutes per Hit Die. Absorbing a corpse in this fashion does not absorb its equipment, which is expelled harmlessly from your body.

### Floating Panoply

**Prerequisites:** Enhancement sphere (Mass Enhancement), Telekinesis sphere (Divided Mind), Enhancing Telekinesis, caster level 7th.

**Benefit:** When you use the Enhancing Telekinesis feat, you may spend a spell point to *enhance* every item you lift with Divided Mind, following the restrictions of Mass Enhancement.

### Focused Blast Type Group

**Prerequisite:** Destruction sphere.

**Benefit:** Choose one blast type group. Treat your caster level as 1 higher for this blast type group, increasing by +1 per 5 Hit Dice you possess. This bonus cannot cause you to have a caster level greater than your Hit Dice.

### Focusing Direction

**Prerequisite:** Conjunction sphere.

**Benefit:** You may spend a swift action to empower a Conjunction sphere companion within close range, enabling it to touch creatures warded with the appropriate *protection from (alignment)* spell, the *Hallow word* of the Fate sphere, and similar effects until the start of your next turn. You may instead affect a number of companions equal to your casting ability modifier with a move action.

If directing a companion with the puppet companion archetype, you may apply the benefits of this feat to that companion as part of directing that companion with a move, standard, or full-round action.

### Fool Magic

**Prerequisites:** Bluff 3 ranks; Deceitful or Skill Focus (Bluff); Iron Will.

**Benefit:** When you succeed at a Will saving throw made against any magical effect, the caster of that effect does not automatically know you have succeeded at your saving throw. This allows you to attempt a Bluff check against their Sense Motive check to convince them that you failed your saving throw and are under the effects of the magic. You can choose to allow supplementary effects of the magic (such as the telepathic link provided by the *dominate person* spell or the Dominate advanced Mind talent) to function as if you had failed your saving throw, to aid in the deception. You may dismiss the supplementary effect early as a standard action.

### Forbidden Totem

**Prerequisites:** War sphere, forbidden lore class feature.

**Benefit:** Whenever you successfully use forbidden lore with a *totem*, all allies within the *totem* receive a morale bonus equal to your base forbidden lore bonus to one of the following, chosen by you when you create the *totem*: attack rolls, damage rolls, AC, saving throws, ability checks, skill checks, magic skill checks, or CMB and CMD. Bonuses to your forbidden lore bonus do not increase this bonus. Multiple *totems* can give allies multiple bonuses, but two similar bonuses do not stack.

### Formulae Geomancing

**Prerequisites:** Nature sphere (three or more packages).

**Benefit:** You may read and use an alchemist's formulae book, creating extracts for use during the day as an alchemist does. You must have a caster level with the entire Nature sphere equal to 3x the level of the extract, and use your Nature caster level as your caster level for the extracts. You must spend 1 spell point per level of the created extract, and only you can drink the extract to gain its effects.

### Fortified Healing

**Prerequisites:** Life sphere, Combat Stamina.

**Benefit:** Whenever you use a Life sphere ability on an ally that restores hit points or grants temporary hit points, they regain 1 point of stamina for every 5 points regained or granted, respectively. This occurs even if they do not benefit from all points granted (such as an uninjured person being healed).

### Fount Of Mercy

**Prerequisites:** Life sphere (Fount Of Life).

**Benefit:** Any ally within close range may spend a standard action to heal themselves for any number of hit points available in your *fount of life*, in all ways as if you had used the ability on them during your turn. This reduces the number of healing stored by an equal amount. This is a supernatural ability that may not be used if either yourself or the ally is in an antimagic field or similar effect. You always have the option of denying or limiting the amount of healing the ally receives, and allies can not benefit while you are unconscious.

### Graphomancy

**Prerequisites:** Craft (calligraphy) 1 rank, Protection sphere.

**Benefit:** You have learned to use ancient writings and symbols to enhance your Protection sphere abilities. When you create a *ward*, you gain a bonus to your caster level equal to half the number of ranks you have in the Craft (calligraphy) skill, rounded up. This can not increase your caster level above your Hit Dice.

### Greater Hypnosis

**Prerequisite:** Hypnotism class feature.

**Benefit:** The range at which you may affect targets with your hypnotism increases to medium range.

**Normal:** You may only affect targets with your hypnotism at close range.

### Greater Link

**Prerequisites:** Conjunction sphere (Link).

**Benefit:** You may choose to receive full sensory input from one of your companions. This requires a full-round action and renders you flat-footed until the start of your next turn.

You do not benefit from any magical effects you are under nor any extraordinary senses you possess, but do benefit from effects and extraordinary senses your companion possesses. You use your own Perception modifier for any Perception checks made while receiving sensory input this way. Your companion's senses are not inhibited by this ability. This full-round action counts as concentrating on the *summon*.

### Grenade Master

**Benefit:** When determining the save DC of an explosive or splash weapons such as an alchemical weapon, dust, oil, or potion you are activating, you may add your casting ability modifier (or Intelligence modifier, if you do not possess the casting class feature) to the save DC. This only applies to explosives and splash weapons that do not already add an ability modifier to the DC (so while it would apply to alchemical weapons, it would not apply to an Alchemist's bomb class feature).

### Ĥaboob Lord

**Prerequisites:** Weather sphere, caster level 5th.

**Benefit:** When you are using *control weather* to create Wind of severity level 4 or above in an area of Aridity severity level 3 or above, you may cause a dust storm even if there is no sand or dust in the area. Dust storms blow fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). At Wind severity level 5, a dust storm deals 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also poses a choking hazard (see Drowning, except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 + her Constitution score).

### Ĥail

**Prerequisites:** War sphere, Mystic Focus, casting class feature, ability to gain martial focus.

**Benefit:** You may spend a spell point to *rally* an ally who has the ability to gain martial focus to restore their martial focus.

### Ĥealing Touch

**Prerequisites:** Life sphere; lay on hands or fervor class feature.

**Benefit:** Whenever you use your lay on hands or fervor ability to heal a creature, you may *invigorate* or *restore* the same creature as part of the same action. You must pay the normal spell point cost of the ability.

### Ĥeroic Companion

**Prerequisite:** Beastmastery sphere, Conjunction sphere, animal companion, familiar, or eidolon.

**Benefit:** Your animal companion, animal allies, familiar, eidolon, and Conjunction companions can spend your hero points as if they were their own.

### Immutable Protection

**Prerequisite:** Protection sphere.

**Benefit:** You receive a +4 insight bonus to MSB and MSD for any magical skill check made by your *wards*. This includes casting the *ward* and any checks made to dispel or repress magical effects because of a *ward* ability.

### Impassion

**Prerequisites:** War sphere, emotion class feature.

**Benefit:** You may spend a spell point to *rally* an ally with any emotion from your emotion class feature that targets a single creature. You do not need to be within touch range, even if the emotion normally requires it.

### Improved Favored Element

**Prerequisites:** Two favored elements.

**Benefit:** Your second and third favored elements receive the same damage bonus as your first favored element.

### Improved Favored Package

**Prerequisites:** Two favored packages (geomancer elemental archetypes).

**Benefit:** Your second and third favored packages receive the same bonus as your first favored package.

### Item Mastery

**Prerequisite:** Caster level 10th.

**Benefit:** When determining the save DC of a magic item you activate that determines its power by the formulae  $10 + 1/2$  the item's caster level, you may add your casting ability modifier to the save DC. In addition, you may use your casting ability modifier for any sphere effects from any magic item you activate that require it (such as the Chameleon talent from the Light sphere).

### Jump Scare

**Prerequisites:** Intimidate 5 ranks, Warp sphere.

**Benefit:** You can *teleport* suddenly and in an ominous burst of magic, leaping forward in an unexpected and terrifying display. After you appear, you can attempt an Intimidate check to demoralize an opponent in range (demoralize normally has a range of 30 feet) as a free action.

### Layered Shroud

**Prerequisites:** Weather sphere (one (shroud) talent), caster level 10th.

**Benefit:** When you use a *shroud* as a standard or full-round action, you may spend a spell point to use a different *shroud* on the same target as a swift action. If the first *shroud* affected multiple targets (as with Encompassing Shroud), the second affects any one of the targets and may not be combined with Encompassing Shroud.

### Lightshow

**Prerequisites:** Light sphere, bardic performance class ability.

**Benefit:** When you activate a bardic performance, you may cause one ally affected by that performance to *glow* as part of the same beginning action. You may change which ally is affected by this *glow* each round you maintain your bardic performance.

### Lingering Link

**Prerequisites:** Psionics class feature, mind link psionic effect.

**Benefit:** When affecting targets with your mind link psionic effect, you only need to spend 1 round of psionic power per minute the effect is maintained, rather than every round. You may use your mind link psionic effect jointly with other psionic effects and may start both with the same action, but



you must spend the cost for each effect while maintaining both. Ending one effect does not necessitate ending the other.

### Lingering Psionics

**Prerequisite:** Psionics class feature.

**Benefit:** The bonuses and penalties from your psionics continue for 2 rounds after you cease using it. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new psionic effect during this time, the bonuses and penalties of the previous psionic effect immediately cease.

### Linked Equipment

**Prerequisite:** Conjunction sphere.

**Benefit:** When you *summon* a Conjunction sphere companion, you may select any number of magic items occupying magic item slots on your body, losing the benefit of those magic items and applying them to the companion for the duration of the *summon*. Only one companion can benefit from this ability at one time; assigning the bonus to a newly *summoned* companion ends its effects for any previously *summoned* companion. You regain the benefits of the selected items when the *summon* ends. You still count as possessing the item for the purpose of items that require an attunement period. You may not assign cursed items to the companion.

### Lurker In Darkness

**Prerequisite:** Stealth 6 ranks.

**Benefit:** Creatures using unusual forms of sensory perception such as blindsight, greensight, or tremorsense cannot automatically foil your use of Stealth; such creatures must attempt a Perception check as normal to detect you when you make use of the Stealth skill, though they gain a +2 bonus for each unusual form of perception you must try to avoid beyond the first. Lurker In Darkness foils indirect detection (such as a creature using *detect magic* to search for your magical items while you are using Stealth) in the manner described above, but has no effect on psi-like abilities, powers, spells, spell-like abilities, and/or supernatural abilities specifically used to uncover information about you rather than enhancing the user's perception, such as the *augury* spell. However, when interacting with sphere talents and abilities, Lurker In Darkness foils Divination sphere *sense* abilities in the manner described above, but has no effect on the Divination sphere *divine* abilities.

**Note:** This feat was previously published in the *Psionic Bestiary*, by Dreamscarred Press. It has been modified to work with *Spheres of Power*.

### Lurking Surprise

**Prerequisites:** Dark sphere (Shadow Lurk (shadow), Sinister Surprise).

**Benefit:** You may imbue your *shadow lurk* with the ability to cast a single Dark sphere effect with a duration other than concentration. You must pay the spell point cost of this effect when you create the *shadow lurk*. This effect may include Dark sphere talents, though not advanced talents. These spell points are lost if the *shadow lurk* expires or is destroyed, but regained if the *shadow lurk* is retracted. Casting the Dark sphere power destroys the *shadow lurk*.

### Mantled Caster

**Prerequisites:** Weather sphere, any (*mantle*) talent, magic skill bonus +5.

**Benefit:** For the purposes of your (*mantle*) talents you are always treated as being under the effect of your *mantle* and gain benefits from any (*mantle*) talents as if the weather were one step more severe. This does not apply to other creatures you bestow your *mantle* on.

### Master Artisan

**Prerequisites:** Forbidden lore class feature, any item creation feat.

**Benefit:** Choose one item creation feat that you possess. Add your forbidden lore bonus to your caster level or MSB when meeting prerequisites or determining how powerful of an enchantment you may place upon an item.

### Master Of Cosmos

**Prerequisites:** Conjunction sphere, forbidden lore class feature.

**Benefit:** Your companions gain a circumstance bonus to attack rolls and skill checks equal to your forbidden lore bonus.

### Master Of Death

**Prerequisites:** Death sphere, forbidden lore class feature.

**Benefit:** Add your forbidden lore bonus to your caster level when determining the number and power of undead creatures you may control at any one time through the Death sphere.

### Master Of Faerie

**Prerequisites:** Fallen Fey sphere (Summon Fairy (fey-blessing)), forbidden lore class feature.

**Benefit:** Add your forbidden lore bonus to your caster level when determining the total Hit Dice of fey creatures you may have summoned at one time.

### Master Of Remaking

**Prerequisite:** Creation sphere.

**Benefit:** Treat your character level as your caster level for when determining which objects you may *alter*, such as through your (material) talents, as well as your damage dealt/ healed with Repair or Destroy. This has no effect on any use of *create*.

**Special:** You cannot have both Creation Mastery and Master Of Remaking.

### Master Of Small Magics

**Prerequisites:** Enhancement sphere, Cantrips.

**Benefit:** You may use leaked magic from your *enhancements* to improve your Cantrips. Whenever you use Cantrips while under the effects of one of your own *enhancements*, you may either increase the range to medium, double the duration, or double the amount of matter you can affect at one time. In addition, you may choose to use any creature or object within 30 feet that is under the effects of one of your *enhancements* as the origin for any Cantrip you use.

### Mental Cloud

**Prerequisites:** Mind sphere (Mass Charm).

**Benefit:** You may spend 2 spell points to manifest a (charm) as an actual, literal cloud of mental energy. This cloud has a radius of up to 10 feet + 5 feet per 5 caster levels, centered within your maximum *charm* range, and lasts for 1 minute per caster level. This cloud does not obscure sight or grant concealment,

and the cloud remains for 1 minute per caster level. A moderate wind (11+ mph) will disperse it within 4 rounds, while a strong wind (21+ mph) will dissipate it at the start of your next turn.

Whenever a legal creature enters this cloud (including allies, enemies, or even yourself) or begins their turn inside it, they become subject to the *charm* and may attempt a saving throw if allowed and desired. Once a creature has either saved against or become subject to the *charm*, they cannot be affected again even if they remain with the cloud or leave and return.

### Mind Against Body

**Prerequisites:** Telekinesis sphere (Telekinetic Maneuver).

**Benefit:** Rather than using your body to fight off more capable opponents, you employ your mind, fighting back with your full telekinetic power. You may substitute 10 + your Telekinesis sphere caster level + your casting ability modifier for your CMD when you are defending against a combat maneuver.

### Mind Opener

**Prerequisites:** Psionics class feature, battlefield relay psionic effect.

**Benefit:** Increase the save DC of your battlefield relay psionic effect by +2.

### Mind Over Manners

**Prerequisites:** Conjuration sphere (Call Planar Creature).

**Benefit:** You may use your casting ability modifier in place of your Charisma modifier when determining the DCs for Charisma checks made by called creatures and for attempting opposed Charisma checks against called creatures when using the Call Planar Creature advanced talent.

### Mounted Magician

**Prerequisites:** Handle Animal 3 ranks, Ride 3 ranks, Enhancement sphere, casting class feature.

**Benefit:** When targeting yourself with an *enhancement*, your mount also gains the benefits of that *enhancement*. This lasts as long as you are both *enhanced* and mounted. If you dismount or are unseated, your mount loses the benefit of your *enhancement*.

### Mystical Reinforcement

**Prerequisites:** War sphere, Circle Casting.

**Benefit:** You may use your circle casting to aid other spellcasters within *totems* you control or whom you share a *mandate* with as if they had the Circle Casting feat.

### Object Familiar

**Prerequisites:** Enhancement sphere (Animate Object (enhance)), ability to acquire a familiar.

**Benefit:** When choosing a new familiar, you may select a Tiny animated object in place of a normal creature. An object familiar's type does not change, and it does not gain the ability to speak to other creatures of its kind.

**Special:** You may apply the benefits of any feats that improve your use of Animate Object to your animated object familiar. If you later take Improved Familiar, you may select a Small animated object at 5th caster level instead.

### Occult Savant

**Prerequisites:** Spellcraft 10 ranks, Use Magic Device 10 ranks or any Knowledge skill 10 ranks; occult knowledge class feature.

**Benefit:** You may take 10 with any Knowledge, Spellcraft, or Use Magic Device check, regardless of stress or other situations where taking 10 would otherwise be impossible.

### Otherworldly Mind

**Benefit:** Due to some quirk of your consciousness or oddity in your background, your heart and mind are like that of another realm entirely. Scrying to locate your Dreamscape now treats your Dreamscape as if it is on another Plane rather than on the same Plane as your physical form, granting a +5 bonus to your Will save to avoid the scrying attempt. In addition, any effect that numerically boosts the difficulty of getting into your Dreamscape or moving within it is increased by 1.

**Note:** There will usually be some actual world or realm in a campaign's cosmology connected to this feat when it is taken. People within that world or realm, or others who also have the Otherworldly Mind feat connected to that realm, ignore your Dreamscape's extra +5 bonus.

### Perceptive Psionics

**Prerequisites:** Perception 7 ranks, Sense Motive 7 ranks, psionics class feature, battlefield relay psionic effect.

**Benefit:** You may read a target's subtle movements, even if you cannot read their mind. If a target succeeds at their saving throw against your battlefield relay, you may still activate the effect against them. When using battlefield relay in this fashion, the bonuses granted are divided by 2.

Your battlefield relay persists at half strength for as long as it is maintained. If you wish to attempt your battlefield relay again, you must cease your battlefield relay and use it again.

You may even target creatures with your battlefield relay that are usually immune to mind-affecting abilities. These targets need not attempt a Will save, and the bonuses are always divided by 2 against them.

### Photosynthesis

**Prerequisites:** Con 13, Survival 3 ranks, Light sphere.

**Benefit:** After a long period of meditation, you have learned how to harness the power of light. If you are in an area of bright light, you can regain hit points equal to your character level as a move action. This ability can only be used once per minute, and can only heal you up to half your normal maximum hit points; any excess healing is lost.

In addition, so long as you spend at least one full hour in an area of bright light you gain all the nourishment you need, and do not need to eat or drink that day.

The benefits of this feat are a supernatural ability.

### Plague Lord

Diseases you inflict fester at an alarming rate.

**Prerequisites:** Death sphere (Inflict Disease (ghost strike)).

**Benefit:** When a creature fails its save against Inflict Disease, it must attempt another saving throw against every disease it currently suffers from - successful saves do not count towards a disease's cure, and failed saves immediately inflict the disease's effect.

### Practiced Seer

**Prerequisite:** Divination sphere.

**Benefit:** You may use your magic skill bonus or caster level, whichever is higher for the purposes of determining the duration of Divination (sense) talents or abilities.

### Precocious Creation

**Prerequisites:** Creation sphere (any (material) talent).

**Benefit:** When attempting to *create* or *alter* material, you may spend an additional spell point to treat your caster level as 5 higher for determining the types of material that you may affect. This has no effect on the size, duration, caster level, or any other numerical effect of the ability.

### Primal Emblem

**Prerequisite:** Banner class feature.

**Benefit:** Choose a *totem* from the War sphere that does not require spell points to be spent when it is created. Your banner can also create the effects of that *totem*, using your class level as your caster level and your Charisma modifier (or practitioner modifier, if using *Spheres of Might*) as your casting ability modifier, if you do not already possess a casting tradition. If the *totem* produces the same type of bonus as your banner, these bonuses stack and are considered a single bonus. You can create the effects of the *totem* for a maximum number of rounds per day equal to your casting ability modifier + 1/2 your base attack bonus (minimum 1). Activating this ability is a free action, and a free action must be spent each round to maintain it.

You may purchase this feat multiple times. Each time choose another *totem*. Rounds of use of one *totem* can not be used to fuel a different *totem*. You may only have one *totem* active at a time.

This is an extraordinary ability.

### Protective Reserve

**Prerequisite:** Sentinel's reserve class feature.

**Benefit:** Choose an (aegis) talent from the Protection sphere. You may create that *aegis* as a supernatural ability, but only on yourself, using points from your reserve in place of spell points. For the purpose of this *aegis*, your caster level is equal to your sentinel level, and your casting ability is the ability used to determine your reserve points. You may acquire this feat multiple times; choosing another (aegis) talent each time.

**Special:** This feat requires *Spheres of Might*.

### Psionic Vigilance

**Prerequisites:** War sphere, psionics class feature.

**Benefit:** You may *rally* allies who are currently under the effects of your psionics. You are considered under the effects of your psionics whenever they are active.

### Psionic Vitality

**Prerequisites:** Life sphere, psionics class feature.

**Benefit:** Whenever you expend a round of your psionics, you or an ally of your choice that is affected by your psionics regains 1d6 hit points. You may expend additional rounds of your psionics to increase the amount healed by 1d6 per round expended in this manner.

### Psychosomatic Healing

**Prerequisite:** Create reality class feature.

**Benefit:** You may create an *illusion* around a creature that gives the appearance and feeling that the creature is in good health. This *illusion* works not only on the creature, but on anyone observing the creature. Whenever the creature takes damage from any source, the amount of damage taken is reduced by half your caster level (minimum 0). Unlike damage reduction, this can not be bypassed, except if the attacker manages to disbelieve the *illusion*.

### Reflexive Magic

**Prerequisites:** War sphere, base attack bonus +11.

**Benefit:** You gain 2 spell points that can only be spent to *rally* yourself. You regain each of these spell points 1 minute after they are used.

### Reservoir

**Prerequisite:** Blood sphere.

**Benefit:** Whenever a creature with Hit Dice of at least half your character level under the affects of your *blood control* is slain or destroyed, you may spend a move action before the end of your next turn to absorb the creature's blood, gaining 1 blood point. You may have a maximum number of blood points equal to your Constitution modifier (or Charisma modifier, if you lack a Constitution score; minimum 1). You may spend blood points any time you would take Constitution damage or bleed from a Blood sphere ability to reduce the damage or bleed by 1 per point spent. Reducing Constitution bleed in this way only reduces it for the current round. Blood points expire after 1 hour.



### Rigorous Defense

**Prerequisites:** Life sphere, inspiration class feature.

**Benefit:** Whenever you use inspiration, you may *invigorate* yourself as part of the same action.

### Robustness

**Benefit:** Whenever you are the target of a sphere ability or supernatural ability that allows you to regain hit points that does not grant fast healing, you heal additional hit points equal to your Hit Dice. The increase in healing can not be greater than the original amount of healing granted. When you are granted fast healing, the fast healing heals 1 additional hit point per round.

### Savagery

**Prerequisites:** War sphere, animal focus class feature.

**Benefit:** Whenever you create a *mandate* that you share with another ally, they benefit from any animal focuses you have active. Only one ally (other than yourself) can benefit from your animal focuses this way.

### Searing Brilliance

**Prerequisites:** Light sphere (Searing Light (light)), caster level 5th.

**Benefit:** Your Searing Light now deals 1 point of untyped damage per caster level per round in addition to its fire damage. Undead, oozes, and creatures harmed by daylight take 2 additional points of untyped damage per caster level per round instead.

### Seraphic Glow

**Prerequisites:** Light sphere, good alignment.

**Benefit:** Any evil creature that begins their turn within your *glow* or enters its area of effect must succeed at a Will save against its DC or be shaken for one minute, even if normally immune to fear or mind-affecting effects. This ability cannot cause a shaken creature to become frightened or a frightened creature to become panicked, but further fear effects can make them frightened or panicked as normal. A creature that succeeds on its saving throw is immune to your seraphic glows for 24 hours.

### Sense Light

**Prerequisites:** Perception 5 ranks, Light sphere.

**Benefit:** Through intense rituals and training you have become capable of sensing light by touch. By spending a swift action, you retain your normal visual abilities for a round when your eyes are closed, and are immune to the effects of the blinded and dazzled conditions, and all gaze attacks. You do not, however, retain the benefits of sight-based abilities (such as darkvision or low-light vision). You must be in an area of dim or brighter light to gain the benefits of this feat.

The benefit of this feat is a supernatural ability.

### Shadow Feast

**Prerequisite:** Dark sphere.

**Benefit:** You may consume your own shadow as a free action, gaining 1 spell point for every 2 points of burn to your casting ability score you accept. No matter how many spell points you regain, you can only consume your shadow once a day. You may not gain spell points in excess of your normal maximum spell pool. Spell points gained this way are available immediately, but the ability burn does not take effect until the

end of your turn. Your shadow disappears until the burn heals, and you are immune to any spells or abilities that manipulate or target your shadow until it returns. Any items stored in your *shadow stash* are inaccessible until your shadow returns.

### Shadow Swap

**Prerequisites:** Dark sphere (Shadow Lurk (shadow), Step Through Darkness (meld)).

**Benefit:** Anyone under the effects of your Step Through Darkness talent and your Shadow Lurk talent may switch places with their *shadow lurk* as a move action as long as the distance between them does not exceed the range of Step Through Darkness. If you have the Shadow Coterie talent, they may switch places with any of their *shadow lurks* within range. They may switch places even if neither the user nor the *shadow lurk* is in an area of darkness.

### Shared Magic

**Benefit:** When you use a sphere ability that has an ongoing effect, you may spend a free action to designate an ally within close range as the owner of the ability. That ally gains control of the ability at the beginning of their next turn. The new owner is considered the creator of the spell, and can do whatever the owner can with the spell, including concentrating to maintain it, dismissing it, moving it (if it can be moved), spending spell points on it, or any other effect that can take place after the ability has been created. The new owner must be a spherecaster with a caster level equal to a minimum of half the caster level of the sphere ability they are being given. They use their own concentration and magical skill bonus to maintain the spell, but the sphere ability still uses your caster level.

### Shifting Disguise

**Prerequisite:** Alteration sphere.

**Benefit:** You may alter the shape, color, and texture of your body to mimic other creatures. As a full-round action, you may reshape your body, but not your clothes, armor, or equipment, to mimic another creature of your size, appearing to be of another race, sex, and build, though you cannot add or remove limbs or disguise major wounds, granting a +10 circumstance bonus on Disguise checks. This change persists until you change form again. The bonus on Disguise checks does not stack with that granted by the *shapeshift* ability of the Alteration sphere, a *bat of disguise*, the Realistic Likeness<sup>ARG</sup> feat, or similar sources. You cannot assume the form of a specific individual unless you also possess the Perfect Imitation talent. This is a supernatural polymorph effect.

**Special:** You may gain traits from the Blank Transformation option of the *shapeshift* ability of the Alteration sphere while under the effects of this feat even though it is a polymorph effect. If you possess the Perfect Imitation talent, you may choose to merge your currently worn equipment and mimic clothing and armor per that talent.

### Shifting Mastery

**Prerequisite:** Combat Casting.

**Benefit:** When targeting only yourself with a *shapeshift* effect, your casting does not provoke attacks of opportunity. Additionally, you may take 10 on any concentration checks related to casting Alteration sphere effects.

### Shining Stars

**Prerequisites:** Light sphere (Dancing Lights, Glory).

**Benefit:** You may apply the effects of your Glory talent to *glow* effects you create as Dancing Lights as if they were placed on yourself, though you may still only apply the effects of Glory to a single *glow* at a time.

### Shoulder To Shoulder

**Prerequisite:** Grit, luck pool or panache class feature.

**Benefit:** When you gain this feat, choose a *mandate* from the War sphere. You may spend a point of grit, luck or panache to create this *mandate* between yourself and an adjacent ally as a swift action. This is a supernatural ability. For purposes of this *mandate*, the attribute that governs the maximum amount of grit, panache or luck you can possess is your casting ability and your base attack bonus is your caster level. The *mandate* lasts for one minute, or ends immediately if you create another *mandate* with this ability, fall unconscious, or if you move beyond 60 feet from each other.

If the person you share the *mandate* with performs an action that would allow you to regain grit, luck, or panache, then you may regain grit, luck, or panache as if you had performed the action yourself.

### Shrouding Aegis

**Prerequisites:** Protection sphere, shadowstuff class feature.

**Benefit:** You may spend a point of shadowstuff to create a *shrouding aegis*. A *shrouding aegis* protects its bearer through the use of illusion by either obscuring their image, making them appear in a slightly different location, or disguising their movements. The illusions act intelligently and are constantly shifting, causing the creature to have a somewhat 'unreal' appearance.

Creatures attacking anyone with a *shrouding aegis* must attempt a Will save against a DC equal to 10 + 1/2 your Protection caster level + your casting ability modifier to determine if they can see properly through the *shrouding aegis*. Those who fail this saving throw can not take attacks of opportunity against the shrouded creature, can not benefit from or participate in flanking it, and can not deal any precision-based damage to the shrouded creature. Critical hits work normally, however.

Those who succeed at the save or are immune to illusions are not affected by the shroud. Once a creature succeeds at their saving throw, they do not need to attempt any additional saving throws against that shroud. The shroud is considered an *illusion*, and benefits from your abilities that enhance *illusions*.

### Silver Tongue

**Prerequisite:** Mind sphere.

**Benefit:** As an immediate action, you may spend a spell point to reroll a single Bluff, Diplomacy, or Intimidate check with a +2 enhancement bonus. You may make the decision to use this ability after rolling the check, and you must keep the result of the second roll even if it is lower. This bonus increases by +1 per 3 Mind caster levels.

### Skillful Disappearance

**Prerequisites:** Warp sphere.

**Benefit:** The ability to *teleport* is only half of your ability to disappear. Whenever you *teleport* you can also use one of the following abilities as long as you meet the ability's prerequisites.

*Exit Stage Left (Disguise 5 ranks):* When you *teleport* you can attempt a Disguise check as part of the same action, creating and donning a disguise between disappearing and reappearing. You may only disguise minor details when using this ability, and do not get the normal +5 modifier for doing so.

*Flourish:* When you *teleport* you can create a minor sensory effect (such as sparkles or a soft clap of thunder) when you depart or arrive. You may also leave a Fine-sized calling card where you depart (whether marking the spot with a smoking brand or dropping a single rose petal) that disappears after one hour.

*Make Them Flinch (Intimidate 5 ranks):* Immediately before you *teleport* you may attempt an Intimidate check against an opponent as a free action, as if making a demoralize check. If you succeed, casting *teleport* does not provoke an attack of opportunity from that opponent.

*Without a Trace (Stealth 3 ranks):* You take advantage of even the briefest windows of opportunity to disappear without being noticed. Immediately before *teleporting* you may attempt a Stealth check, opposed by a Perception check from any onlookers. Onlookers who fail their check do not see where you have gone or how you left, though they may still find out through other means.

### Skillful Force

**Prerequisites:** Telekinesis sphere (Finesse, Steal, or Telekinetic Tools).

**Benefit:** When using your *telekinesis* to perform skill checks as described in Finesse or Steal, you do not suffer the normal -5 skill check penalty. When using Telekinetic Tools, your mimicked tools are effectively masterwork and grant a +2 circumstance bonus on related checks.

### Smolder Resin

**Prerequisites:** Nature sphere ((fire) package and (plant) package).

**Benefit:** Your Pummel *geomancing* ability deals additional fire damage equal to your casting ability modifier with each hit that successfully deals damage.

### Soulfire

**Prerequisite:** Caster level 5th.

**Benefit:** You may accept 2 or more points of Constitution burn as a free action. Doing so grants 1 temporary spell point per 2 points of burn that expires at the end of your turn. If these temporary spell points are spent on a sphere effect that deals damage, half that damage becomes untyped damage and the effect bypasses spell resistance. The number of spell points granted per 2 points of burn increases by +1 every ten character levels. You cannot use this ability if doing so would reduce your Constitution to 0.

### Soul-Piercing Gaze

**Prerequisite:** Emotion class feature.

**Benefit:** As a standard action, you may attempt to make eye contact with all enemies within close range. The enemies must be able to see and hear you to be affected. Each enemy receives a Reflex saving throw against a DC 10 + 1/2 your class level + your casting ability modifier against the gaze. Enemies may attempt to avert your gaze as they would a gaze attack (such as by averting their eyes or wearing a blindfold).

If at least one enemy fails their saving throw, you may choose one enemy that failed their saving throw and use an emotion from your emotion class feature on them as if you had made a successful melee touch attack. They still receive the regular saving throw against the emotion, if any. If every target succeeds on their saving throw against your gaze, the emotion is not expended.

When using Soul-Piercing Gaze, it is difficult for observers to detect the use of any supernatural ability. You may attempt a Bluff check vs. the passive Perception (DC 11 + Perception modifier) of any observers to disguise what you are doing.

### Spell Capacitor

**Prerequisite:** Time sphere.

**Benefit:** You may cast sphere effects into a temporary rift in time, creating a spell capacitor, storing them for a short time before discharging them simultaneously. This casting spends any spell points required at the time it is performed. You may cast sphere effects into this capacitor with total spell point cost not exceeding half of your casting ability modifier (minimum 1) and total caster level not exceed three times your caster level (use the highest caster level for the effects stored if you have multiple caster levels). Once an effect is cast into the capacitor, it dissipates harmlessly after 1 minute. All stored effects may be released as a 1 round action, choosing targets for each stored effect individually within the parameters of that effect.

### Spirit Beacon

**Prerequisite:** War sphere.

**Benefit:** When you create a *totem*, you may make it manifest as a glowing pillar of ethereal light that extends upward for hundreds of feet (though not through ceilings). Any creature within 100 feet per caster level that can see the light is affected by your *totem*, even if they are seeing the *totem* indirectly. For enemies, it is trivial to avert their eyes (so they can choose to simply not be affected by the *totem*), but any ally with a line of sight to the spirit beacon can easily keep it in view.

### Sphere Focus

**Prerequisite:** Casting class feature.

**Benefit:** Choose a sphere. You gain a +1 bonus to saving throw DCs for all abilities from that sphere. You may take this feat multiple times. The effects do not stack. Each time it is gained, apply this benefit to a different sphere.

### Sphere Virtuoso

**Prerequisites:** Casting class feature; two or more talents from any sphere that both have the instill, mass, range or strike descriptors.

**Benefit:** If you possess two talents from separate spheres that both possess the instill, mass, range, or strike descriptors, you count as possessing all talents of that corresponding type from all spheres that possess such a talent. You must possess the corresponding base sphere before gaining access to any talent, and if such a talent can be taken multiple times, this only counts as possessing the talent once.

*Example:* If a character possesses Energy Strike and Cryptic Strike, they would count as possessing all other talents with the strike descriptor. If a character possesses Instill Life and Instill Death, they would count as possessing all other talents with the instill descriptor.

### Steam Geomancing

**Prerequisites:** Nature sphere ((fire) package and (water) package).

**Benefit:** When using any Nature sphere ability that deals cold or fire damage, you may change the damage to half cold damage and half fire damage.

### Studied Healing

**Prerequisites:** Heal 1 rank, Life sphere.

**Benefit:** When you use your *cure* ability, you gain a bonus to your caster level equal to half the number of ranks you have in the Heal skill, rounded up. This can not increase your caster level above your Hit Dice.

### Strengthened Possession

**Prerequisite:** Possession class feature.

**Benefit:** You count your wraith level as 4 higher when determining the maximum CR of a creature you may possess, the save DC of your possession ability, and your effective wraith level for determining the effect of path abilities (though does not grant access to path abilities that have not yet been gained). This bonus cannot increase your effective wraith level above your Hit Dice.

### Succor

**Prerequisites:** War sphere, lay on hands class feature.

**Benefit:** You may spend a spell point to *rally* an ally, and use your lay on hands class feature on them. This costs the normal number of uses of your lay on hands class feature in addition to the spell point cost of the *rally*, but does not require the ally to be within the normal range of your lay on hands ability.

### Superior Reanimation

Undead you create are even stronger than usual.

**Prerequisites:** Death sphere (Empowered Reanimate).

**Benefit:** All creatures you *reanimate* gain a +6 enhancement bonus to their Strength and Dexterity, or a +8 enhancement bonus to either Strength or Dexterity. These bonuses supercede those of Empowered Reanimate.

### Synchronicity

**Prerequisite:** Emotion class feature.

**Benefit:** You may enhance an emotion power that has a range of touch and a single target to extend the range to 30 feet and the maximum number of targets to be equal to your casting ability modifier. Each target of the emotion power must be within close range of each other as well as you. If the power grants a saving throw to resist, the DC is reduced by 2. Using an emotion power in this way costs 3 daily uses of the power instead of 1.

### Tabulated Mind

**Prerequisite:** Divination sphere.

**Benefit:** When you concentrate to maintain a *divine* effect, you are no longer considered flat-footed due to maintaining concentration, and may also take swift or immediate actions during the same action. In addition, as a free action you may spend a spell point to reduce the concentration action for *divine* effects by 1 step for 1 round per caster level, thus reducing a normally full-round action into a standard action, and also allowing for additional move actions to be performed. If you also possess the boon Easy Focus, you reduce instead the concentration action without spending a spell point to a standard

action, allowing for additional move actions, and with spending spell points from 1 full-round action to 1 move action, allowing for additional standard actions.

**Normal:** Concentrating on a *divine* effect is usually a full-round action, while also preventing any other standard, move, immediate and swift actions, and granting the flat-footed condition.

### Tactical Animation

**Prerequisites:** Enhancement sphere (Animate Object (enhance)).

**Benefit:** Whenever you create an animated object, you may grant it a single Teamwork feat it qualifies for as a bonus feat. You may spend an additional spell point when using Animate Object to grant the object an additional bonus Teamwork feat it qualifies for.

**Normal:** Animated objects are mindless, and do not possess any feats.

### Tenacity

**Prerequisite:** Judgment class ability.

**Benefit:** Whenever you activate a judgment, if you have not previously activated that judgment today, you gain temporary hit points equal to your Hit Dice + your casting ability modifier. These last until you rest and regain uses of your judgment class ability.

### Terrain Strider

**Prerequisite:** Nature sphere.

**Benefit:** You are much less affected by terrain that has been enchanted or magically manipulated to impede you, based upon what packages you possess. Gain a +4 circumstance bonus to saving throws against any Nature sphere talents or abilities from a package you possess.

### Thrum Of Rain

**Prerequisites:** Weather sphere; bardic performance or raging song class feature.

**Benefit:** When you start a bardic performance or raging song, you may use your *control weather* ability as part of the same action. As long as the song continues, you may maintain the effect as part of the song without concentration or spending spell points. Once your performance ends, you must either begin concentrating on the effect or spend a spell point to allow it to continue without concentration.

### Tornado Companion

**Prerequisites:** Weather sphere; animal companion with an effective druid level of 7.

**Benefit:** You can select a tornado to serve as your companion. You acquire and advance this creature in the same way as the companion detailed in the class feature used as a prerequisite for this feat. You can also dismiss the creature as dictated by your class feature.

#### Tornado (companion)

##### STARTING STATISTICS

**Size** Large, **Speed** fly 50 ft. (Good); **AC** +3 natural armor, **Attack** slam (1d4); **Str** 16, **Dex** 17, **Con** -, **Int** -, **Wis** 3, **Cha** 1; **Special Qualities** fluid, whirlwind (10-15 ft. high, 1d4+3 damage, DC 10 + 1/2 HD + Str modifier), construct immunities, darkvision 60 ft. CMD cannot be tripped

**Fluid:** A tornado companion is unusually fluid; it may squeeze through tight spaces as if it were two sizes smaller than it actually is.

**Mindless:** Tornado companions have no Intelligence score and possess the mindless trait. In spite of this, tornado companions may learn one trick, plus additional bonus tricks as noted on **Table: Animal Companion Base Statistics** (in the *Pathfinder RPG Core Rulebook*). Tornado companions have no skill points, but they gain feats as if they had an Intelligence score as noted on **Table: Animal Companion Base Statistics**.

**Whirlwind:** A tornado companion is always in whirlwind form (see *Pathfinder RPG Bestiary* Appendix 3: Glossary)

**Note:** As a construct, a tornado companion does not gain increased hit points from a high Constitution score, but instead gains 30 bonus hit points from its size. It has base attack bonus and saving throws as normal for an animal companion.

### Totem Of The Darkest Aberration

**Prerequisites:** War sphere, forbidden lore class feature.

**Benefit:** You must spend a spell point to create a *totem of the darkest aberration*. When an ally within this *totem* uses a sphere ability, you may use an immediate action to allow them to benefit from your forbidden lore class feature. If backlash occurs, it affects only you, but the ability still fails. A sphere ability can only benefit from forbidden lore once.

### Totem Of The Deepest Curse

**Prerequisites:** War sphere, forbidden lore class feature.

**Benefit:** You must spend 2 spell points to create a *totem of the deepest curse*. The area of this *totem* is desecrated with the aberrations you commune with. Enemies within this *totem* suffer the effects you currently suffer from due to any backlash you have accumulated.

### Totem Of Undoing

**Prerequisites:** War sphere, caster level 10th.

**Benefit:** You must spend 2 spell points to create a *totem of undoing*. Enemy creatures must succeed at a Fortitude save or become faded for as long as they remain within the *totem*. Leaving the area of the *totem* ends this effect, but they must save again if they re-enter the area. A faded creature has become less real and less material than before. Faded creatures do half damage with attacks and abilities, unless that attack or ability does full damage against incorporeal creatures (such as force damage or a *ghost touch* weapon). Faded creatures have no weight and do not set off traps that are triggered by weight. They may still fall, and take double normal falling damage while the surface they fall onto takes none. Faded creatures suffer a penalty equal to your caster level to their Strength score (to a minimum Strength of 1) when determining their CMB, CMD, as well as their ability to lift, break or otherwise manipulate objects around them.

### Tough As Nails

**Prerequisite:** Grit, luck, or panache pool.

**Benefit:** When you spend a point of your grit, luck, or panache, you gain temporary hit points equal to your character level. These last 1 minute.

## Grance

**Prerequisite:** Emotion class feature.

**Benefit:** You may apply any emotion power with ‘touch’ in the name to yourself as a move action instead of a standard action. Doing so does not provoke an attack of opportunity.

## Transformation

**Benefit:** Choose one (transformation) Alteration sphere talent that does not cost a spell point. If you choose Anthropomorphic Transformation and are humanoid or of a similar body plan, choose one other (transformation) or (body) talent to use when choosing traits.

As a full-round action, you may assume the form of a single creature whose type corresponds to this form talent per the *shapeshift* ability of the Alteration sphere as a supernatural ability. The same creature (wolf, spider, treant, etc.) is mimicked and the appearance of that creature is retained each time. The chosen form may be the same as your base size or else Medium or Small, applying size change bonuses and penalties as appropriate if this is not your usual size. When assuming your chosen form, you gain the chosen size. This transformation lasts until you choose to revert to your original form as a full-round action. You gain all the abilities granted by this form (movement modes, natural attacks, special abilities, etc.) but do not gain any traits from the Alteration sphere as part of this transformation. Treat your Hit Dice as your caster level for the purposes of this effect. This is a polymorph effect. Possessing this feat gives you the shapechanger subtype.

**Special:** You may gain traits from the Blank Transformation option of the *shapeshift* ability of the Alteration sphere while under the effects of this feat even though it is a polymorph effect. This feat counts as possessing the Alteration sphere and the chosen (transformation) talent for the purpose of meeting feat prerequisites. If you possess the Perfect Imitation talent or Shifting Disguise feat, you may make cosmetic changes to your Transformation form per the base Alteration sphere trait.

## Transformation, Hybrid

**Prerequisite:** Transformation.

**Benefit:** When changing into a form granted by the Transformation feat, you may instead assume a hybrid form, blending your base form and your transformation form. This cannot be used if your transformation form is already similar to your base form, such as a humanoid using Anthropomorphic Transformation.

When in hybrid form, you gain all limbs, natural attacks, special abilities, and movement modes from your transformation form, but without changing your basic shape nor melding your equipment. You may choose to retain limbs and movement speeds from your base form if your transformation form lacks them or has lesser versions, such as a humanoid keeping arms when assuming a hybrid form based on Serpentine Transformation or Vermin Transformation, adding legs to Aquan Transformation, or a winged creature retaining its wings under Animalistic Transformation.

If your transformation would grant you additional legs, you may instead gain them as arms, although they do not grant any additional attacks, are not strong enough to gain any natural attacks, and may not assist in wielding weapons, activate magic items, or wield a shield. They may hold items and as a swift

action you can use them to draw a sheathed or hidden weapon, don a shield, retrieve a stored item, load a crossbow, open a door, pick up an unattended item, sheathe or store an item, or take other non-offensive actions involving manipulating objects. Items do not automatically merge with the new form if it is capable of wearing them, but the size of the items does not change if they do not resize on their own.

**Special:** Traits granted from the Improved Transformation feat apply to both your base transformation form and your hybrid form.

## Transformation, Improved

**Prerequisites:** Transformation, character level 5th.

**Benefit:** Choose one trait for every 5 character levels you possess (minimum 1) from the Blank Transformation ability of the Alteration sphere, from the talent chosen for the Transformation feat, another Alteration sphere talent you possess, or another trait deemed appropriate to the form selected for your Transformation feat by the GM. You may not select a trait that carries an additional spell point cost. You gain one set of traits for each instance of the Transformation feat that you possess. Once selected, these traits and their specific manifestations cannot be changed. You may take the Perfect Imitation talent or the Retain Ability talent in place of a trait and may apply them to your Transformation form. Additionally, the time required to change shape with the Transformation feat is reduced to a swift action.

**Special:** Traits gained from this feat count against the maximum number of traits you may receive from the *shapeshift* ability of the Alteration sphere. You may choose to suppress one or more traits granted by this ability when you assume a particular Transformation form. Alternatively, you may choose to gain one or more traits from a particular set without the base form.

## Treat Injury

**Prerequisites:** Heal 1 rank, Life sphere.

**Benefit:** Whenever you treat deadly wounds, you may you may use *restore* on the target. This costs one less spell point than normal. Even if you may use treat deadly wounds on a target multiple times in a day, this ability may only be used on a target once per day.

## Triage

**Prerequisites:** Heal 1 rank; caster class ability or ki class ability.

**Benefit:** You may spend a spell point or ki point to treat deadly wounds on a creature as a full-round action as per the Heal skill. You may do this even if the creature that has already received such treatment that day.

## Tribal Rhythm

**Prerequisites:** War sphere; bardic performance or raging song class feature.

**Benefit:** The character gains the ability to attach *totems* they create to their songs. When they do so, the *totem* affects all allies (but not enemies) who are affected by the song. As long as the song continues, the character may maintain the *totem* as part of the song without concentration or spending spell points, but must still pay any regular spell point cost to create the *totem*.



Allies affected by a *totem* attached to a song can be rallied. In the case of a raging song, the ally need only have the choice to be affected; they do not need to choose to be affected in order for the caster to be able to *rally* them. Whenever the character creates a new *totem*, they may attach it to their song or create it normally. *Totems* attached to songs can be ended as a free action. If the character has the ability to move *totems*, they may attach and detach *totems* from their song as if the *totems* were *totemic auras* attached to themselves.

When you use a standard action to begin a song, you may create a *totem* attached to it as part of the same action.

### Two Minds

**Prerequisites:** Alteration sphere (Additional Limbs) or multiple heads.

**Benefit:** When you have more than one head and are the target of a mind-affecting ability that allows a Will save, you may spend a spell point as a free action, even if it is not your turn, to reroll the save after the die is rolled but before the result is revealed.

### Undead Animal Companion

Your animal companions serve you beyond the grave.

**Prerequisites:** Death sphere (Undead Whisperer); animal companion or mount class feature.

**Benefit:** You can gain the services of an undead animal companion with the skeleton or zombie template, either by performing a ceremony requiring 24 uninterrupted hours of prayer in an environment where the new companion typically is buried, or to replace (or *reanimate*) an animal companion that has perished. It keeps its Intelligence and Wisdom scores, and you may use the higher of its Constitution and Charisma for its new Charisma score. It retains the same feats, tricks, and skills of a living animal companion, and you can continue to use the Handle Animal skill to direct it. It keeps all special abilities gained as a part of being an animal companion (i.e. evasion) and as a member of their species. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), it counts as both animal and undead.

If you possess Expanded Necromancy, you may make your animal companion one of the options available through that talent at no extra cost.

### Vampiric Disruption

**Prerequisites:** Life sphere (Affliction).

**Benefit:** Upon successfully using your Affliction talent, you may use a swift action to use a Life sphere ability on yourself.

### Variant Necromancy

You are experienced with maintaining control over unusual undead.

**Prerequisites:** Death sphere (Expanded Necromancy).

**Benefit:** When you *reanimate* a variant undead from Expanded Necromancy, they

only count as  $\times 1.5$  their Hit Dice (rounded up) against the total amount you may have *reanimated* at once.

### Versatile Crafter

**Prerequisite:** Any item creation feat.

**Benefit:** When creating a magic item, you may create an item even if you lack the base sphere or do not have a high enough caster level or MSB. This increases the DC of the item creation check by +5 for each base sphere or individual caster level/point of MSB bypassed in this fashion.

### Versatile Feeding

You have learned the art of funneling necromantic power between yourself and your minions.

**Prerequisites:** Death sphere (Necrotic Feeding (ghost strike)).

**Benefit:** Whenever you use your Necrotic Feeding *ghost strike*, you may make either or both of the following choices:

You may use Necrotic Feeding to consume a mindless undead you *reanimated* and control (regardless of its actual hit points); if you do, it automatically fails its saving throw.

You may grant the bonuses gained from your Necrotic Feeding to an undead you control within close range (or the range of your Master's Presence, whichever is greater).

Only one creature can benefit from your Necrotic Feeding bonuses at a time, and additional uses of Necrotic Feeding overlap (do not stack).

### Vigilant Skeptic

**Prerequisites:** Perception 5 ranks and Sense Motive 5 ranks; or Alertness.

**Benefit:** You are automatically treated as interacting with any figments you come within 5 feet of, increasing by an additional 5 feet per 2 ranks you have in Perception. As a full-round action you may interact with all figments within 30 feet. You get a +1 bonus to Perception and Sense Motive checks per 2 character levels against targets benefiting from glamers.

### Vital Magic

**Prerequisite:** Fervor or lay on hands class feature.

**Benefit:** You may spend 1 spell point as a free action to regain 1 use of your fervor or lay on hands ability.

### Wall Daster

**Prerequisite:** Creation sphere.

**Benefit:** When attempting to *create* a wall anchored into another object and built out of entirely 10-foot-by-10-foot segments, double the size of the wall you can *create*.

### Wand Charger

**Prerequisites:** Craft Spell Engine, caster level 4th.



**Benefit:** When recharging a spell engine, you may spend a number of spell points not exceeding half your caster level, restoring an equal number of spell points to the spell engine. You may not exceed the spell engine's maximum charges this way. You may recharge a spell engine more than once a day with this ability, but the total transferred spell points cannot exceed half your caster level. Additionally, you may count your caster level as 4 higher when determining what spell engines you can recharge.

### Wand Wielder

**Prerequisite:** Caster level 10th.

**Benefit:** When wielding a spell engine, use your caster level in place of the spell engine's caster level (if it is higher) when calculating its abilities.

### Wellspring Of Life

**Prerequisites:** Life sphere (Fount Of Life).

**Benefit:** The maximum size of your *fount of life* increases by 2 hit points per caster level. It increases by another 2 points per caster level for each (cure) talent you possess.

### Wind Dancer

**Benefit:** Whenever you drive an air vehicle you treat the Wind severity level either one step higher or one step lower (to a minimum of 0 and a maximum of 7), whichever you prefer. You may change this decision once per round as a free action. If you have 11 ranks in Fly or Profession (pilot), you no longer suffer the negative effects of any Wind of severity level 5 or lower while driving an air vehicle. If you have 17 ranks in Fly or Profession (pilot) you no longer suffer the negative effects of any wind while driving an air vehicle. It cannot be sucked into or damaged by a tornado.

### Witch Hunt

**Prerequisites:** War sphere, judgment class feature.

**Benefit:** Whenever you create a *mandate* that you share with another ally, they benefit from judgments you have active. Only one ally (other than yourself) can benefit from your judgments this way.

### Wondrous Wardrobe

**Prerequisites:** Creation sphere (Expanded Materials (material)).

**Benefit:** You need not spend a spell point to *create* or *alter* non-magical clothing, non-magical fake jewelry, or other parts of a mundane disguise. You are still limited to the materials you can *create*. Fake jewelry *created* by this talent is difficult to tell apart from real jewels at a glance. A full minute of study and a DC 15 Appraise check is needed to reveal their fraudulent nature. If you possess Exquisite Detail you increase the DC of the Appraise check by 1/2 your caster level. This is a permanent effect that lasts until dispelled or dismissed.

This allows you to *create* or *alter* any mundane disguise on yourself or a willing creature, treating the target as having used a disguise kit. If you have the ability to change creatures' forms (such as via the Alteration sphere or the Alternate Form racial trait) then as part of using that ability you may *create* or *alter* clothing on the affected creatures as a free action.

Additionally, as a free action, you can designate any object you have *created* to disappear at a specific point in time or under specific conditions which can be as detailed or vague as you desire but must only contain visible or audible triggers, such

as the stroke of midnight or upon sitting down on the royal throne.

### World In Miniature

**Prerequisites:** Nature sphere, Warp sphere (Extradimensional Room (space) or Extradimensional Storage (space)).

**Benefit:** The *extradimensional spaces* you create are not empty void, but instead a tiny world formed from your magic. This world generates naturally and consistent across all extradimensional rooms you create as well as your extradimensional storage. The elements of this world take up no space in an extradimensional storage. By increasing the action of *geomancing* by one step, you can simultaneously open a portal to your world to access the elements within. The world's exact composition depend on the *geomancing* packages you possess:

*Air:* Your world possesses a breathable atmosphere and miniature storms. Each round, it produces enough air to sustain a Medium-sized creature or to create a single instantaneous use of air *geomancing* in an airless environment.

*Earth:* Your world is formed of soft soil and sand. You may use this soil and sand to generate things like dust storms if you possess that capacity, or you may open a portal beneath a target to form a solid earthen surface underneath them, to a maximum size of a 10-foot square.

*Fire:* Your world is rich in fuel and produces a constant flame. A Tiny-sized fire burns within it at all times. If it is extinguished, it reignites one round later if conditions permit.

*Metal:* Your world is shot through with veins of metal. You can use recover ore to extract a Tiny-sized piece of metal ore from your world each day.

*Plant:* Your world grows plantlife that produces enough food to sustain a Medium-sized creature for a day. These plants can be used for the entangle and harvest abilities any number of times per day, but they are not large enough to count as a tree.

*Water:* Your world contains rivers and oceans. It produces enough clean water to sustain a Medium-sized creature for a day. You may generate fog from this water any number of times per day, though it is not large enough to produce effects such as a vortex.

## Admixture Feats

Admixture feats grant new ways to utilize the Admixture talent (from the Destruction sphere), adding abilities from other spheres to your *destructive blast*. All admixture feats replace the second blast talent you would normally apply, with the resulting *destructive blast* dealing normal blast damage in addition to the effect outlined in the feat. Any additional costs incurred by the additional effect must be paid as normal. If your caster level is different for the two spheres, the *destructive blast* is governed by your caster level for the relevant blast type and the additional effect is governed by your caster level for the appropriate ability.

### Auspicious Admixture (Admixture)

**Prerequisites:** Destruction sphere (Admixture), Fate sphere.

**Benefit:** When using Admixture, you may spend an additional spell point to affect one target damaged by the *destructive blast* with a *word* effect you know in place of a second blast type.

If you possess Echoing Word, you may apply the *word* to any targets damaged, up to your maximum targets from Echoing Word.

### Blood Wrack (Admixture)

**Prerequisites:** Blood sphere, Destruction sphere (Admixture).

**Benefit:** When using Admixture, you may spend an additional spell point to have a single creature that takes damage be targeted by blood control (including the free (quicken) or (still) ability granted by initiating blood control) that you possess. Creatures already under the effects of your blood control instead may be targeted by a (quicken) or (still) ability. If you possess the Mass Control talent, you may apply the blood control to all targets damaged, up to your maximum number of targets from Mass Control, though all affected creatures must be targeted by the same (quicken) or (still) ability.

### Enhancing Admixture (Admixture)

**Prerequisites:** Destruction sphere (Admixture), Enhancement sphere.

**Benefit:** When using Admixture, you may spend an additional spell point to have a single creature that takes damage be targeted by an *enhancement* effect that you possess. If you possess the Mass Enhancement talent, you may apply the *enhancement* to any targets damaged, up to your maximum targets from Mass Enhancement. This ability can only target creatures, it cannot be used to affect objects.

### Ghostly Admixture (Admixture)

**Prerequisites:** Death sphere, Destruction sphere (Admixture).

**Benefit:** When using Admixture, you may spend an additional spell point to affect one target damaged by the *destructive blast* with a *ghost strike* effect you know, in place of a second blast type. If you possess the Greater Ghost Strike talent, you may pay an additional spell point to apply the *ghost strike* to all targets damaged.

### Illuminating Admixture (Admixture)

**Prerequisites:** Destruction sphere (Admixture), Light sphere.

**Benefit:** When using Admixture, you may cause a single creature that takes damage to *glow*.

### Mind Wrack (Admixture)

**Prerequisites:** Destruction sphere (Admixture), Mind sphere.

**Benefit:** When using Admixture, you may spend an additional spell point to have a single creature that takes damage be targeted by a *charm* that you possess. If you possess the Mass Charm talent, you may apply the *charm* to all targets damaged, up to your maximum number of targets from Mass Charm.

### Morphic Admixture (Admixture)

**Prerequisites:** Alteration sphere, Destruction sphere (Admixture).

**Benefit:** When using Admixture, you may spend an additional spell point to have a single creature that takes damage save against a hostile *shapeshift*. If you possess the Mass Alteration talent, you may apply the hostile *shapeshift* to all targets damaged, up to your maximum targets from Mass Alteration.

### Nebulous Admixture (admixture)

**Prerequisites:** Destruction sphere (Admixture), Weather sphere.

**Benefit:** When using Admixture, you may spend an additional spell point to affect one target damaged by the *destructive blast* with a *shroud* effect you know in place of a second blast type. If you possess Encompassing Weather, you may apply the *shroud* to any targets damaged, up to your maximum targets from Encompassing Weather.

### Space-Rending Admixture (Admixture)

**Prerequisites:** Destruction sphere (Admixture), Warp sphere (Unwilling Teleport).

**Benefit:** When using Admixture, you may spend an additional spell point to have a single creature that takes damage targeted by Unwilling Teleport. If you possess the Mass Teleport talent, you may apply the Unwilling Teleport effect to all targets damaged, up to your maximum targets from Mass Teleport.

### Telekinetic Admixture (Admixture)

**Prerequisites:** Destruction sphere (Admixture), Telekinesis sphere.

**Benefit:** When using Admixture, you may spend an additional spell point to lift a creature that takes damage as per Hostile Lift. If you possess the Divided Mind talent, you may lift any number of creatures damaged by the *destructive blast* that do not exceed your lift limit. Maintaining the Hostile Lift requires concentration or spending one spell point as normal.

### Time-Chief's Admixture (Admixture)

**Prerequisites:** Destruction sphere (Admixture), Time sphere.

**Benefit:** When using Admixture, you may spend an additional spell point to have a single creature that takes damage targeted by an *alter time* ability that you possess. If you possess the Mass Time talent, you may apply the *alter time* effect to all targets damaged, up to your maximum targets from Mass Time.

### Umbral Admixture (Admixture)

**Prerequisites:** Dark sphere, Destruction sphere (Admixture).

**Benefit:** When using Admixture, you may spend an additional spell point to center a *darkness* or *blot* effect on the target's square or another affected square.

## Anathema Feats

### Anathema (Anathema)

**Prerequisite:** Channel positive energy class feature, fervor, or lay on hands class feature.

**Benefit:** As a standard action, you can create a blast of positive energy, called an anathema. The anathema requires either a melee touch attack or it can be used as a ray with a range of 30 feet. The anathema does d6 damage per level of the class that grants the ability used to meet the prerequisites, and can harm any living or undead target with the evil descriptor or with an evil alignment, even if positive energy would not normally damage the target. The target does not receive a saving throw against damage done by this ability.

Using the anathema uses one use of your channel positive energy class feature, fervor, or lay on hands class ability.

This is a supernatural ability.

### Empowered Anathema (Anathema)

**Prerequisite:** Anathema.

**Benefit:** When you use your anathema, you do +1 damage per die.

### Extended Anathema (Anathema)

**Prerequisite:** Anathema.

**Benefit:** The range of your anathema increases to 60 feet. You may select this feat up to 3 times, increasing the range of your divine anathema by 30 feet each time to a maximum of 120 feet.

### Shaped Anathema (Anathema)

**Prerequisite:** Anathema.

**Benefit:** You may form your anathema in different shapes, affecting all creatures within the area. You may make a line with a length equal to the range of your anathema, a cone with a length equal to 1/2 the range of your anathema, or a burst around yourself with a radius equal to 1/3 the range of your anathema. Any creature within other than yourself takes damage, with a Reflex save for half damage with a DC equal to 10 + the number of dice of damage your anathema does (not including extra dice from focused anathema) + your highest mental attribute modifier.

If you possess the Extended Anathema feat, the size of these shapes increases as your range does.

### Weaponized Anathema (Anathema)

**Prerequisite:** Anathema.

**Benefit:** Once per round, when you hit with a weapon attack, you may deliver your anathema through the attack as a free action. The damage from the anathema is not increased by critical hits.

## Champion Feats

### Dimensional Archer (Champion)

**Prerequisites:** Warp sphere, +3 base attack bonus.

**Benefit:** Your dual mastery of ranged weaponry and warp magic enables you to use the following techniques:

*Anchoring Shot (Sp):* As an attack action you may spend a spell point to make an attack with a ranged weapon. If the attack hits, the target cannot *teleport* or shift between planes unless it succeeds on a magical skill check against you. This effect lasts for 1 minute per caster level.

*Retreating Reload:* You may simultaneously reload a weapon and *teleport*, using only the longer of the two actions (so a standard action *teleport* and full-round action reload would take a full-round action, while a move action *teleport* and a swift action reload would take a move action). This always takes at least a swift action.

*Warp Shot (Sp):* As an attack action you may spend a spell point to make an attack with a ranged weapon. The attack ignores all cover, even total cover, as it bypasses all barriers between it and the target by either *bending space* to go through them, *teleporting* directly to the target, or similar means. The attack is still subject to concealment (such as from being unable to see an enemy behind an opaque wall).

### Dimensional Athlete (Champion)

**Prerequisites:** Athletics sphere, Warp sphere.

**Benefit:** Your movements transcends space itself. You may apply talents with the (motion) tag to *teleporting* as if it were movement, treating distance teleported as distance moved. In addition, the AC bonus from the Mobility talent applies to any attacks of opportunity provoked by casting *teleport*. Teleporting is treated as its own unique movement mode, and does not work with abilities that require a different movement mode to function.

### Fairy Alchemy (Champion)

**Prerequisites:** Alchemy sphere, Fallen Fey sphere (Fairy Dust (fey-blessing)).

**Benefit:** If you possess the (poison) package of the Alchemy sphere, you may use *fairy dust* from the Fairy Dust talent as if it was a poison. If you possess the (formulae) package of the Alchemy sphere, you may throw *fairy dust* from the Fairy Dust talent as if it was a splash weapon in place of a formulae, with a 5-foot splash radius. You may use the higher of your Alchemy sphere and Fallen Fey sphere DCs to determine the effects of this dust.

### Spell Attack\* (Champion, Combat)

**Prerequisites:** Casting class feature; any talent with the strike descriptor.

**Benefit:** When using a talent with the strike descriptor, the attack is treated as a special attack action. This attack may benefit from Vital Strike, as well as combat spheres that augment attack actions (but not other special attack actions).

*\*Originally printed in Champions of the Spheres*

### Unseelie Trapper (Champion)

**Prerequisites:** Fallen Fey sphere (Snare Setter (fey-blessing)), Trap sphere.

**Benefit:** In place of the snare from your Snare Setter fey-blessing, you may place any *snare* from the Trap sphere that you possess. You do not require a trap bag to set such *snares*. You may use your ranks in Craft (traps) in place of your caster level when determining the effects of the Snare Setter talent.

## Chance Feats

The force of kismet is mostly the domain of ordained hunters and lucky bastards, but it is possible for others to tap into its abilities. Chance feats grant kismet and a way to use it.

When you first take a chance feat, you gain a kismet pool if you did not otherwise have one. You gain one kismet point at the beginning of each day, and this is also your maximum kismet. You regain kismet when you roll a natural 1 on an attack roll or saving throw, subject to the same limitations as an ordained hunter. If you already have a kismet pool, you gain 1 extra kismet point at the beginning of each day and your maximum kismet increases by 1 for every chance feat you possess.

### Channel Luck (Chance, Channeling)

**Prerequisite:** Channel energy.

**Benefit:** When you channel energy, you may spend a kismet point to grant all creatures affected a luck bonus (if they were healed) or a luck penalty (if they were harmed and failed their save) to their next saving throw equal to the number of

dice of your channel energy ability. This bonus lasts at most 1 minute for each die of your channel energy ability.

### Defy Fate (Chance)

**Prerequisite:** Kismet pool.

**Benefit:** As long as you have at least one kismet point remaining you automatically succeed on Constitution checks to stabilize and may roll saving throws against effects that would kill you outright (but not that would kill you through damage or other effects) twice and take the better result.

### Karmic Healing (Chance)

**Benefit:** When you heal another creature's hit points, whether using the Life sphere or another ability, you may spend a kismet point to regain an equal number of your own.

### Lucky Streak (Chance)

**Benefit:** When you successfully confirm a critical hit, you may spend a kismet point to make an extra attack at your highest base attack bonus as an immediate action. If this attack hits, increase its critical threat range by +1. This bonus is applied after abilities such Improved Critical or the *keen* weapon special ability and cannot be doubled.

### Surge of Fortune (Chance)

**Benefit:** When you roll a natural 15 or above on a skill check or ability check (including if you take 20), you may spend a kismet point to gain a +7 luck bonus to the roll.

### Weighted Dice (Chance)

**Benefit:** You may spend a kismet point to roll a d6 as a free action. At any time until you next regain kismet you may spend an immediate action to add the result of one of those die rolls to any attack roll, damage roll, or CMB, skill, or ability check. You may decide to use this after you roll but before you know the result. You may only have one use of Weighted Dice active at a time, and once you have used a die roll, it is expended.

## Channeling Feats

### Blessing/Blight Mastery (Channeling)

**Prerequisites:** Blessing/blight class feature, channel energy class feature.

**Benefit:** When you channel energy, you may spend an additional use of channel energy to apply a blessing or blight to one creature that was affected by your channeling. This creature is allowed a saving throw as usual, if they would normally be granted one.

### Blessing/Blight Versatility (Channeling)

**Prerequisites:** Versatile Channeler, blessing/blight class feature, channel energy class feature.

**Benefit:** If you can apply blessings to targets, you may now also apply blights, treating your soul weaver level as being effectively 2 levels lower for this purpose.

If you can apply blights to targets, you may now also apply blessing, treating your soul weaver level as being effectively 2 levels lower for this purpose.

### Channel Destruction (Channeling)

**Prerequisites:** Destruction sphere, channel energy class feature.

**Benefit:** You may imbue your channel energy with a blast type talent. This channeled energy may only be used to harm,

but affects all creatures in the area, not just living or undead. The channeled energy does its normal number of damage dice of a die size and damage type corresponding to the chosen blast type. Additional effects apply as usual for the chosen blast type. If more than one blast type is known, a different blast type may be selected each time channel energy is used. For example, a 5th level soul weaver with this feat and the Crystal Blast talent could channel energy, dealing 3d4 piercing damage as well as the effects of Crystal Blast in the normal area and with the normal DC of her channel energy. If, for example, she also possesses the Searing Blast talent, the next round she can channel energy, dealing 3d8 fire damage.

If the (blast type) talent chosen has additional spell point costs, an additional use of channel energy must be used in place of each spell point required. You may spend a spell point to increase the damage to one die per level in the class that grants channel energy that you possess.

### Channel Life (Channeling)

**Prerequisites:** Life sphere, channel energy class feature.

**Benefit:** You may channel energy and augment it with your Life sphere abilities. You must spend the normal spell point cost of the ability, but may target any creature that is affected by your channel energy, even if they would normally be out of range of your ability. If combined with Mass Healing, you may affect every creature affected by your channel energy.

### Channel Luck (Chance, Channeling)

This feat is described under Chance feats above.

### Channel Resolve (Channeling)

**Prerequisite:** Channel energy class feature.

**Benefit:** When you channel energy, instead of its normal effects, you may instead grant those within range a single attack. These attacks are made immediately in initiative order. Each attack receives a bonus to damage equal to the number of dice you would have rolled for your channel energy.

### Channeled Detonation (Channeling)

You can overcharge your connection with your undead using your channel energy ability.

**Prerequisites:** Death sphere, ability to channel negative energy, caster level 5th.

**Benefit:** You can spend a use of your channel energy ability as a standard action to detonate a mindless undead you control within 30 feet (or your Master's Presence range, whichever is greater), destroying it, but causing your channel energy to burst outwards from its location; your channel deals (or heals, as appropriate) 1 additional point of damage per Hit Die of the undead sacrificed.

You can activate this ability as an immediate action whenever a mindless undead you control is reduced to 0 hit points by spending a spell point (and a use of channel energy, as normal).

### Totemic Channeling (channeling)

**Prerequisites:** War sphere, channel energy class feature.

**Benefit:** When you use your channel energy feature, instead of affecting everyone in a specific radius, you may spend a spell point to have it affect all allies or all enemies in a *totem* you control. You do not need to be within the chosen *totem*.

## Combat Feats

Combat feats are combat-related options, and most notably, they can be selected as bonus feats by a number of different classes.

### Aligned Attacks (Combat)

**Prerequisites:** Non-neutral alignment, caster level 5th.

**Benefit:** Choose one alignment you possess. Your natural attacks count as that alignment for the purposes of overcoming damage reduction. If your alignment changes, you may select a new non-neutral alignment that you possess in place of the originally chosen alignment. If you cease to possess a non-neutral alignment, you lose the benefits of this feat until you gain a non-neutral alignment. This is an extraordinary (Ex) ability.

### Arcane Grip (Combat, Counterspell)

**Prerequisites:** Counterspell, Improved Grapple.

**Benefit:** When initiating a grapple, you may use the Counterspell feat as a free action. Resolve the counterspell attempt prior to applying the effects of *freedom of movement*, the Freedom word of the Fate sphere, and similar effects. Additionally, you are always entitled to attempt a Spellcraft check to identify such an effect on a creature within your reach as a free action.

### Arcing Strike (Combat)

**Prerequisites:** Destruction sphere (Guided Strike (blast shape)), caster level 11th.

You may spend a spell point to make your *destructive blast* fly in an erratic path, unerringly striking your target no matter what lies between you. Your *destructive blast* ignores the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

**Special:** If you possess the Divination sphere Viewing talent, you can use Arcing Strike to strike any target that you can see that is within range of both your *destructive blast* and your *divination*, as long as it is not inside a completely enclosed space (GM's discretion).

### Armored Casting (Combat)

**Prerequisite:** Light Armor Proficiency.

**Benefit:** You may add the armor bonus from any armor you are wearing (but not armor enhancement bonus or natural armor bonus) to concentration checks made to cast defensively or while grappled. You must be proficient with the armor in question.

### Augur Of Combat (Combat)

**Prerequisite:** Int 13.

**Benefit:** As long as you are last in the initiative count, use your Intelligence modifier for attack rolls in place of the ability modifier that you would normally use.

### Calculated Shot (Combat)

Attack smarter, not harder.

**Prerequisites:** Int 13, Focused Shot, Point-Blank Shot, Precise Shot.

**Benefit:** You may use Focused Shot with any ranged weapon, not just bows or crossbows. You gain a +2 bonus to attack

and damage rolls when using Focused Shot. If using *Spheres of Might*, this counts as a special attack action.

### Champion's Strike (Combat)

**Prerequisite:** Arcane Strike or Imbued Strike.

**Benefit:** Your arcane strike or imbued strike is in effect at all times without you needing to take an action to activate it. In addition, when you use this ability with an attack action that only affects one target and has only one attack roll, the bonus on damage rolls for your strike is increased 100% for every +5 base attack bonus you possess.

### Counterspelling Strike (Combat, Counterspell)

**Prerequisite:** Counterspell.

**Benefit:** Whenever you strike a target with a weapon attack, you may spend a spell point as an immediate action to attempt to dispel an existing magical effect on the target using your Counterspell ability, or multiple effects with your Improved or Greater Counterspell ability.

### Deadly Targeting (Combat)

**Prerequisite:** Destruction sphere.

**Benefit:** The base critical threat range of your *destructive blast* increases to 19-20.

### Destructive Counter (Combat)

**Prerequisites:** Creation sphere (any (material) talent).

**Benefit:** When targeted by a ranged attack or spell effect that originates from another square (such as a *destructive blast* but not a vortex from (water) *geomancing*), or being in a square that such an effect passes through (such as an Energy Sphere *destructive blast*), you may attempt to destroy the projectile or spell effect as an immediate action by spending 1 spell point (this spell point cost can not be reduced in any way). If the attack is a projectile, it functions as normal unless it loses half or more of its hit points and gains the broken condition, suffering the usual effects, or is destroyed at which point it deals no damage. If the target is a spell effect of a material you can affect with your *alter* ability (for example, a fire damage *destructive blast* with Plasma Production, or a dropped stone object with Expanded Materials) you may attempt to damage the spell effect. You must succeed at a magic skill check against the caster in question. If you succeed then the targeted effect is damaged.

Reduce the damage the spell effect would deal by 1d6 per caster level (increasing to 1d8 per caster level plus your casting ability modifier if you possess Potent Alteration). If this would reduce the spell's damage to 0, the effect ends when it reaches your square. If the targeted spell deals no damage, instead lower any save DC it might have by your casting ability modifier. If this would reduce the save DC to 9 or lower, the effect ends when it reaches your square. Any effect that would occur in or beyond your square is negated while any square the effect passed through prior to yours is affected normally.

### Devourer (Combat)

**Prerequisites:** Alteration sphere (Serpentine Transformation (transformation)) or swallow whole ability, character level 10th.

**Benefit:** When you are grappling a creature, once per round you may attempt to use your swallow whole ability as a free action. You gain a +2 competence bonus to CMB and CMD to make and resist grapple checks relating to the swallow whole ability. This is an extraordinary ability.

### Disarming Transformation (Combat)

**Prerequisites:** Alteration sphere (Transform Object).

**Benefit:** When targeted by an attack with a manufactured weapon within your *shapeshift* range, you may spend a spell point as an immediate action to briefly *shapeshift* the weapon into an animal, disarming your foe. You must be aware of the attack. The target is allowed a Will save to negate this effect. On a failed save, the weapon immediately transforms into a Small animal or a group of Tiny animals and moves a short distance away before returning to its original form in a square of your choosing within 30 feet of the target. The weapon's movement does not provoke attacks of opportunity. The transformed weapon will not pass through dangerous squares such as an *energy wall*, instead stopping in the previous square.

Alternatively, you may spend a spell point as a standard action to *shapeshift* a manufactured weapon in the range into a hostile serpent that whips around to attack its wielder. The weapon's wielder must succeed at a Will save or the next time the weapon is used within 1 round per caster level for an attack, the damage of the attack is instead dealt to the wielder. The wielder cannot willingly reduce or deal nonlethal damage with this attack. Once the damage has been dealt, the effect is discharged. If you spend an additional spell point, the effect persists for 1 round per caster level, each attack after the first granting a Will save to end the effect.

### Dodging Rally (Combat)

**Benefit:** Whenever you are rallied, you receive a +4 dodge bonus to AC until the end of your next turn.

### Elicit Strike (Combat)

**Prerequisite:** Emotion class feature.

**Benefit:** If you make a successful melee attack against an opponent, in addition to dealing your weapon damage, you can spend a swift action to deliver the effects of an emotion power delivered by touch.

### Energy Snake (Combat)

**Prerequisites:** Destruction sphere (Energy Sphere (blast shape)).

**Benefit:** When using the Energy Sphere blast shape, you may spend 2 spell points instead of 1 to form the *energy sphere* into a serpent, which grows with every target it damages. Whenever the *energy sphere* successfully deals damage to a target, its size increases by 1 5-foot square. When moving the *energy sphere* each round, its squares must be arranged contiguously in an arrangement that follows the movement of the 'head' of the serpent.

### Fear And Flame (Combat)

**Prerequisites:** Destruction sphere (Fire Blast (blast type, fire)).

**Benefit:** When a creature is set on fire by your *destructive blast*, they must succeed at a Will save each round they remain on fire or become shaken. If shaken, they become frightened. If frightened, they become panicked. A successful save reduces the severity by one step and ending the on fire condition ends the effects of this feat, though not fear conditions from other sources.

### Frozen To The Bone (Combat)

**Prerequisites:** Destruction sphere (at least one (blast type) talent that deals cold damage).

**Benefit:** When using a *destructive blast* blast shape that allows a Reflex save with a blast type that deals cold damage, you may replace the Reflex save with a Fortitude save.

### Gritting Teeth (Combat)

**Prerequisite:** Combat Stamina.

**Benefit:** You can prepare yourself for harm if you have advance warning. As a swift action, you may spend 3 stamina points to give yourself resistance to one type of energy damage (acid, cold, electricity, fire, or sonic). This resistance is equal to your character level + your highest mental attribute modifier and lasts 1 minute. You may use this ability multiple times to give yourself resistance against different energy types.

### Heavy Hand (Combat)

**Prerequisites:** Destruction sphere (at least one (blast type) talent that deals nonlethal damage).

**Benefit:** When using a *destructive blast* blast type that deals nonlethal damage, you may instead deal lethal bludgeoning damage, but your die size is reduced one step. Additionally, you gain a +1 insight bonus to attack rolls and save DCs with *destructive blasts* that deal nonlethal damage.

### Imbued Strike (Combat)

**Prerequisites:** Casting class feature, caster level 1st.

**Benefit:** As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every +5 magic skill bonus you possess, this bonus increases by +1, to a maximum of +5. This ability counts as Arcane Strike for the purposes of qualifying or using feats, items, and abilities, and the bonus from this ability does not stack with the bonus from Arcane Strike. Any feat, item, or ability referencing the caster level of Arcane Strike instead uses the magic skill bonus. In addition, you are considered an arcane caster for the purpose of qualifying for feats that require Arcane Strike as a prerequisite.

### Improved Energy Leap (Combat)

**Prerequisites:** Destruction sphere (Energy Leap (blast shape), Explosive Orb (blast shape)).

**Benefit:** When you end your movement when using Energy Leap, you may choose to also deal your *destructive blast* damage in a burst centered on your square with a 5-foot radius, + 5 feet per 10 caster levels. Creatures that take damage from your *energy leap* do not suffer additional damage from the burst.

### Improved Energy Wall (Combat)

**Prerequisites:** Destruction sphere (Energy Wall (blast shape)).

**Benefit:** You may spend an additional spell point when using the Energy Wall blast shape. The wall now grants concealment from creatures on the other side and any non-magical ammunition passing through the wall are destroyed and other non-magical projectiles suffer a -2 penalty to their attack roll.

At caster level 9th the wall can also affect ammunition with a +1 enhancement bonus, increasing by +1 for every 3 caster levels thereafter. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects are not affected by this ability.

**Special:** If you possess the Demolition talent or apply a (blast type) talent that ignores hardness and deals full damage to objects, such as Shattering Blast or Disintegrate, treat the

wall's caster level as 3 higher for determining the effects of this feat.

### Improved Spell Combat (Combat)

**Prerequisites:** Casting class feature; any talent with the strike descriptor.

**Benefit:** When activating a magic sphere talent with the strike descriptor, you may spend a spell point to instead use the sphere effect in conjunction with making a full attack. The magic sphere effect is delivered through the first successful attack made as part of that full attack routine; if no attack is successful, no creature is targeted with the magic sphere effect and any spell points spent are wasted.

### Martial Aegis (Combat)

**Prerequisites:** Protection sphere, base attack bonus +1.

**Benefit:** When you create an *aegis* on yourself, you may use your base attack bonus as your caster level for the purpose of effect (but not duration). If you use a (succor) talent on this *aegis*, you may also use your base attack bonus as your caster level for the *succor*.

### Martial Presence (Combat)

**Prerequisites:** Combat Stamina, base attack bonus +1.

**Benefit:** Choose a basic *totem* from the War sphere (including *totem of war*). You can spend 5 points from your stamina pool to create a 30-foot aura that moves with you and that duplicates the effects of this *totem*. The action required to activate this ability depends on the *totem*. If the *totem* has no spell point cost, it is a swift action to create it, if the *totem* requires a spell point to be created, then activating it is a move action, and if it requires more than 1 spell point, it requires a standard action. For the purposes of the *totem* ability, use your base attack bonus in place of your caster level and use your highest mental ability

modifier as your casting ability modifier, if you do not already possess a casting tradition. The aura created is not a true *totem*, and does not qualify for feats that alter *totems*. Once activated, the aura remains active for 1 minute. Falling unconscious or dying causes the aura to end.

This is an extraordinary ability.

### Martial Reflexes (Combat)

**Prerequisites:** Combat Stamina or a grit pool, ki pool, luck pool, or panache class feature; base attack bonus +1.

**Benefit:** Choose a basic (rally) talent. You may *rally* yourself with this talent at any time by spending either 5 stamina points or one grit, ki, luck, or panache point for every spell point you would normally need to spend. If you do so, the *rally* is considered an extraordinary ability, and may be used within areas where magic does not function. For the purposes of this *rally*, you use your base attack bonus as your caster level and your highest mental ability for your casting ability, if you do not already possess a casting tradition. This ability is not a true *rally* and does not interact with other abilities that affect *rallies*.

### Martial Totem (Combat)

**Prerequisites:** War sphere, base attack bonus +1.

**Benefit:** When you create a *totem*, you may use your base attack bonus as your War caster level for purposes of effect (but not size or duration).

### Melee Caster (Combat)

**Prerequisite:** Combat Casting.

**Benefit:** When using a magic sphere effect as (or as part of) a melee attack or melee touch attack, the casting does not provoke an attack of opportunity.

### Militant Animation (Combat)

**Prerequisites:** Enhancement sphere (Animate Object (enhance)), base attack bonus +1.

**Benefit:** Whenever you create an animated object, you may grant it a single combat feat it qualifies for as a bonus feat. You may spend an additional spell point when using Animate Object to grant the animated object an additional bonus combat feat it qualifies for.

**Normal:** Animated objects are mindless, and do not possess any feats.

### Mind Over Matter (Combat)

**Prerequisites:** Mind sphere, caster level 5th.

**Benefit:** When you take hit point damage and are not flat-footed against the damage's source, you may choose to spend spell points as a free action (even when it is not your turn) to delay some or all of the damage, effectively nullifying it for the moment when it occurs. For every spell point spent, you may delay an amount of damage equal to twice your Mind caster level (meaning a level 7 thaumaturge could delay 28 points of damage by spending 2 spell points). The damage is delayed for a number of rounds equal to your casting ability modifier.

In addition, by spending a spell point as a standard action, you may will your metabolic functions to respond differently. You may delay the effect of poison on yourself by altering its frequency by one step (rounds to minutes, minutes to hours, or hours to days, only usable once per poison), you may use your casting ability score instead of Constitution for holding your breath, and you may add your casting ability modifier as a





bonus to checks to disguise your health under close observation (such as when feigning death).

This is treated as a supernatural ability. Any delayed damage can be taken at a point prior to the expiration of the delay by dismissing the effect, as if dismissing a spell. Healing received while damage is delayed can preemptively negate the damage before the effect ends if you wish. If an attack's damage is negated entirely, secondary effects of the damage are also negated if the secondary effect would be negated through damage reduction.

### Mystic Assault (Combat)

**Prerequisites:** Casting class feature, base attack bonus +6.

**Benefit:** When making a full attack, you may spend a spell point to replace the first attack with any sphere ability or supernatural ability that can be used as a standard action and requires an attack roll or touch attack roll. You must still pay any costs required by this sphere ability or supernatural ability (such as spell points), and if you are using two weapons, this replaces both the primary and secondary weapon attacks. Abilities that replace any of your attacks in a full-round attack are not compatible with mystic assault, nor are other abilities that allow you to use a supernatural or sphere ability as part of an attack.

Using the sphere or supernatural ability provokes an attack of opportunity if it normally would, and if the ability is disrupted, the associated attack is lost but the remaining iterative attacks are not. You may decide after you have used your sphere or supernatural ability whether to spend the spell point and continue with your full-round attack or if you wish to take a move action instead.

### Mystic Assault, Improved (Combat)

**Prerequisite:** Mystic Assault.

**Benefit:** You do not need to spend a spell point to use mystic assault.

### Perpetual Sphere (Combat)

**Prerequisites:** Destruction sphere (Energy Sphere (blast shape)).

**Benefit:** Whenever you successfully deal damage to a target with your *energy sphere*, increase its duration by 1 round. You can only extend the sphere's duration by up to a number of rounds equal to your Destruction caster level.

### Pierce The Veil (Combat)

**Prerequisites:** Wis 13, base attack bonus +2.

**Benefit:** When attacking a target with a miss chance granted from a spell, sphere effect, supernatural or spell-like ability, you may take a penalty to your attack roll to reduce the miss chance for that attack. Each -1 penalty to the attack roll you take reduces the miss chance by 10%. You cannot use this feat to take a penalty greater than half of your base attack bonus (rounded up).

### Precision Bombardment (Combat)

**Prerequisites:** Creation sphere (Created Momentum).

**Benefit:** When using *create* to drop objects on a target or attack them with Created Momentum and are doing so in a way that targets normal AC, you may treat the attack as a weapon attack roll for all purposes; you may apply feats to your attack as you could with any ranged weapon, and may treat creating and

dropping a single object on a target as a standard action as an attack action. Dropping the object has its range increment increased to 40 feet just as when using it as a weapon. Additional damage from feats or talents such as Deadly Aim or Vital Strike is not multiplied based on hardness or falling distance.

### Precogniscent Protection (Combat)

**Prerequisites:** Divination sphere (one or more (sense) talents or abilities).

**Benefit:** You gain an insight bonus to armor class equal to the number of *senses* from the Divination sphere you have active (maximum 1 + 1 per 5 Hit Dice). In addition, you may as an immediate action spend a spell point and dismiss a *sense* you have active to cause a critical hit against you to become a regular hit instead.

### Precogniscent Resistance (Combat)

**Prerequisites:** Divination sphere (one or more (sense) talents or abilities).

**Benefit:** You gain a resistance bonus to saves equal to the number of *senses* from the Divination sphere you have active (maximum 1 + 1 per 4 Hit Dice). In addition, you may as an immediate action spend a spell point and dismiss a *sense* you have active to reroll a saving throw you have failed.

### Precogniscent Smite (Combat)

**Prerequisites:** Divination sphere (one or more (sense) talents or abilities).

**Benefit:** You gain an insight bonus to attack and damage equal to the number of *senses* from the Divination sphere you currently have active (maximum 1 + 1 per 5 Hit Dice). You may as an immediate action spend a spell point and dismiss a *sense* you have active to ignore a percentage of miss chance (maximum 5% + 5% per 5 Hit Dice) for 1 round.

### Pressure Point Proficiency (Combat)

**Prerequisites:** Mind sphere, Improved Unarmed Strike.

**Benefit:** By studying precisely where and how to strike your enemies, you can interrupt the biological processes that contribute to mental stability. If you make a successful unarmed strike against an opponent, it takes a -1 penalty to all Will saves until the end of your next turn. Multiple strikes you make against the same target do not stack, and the penalty to Will saves can apply to mind-affecting effects channeled through the strike.

### Pressure Point Pugilist (Combat)

**Prerequisites:** Mind sphere, Improved Unarmed Strike, Pressure Point Proficiency, character level 5th.

**Benefit:** The penalty from Pressure Point Proficiency increases to -2 if you successfully hit the target a second time in the same round.

### Rage Of The Grave (Combat)

Your revenant-like anger fuels you even in death, granting you one last chance to take down your killers.

**Prerequisites:** Death sphere, rage class feature; caster level 6th or base attack bonus +6.

**Benefit:** Whenever you are dealt hit point damage that would kill you, you can spend all your remaining rounds of rage as an immediate action. If you do, you are immediately *reanimated* as a fast zombie as if you had *reanimated* yourself, except you possess Hit Dice equal to your racial Hit Dice plus your

class level, and your duration is equal to the number of rounds of rage you spent to use this ability. You gain all passive benefits and detriments of your rage despite being undead, and may still use rage powers. Each round, you must attempt to kill the creatures that killed you to the best of your ability, (as determined by the GM), or the duration immediately expires.

When the duration expires (assuming you were not destroyed while a fast zombie), you are returned to life with -1 hit points (stable), gaining 2 temporary negative levels that last 24 hours.

You must have at least one round of rage remaining to use this ability, and you can only use this ability once per day.

### Reach Blade (Combat)

**Prerequisites:** Destruction sphere, destructive blade class feature.

**Benefit:** Your destructive blade may be shaped with the reach property. This property can be added or removed each time you shape the blade.

### Rebuff, Improved (Combat)

**Prerequisites:** Destruction sphere (Rebuff (blast shape)).

**Benefit:** Whenever a creature within range is the target of a ranged attack, you may spend a spell point as an immediate action to target the projectile with a *destructive blast*. Make an opposed attack roll using your caster level in place of your base attack bonus to destroy the projectile and negate the attack. Unusually massive projectiles (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects are not affected by this ability.

### Rebuff, Superior (Combat)

**Prerequisites:** Destruction sphere (Rebuff (blast shape)), Improved Rebuff, improved evasion class feature.

**Benefit:** When using the Rebuff talent to provide cover to allies, you also grant them the benefits of improved evasion.

### Shape Expert (Combat)

**Prerequisites:** Destruction sphere (Energy Wall (blast shape) or Explosive Orb (blast shape)).

**Benefit:** When using the Energy Wall (blast shape) talent without a spell point, increase the wall's size to a 10-foot-by-10-foot wall, plus an additional 10 feet per 10 caster levels. When using the Explosive Orb (blast shape) talent without a spell point, the radius becomes 5 feet + 5 feet per 10 caster levels.

### Skeletal Contortionist (Combat)

You have extreme control over your bones and joints, allowing you to respond to a variety of physical threats.

**Prerequisites:** Death sphere, charmed life class feature.

**Benefit:** You can expend a daily use of charmed life as an immediate action to gain one of the following benefits:

Reduce all damage taken from bludgeoning, piercing, and slashing damage until the start of your next turn by an amount equal to your casting ability modifier + 1/2 your character level.

Add your casting ability modifier as an insight bonus to your CMB and CMD until the start of your next turn.

Ignore all penalties to attack rolls, AC, and movement for being prone until the start of your next turn.

### Sunlight Strike (Combat)

**Prerequisites:** Light sphere; Arcane Strike or Imbued Strike.

**Benefit:** Whenever you successfully hit an enemy that is vulnerable to light (such as by the light blindness, light sensitivity, or sunlight powerlessness universal monster rules) with a melee weapon you have imbued with your Arcane Strike or Imbued Strike feat, you deal an additional 1d6 points of damage to the target of your attack. The struck creature must also succeed at a Fortitude saving throw (DC 10 + 1/2 your character level + your Strength modifier) or become staggered for 1 round. This bypasses the immunity to Fortitude saves usually granted by some creature types.

### Swarm Coordination (Combat)

**Prerequisites:** Alteration sphere (Swarm Shape).

**Benefit:** When under the effects of the Swarm Shape talent, you may perform combat maneuvers in place of dealing swarm damage. You may choose individually to deal damage or perform a maneuver against each creature that would receive swarm damage and may perform different maneuvers against each creature. These maneuvers provoke attacks of opportunity as normal. You may also hold and carry objects while in swarm form, though may not wield weapons or activate magic items. You count as a Small creature for determining your size bonus on these maneuvers and for carrying capacity, increasing by one size per 5 caster levels. Additionally, you threaten the squares you occupy while in swarm form, but still may not deal swarm damage as an attack of opportunity.

### Swarming Strike (Combat)

**Prerequisites:** Coordination class feature, psionics class feature.

**Benefit:** When using the coordination class feature, you may receive the bonus to damage from a number of allies equal to your casting ability modifier. This expends 3 rounds of your daily uses of psionic effects for the day.

### Swift Warrior (Combat)

**Prerequisite:** Time sphere.

**Benefit:** When targeting yourself and only yourself with an *alter time* effect, you gain a +1 bonus to your caster level, increasing by +1 at 5 Hit Dice and every 4 Hit Dice thereafter (9, 13, 17). This bonus cannot cause your caster level to exceed your Hit Dice.

### Tether Adept (Combat)

**Prerequisites:** Destruction sphere (Energy Tether (blast shape)).

**Benefit:** When using the Energy Tether blast shape, instead of targeting a creature, you can anchor it to a solid surface within its range such as a wall or ceiling (but not floor) as a standard action. This can only work to a maximum range of close, whatever your *destructive blast's* maximum range. Once the tether is anchored, you may, as a move action, attempt to move to any other legal square within the tether's reach (as determined from the anchor point) without provoking an attack of opportunity, regardless of your normal move speed, by attempting an Acrobatics check and comparing the result to the CMD of each creature adjacent to the start and destination points; success on this check allows you to complete the movement, and failure causes you to fall prone in a square adjacent to the creature

whose CMD you failed to beat. This movement can include squares on elevated or recessed surfaces, or even walls. If you have a climb speed, you may even end this movement on a wall or ceiling. You must have a clear path towards the destination (this ability does not allow you to pass through solid obstacles or opponents, though it may allow you to circumvent an enemy if you have a clear path around them within the tether's reach). You must have a free hand to use this ability. Blast types that carry a spell point cost do not incur that cost when using this feat. The anchoring object receives no damage nor other effects of your *destructive blast*.

### Totem Tactics (Combat)

**Prerequisite:** War sphere.

**Benefit:** Allies inside any of your *totems* or sharing a *mandate* with you are treated as if they possessed the same teamwork feats as you for the purpose of determining whether you receive a bonus from those feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus.

### Totemic Stamina (Combat)

**Prerequisites:** War sphere, Combat Stamina.

**Benefit:** When you create a *totem* or *mandate*, you may spend a stamina point each round to maintain it as a free action. You are still considered concentrating and can have your concentration disrupted as usual. You may maintain multiple effects this way. You can not recover the stamina points spent while the *totem* or *mandate* maintained this way remains in effect.

### Two-Headed Adept (Combat)

**Prerequisites:** Alteration sphere (Additional Limbs) or multiple heads.

**Benefit:** When you have more than one head you do not take two-weapon fighting penalties.

### Two-Headed Sight (Combat)

**Prerequisites:** Alteration sphere (Additional Limbs) or multiple heads.

**Benefit:** When you have more than one head you are immune to flanking.

### Venom Spitter (Combat)

**Prerequisites:** Alteration sphere (Serpentine Transformation (transformation) or Vermin Transformation (transformation)), poison bestial trait, or racial poison ability.

**Benefit:** You may spit your poison as a ranged touch attack with a range of 20 feet. Treat the poison as a contact poison for this feat. This is an extraordinary (Ex) ability.

### Venomous Ichor (Combat)

**Prerequisites:** Alteration sphere (Serpentine Transformation (transformation) or Vermin Transformation (transformation)), poison bestial trait, or racial poison ability.

**Benefit:** Any creature that confirms a critical hit against you with a piercing or slashing melee weapon is sprayed with your poison (treat the poison as a contact

poison for this application). Melee weapons with reach do not endanger their users in this way. You cannot use this ability if you do not have poison.

Additionally, you can apply your poison to a weapon or natural attack by dipping it in your own blood as a swift action. This requires dealing 1d4 damage to yourself as part of the swift action unless you suffer from an ongoing bleed effect or are below half your maximum hit points. This is an extraordinary (Ex) ability.

### Venomous Soul (Combat)

**Prerequisites:** Alteration sphere (Serpentine Transformation (transformation) or Vermin Transformation (transformation)), poison bestial trait, or racial poison ability.

**Benefit:** You gain a +2 bonus to the DC of the poison granted by your bestial trait, *shapeshift*, or race and the cure now requires an additional save. This is an extraordinary (Ex) ability.

### Warded Step (Combat)

**Prerequisite:** Casting class feature.

**Benefit:** Your sphere effects that cover an area (including *darknesses*, *totems*, and *wards*) are especially easy for you to move through. The area inside one of your sphere effects is never difficult terrain for you, and you receive a +4 circumstance bonus to AC vs. attacks of opportunity caused by moving through any square of a sphere effect you created.

### Web Mastery (Combat)

**Prerequisites:** Alteration sphere (Vermin Transformation (transformation)) or web bestial trait.

**Benefit:** If you possess the web bestial trait, increase the number of times per day you may use the web bestial trait by twice your Constitution modifier. When you possess the Web Alteration trait, it may be used a number of times per minute equal to your Constitution modifier.



Additionally, as a full-round action, you may render a creature that is entangled by your web and within your reach helpless. Such a creature counts as being tied up, increasing the DC to escape to  $20 + 1/2$  of your Hit Dice + Constitution modifier. The helpless creature may still attempt Strength and Escape Artist checks to free themselves as normal.

### Weird Assault (Combat)

**Prerequisites:** Illusion sphere (Decoy (glamer), Mage Feint), base attack bonus +3.

**Benefit:** As part of any action requiring an attack roll, you may suppress up to two *decoys* surrounding you until the start of your next turn. For each *decoy* suppressed, you gain a temporary spell point that may only be used on the Mage Feint talent.

**Special:** If you possess the Weird Defense feat, you may end its effect in place of suppressing one of your illusionary copies to use this feat.

### Weird Defense (Combat)

**Prerequisites:** Illusion sphere (Blur (glamer), Decoy (glamer)).

**Benefit:** As a swift action, you may grant yourself a miss chance equal to  $10\% + 5\%$  per 2 caster levels (maximum  $95\%$ ) until the start of your next turn or until an attack misses due to this feat. Effects that ignore concealment only reduce this miss chance by half (rounded down). This is a spell-like ability. For abilities that allow for re-rolls for attacks that miss due to concealment such as the Blind-Fight feat, instead calculate the miss chance as  $10\% + 5\%$  per 3 caster levels and reroll on a miss as per normal for the ability.

### Weird Motion (Combat)

**Prerequisites:** Illusion sphere (Mage Feint), base attack bonus +3.

**Benefit:** Add your casting ability modifier as a circumstance bonus to AC against attacks of opportunity incurred when charging or making ranged attacks. In addition, as a full-round action you may make a single ranged or charge attack and use your Mage Feint talent as part of the same action against that target.

## Companion Feats

Companion feats can be taken either by a Conjunction sphere companion or by a caster with the Conjunction sphere. If taken by the caster, the feat only applies to a single companion that qualifies for it, but may be taken multiple times. The feat may not be reassigned to a different companion for as long as the chosen companion is in your service. The effects do not stack unless noted, each time one is taken it applies to a different companion. If taken by a companion, they may only be taken once unless noted. Any caster level prerequisite must be met by the caster.

### Armory (Companion)

**Prerequisites:** Conjunction sphere (Battle Creature (form)).

**Benefit:** A companion that possesses the Battle Creature (form) talent appears with one additional weapon, +1 per 4 caster levels. These weapons function like the original ones.

### Companion Concentration (Companion)

**Prerequisite:** Conjunction sphere.

**Benefit:** When you choose to concentrate on a sphere effect, as a swift action you may pass concentration on that sphere effect to your companion within close range (based on your Conjunction caster level). You must have line of effect to the companion to do so. As long as the companion remains within close range, you may resume concentrating on the effect at any time as a swift action. A companion may not concentrate to maintain the effect that *summoned* it, nor on any effect to which it lacks line of effect. If the companion leaves close range, it may continue to concentrate on the effect, but you may not resume concentrating on it yourself. A mindless companion may not assume concentration of a sphere effect. Treat the companion's Hit Dice as levels in a caster class for determining its bonus on concentration checks. If the companion does not have a casting ability modifier, use its Charisma to determine its concentration check bonus.

### Greater Earth Creature (Companion)

**Prerequisites:** Conjunction sphere (Earth Creature (form)), caster level 5th.

**Benefit:** Your companion gains the earth glide ability.

*Earth Glide (Ex):* When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell or the Forge Earth ability of the Nature spherecast on an area containing the burrowing creature flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

### Hungry (Combat, Companion)

**Prerequisites:** Ravenous Companion, caster level 10th.

**Benefit:** When your companion is grappling a creature, it may attempt to use its swallow whole ability as a free action. It gains a +2 competence bonus to CMB and CMD to make and resist grapple checks relating to the swallow whole ability.

### Manifestation (Companion)

**Prerequisites:** Conjunction sphere (Shadow Creature (form)).

**Benefit:** Your companion may manifest itself as a move action. While manifested, your companion takes full damage from attacks and magic originating from corporeal creatures and deals full damage with its attacks and magic against corporeal creatures. This does not affect your companion's ability to deal damage to and receive damage from incorporeal creatures. Your companion may end this effect as a move action.

### Variable Armaments (Companion)

**Prerequisites:** Conjunction sphere (Battle Creature (form) or Shield Bearer (form)), companion with 6 or more Hit Dice.

**Benefit:** A companion that possesses Battle Creature or Shield Bearer may substitute the enhancement bonus to its weapons and shields granted by those talents for weapon and shield special abilities available per the armorist bound equipment table. The weapon or shield must maintain at least a +1 enhancement bonus. Changing the selected special abilities requires an 8 hour ritual.

### Variable Size (Companion)

**Prerequisites:** Conjunction sphere (Altered Size (form)).

**Benefit:** As a standard action, you may suppress your companion's Altered Size talent and Greater Altered Size advanced talent. The talent remains suppressed until you end this effect as a free action. Your companion must be within close range to begin or end this effect.

### Venomous Blood (Companion)

**Prerequisites:** Conjunction sphere (Monstrous Attacks (form) with poison option).

**Benefit:** Any creature that confirms a critical hit against your companion with a piercing or slashing melee weapon is sprayed with its poison (treat the poison as a contact poison for this application). Melee weapons with reach do not endanger their users in this way.

Additionally, your companion can apply its poison to a weapon or natural attack by dipping it in its own blood as a swift action. This requires dealing 1d4 damage to itself as part of the swift action unless the companion suffers from an ongoing bleed effect or is below half its maximum hit points.

### Venomous Focus (Companion)

**Prerequisites:** Conjunction sphere (Monstrous Attacks (form) with poison option).

**Benefit:** Your companion gains a +1 bonus to the DC of its poison, increasing by +1 at 5 Hit Dice and every 5 Hit Dice thereafter, and the cure now requires an additional save.

### Venomous Spit (Companion)

**Prerequisites:** Conjunction sphere (Monstrous Attacks (form) with poison option).

**Benefit:** Your companion may spit its poison as a ranged touch attack with a range of 20 feet. Treat the poison as a contact poison for this feat.

### Watchful Companion (Companion)

**Prerequisites:** Conjunction sphere (Greater Summoning, Lingering Companion (form)).

**Benefit:** When *summoned* for 1 day, your companion does not disappear when you rest to regain spell points. When the 1 day duration is complete, you may pay the *summoning* cost again even when unconscious to renew the duration of the *summon* without your companion disappearing. Your companion may choose to wake you up as a free action as long as it is within long range.

### Web Exemplar (Companion)

**Prerequisites:** Conjunction sphere (Web Spinner (form)).

**Benefit:** Your companion may use its web ability a number of times per minute equal to its Constitution modifier.

Additionally, as a full-round action, your companion may render a creature that is entangled by its web and within its reach helpless. Such a creature counts as being tied up, increasing the DC to escape to 20 + 1/2 of the companion's Hit Dice + Constitution modifier. The helpless creature may still attempt Strength and Escape Artist checks to free themselves as normal.

## Counterspell Feats

### Arcane Grip (Combat, Counterspell)

This feat is described under Combat feats above.

### Counterspell (Counterspell)

**Prerequisites:** Casting class feature, magic skill bonus +5.

**Benefit:** You may spend a spell point as a standard action to dispel an existing magical effect on a creature, item, or location within medium range. You may target a specific effect if you have identified it, otherwise the effect with the highest caster level on the target is automatically targeted. Alternatively, you may ready an action to use this ability to counter a spell or magical effect cast by another. In both cases, you must succeed at a magic skill check against the caster or magical effect in question. If you succeed then the targeted effect is destroyed.

If you target a magic item, the item is not destroyed; instead the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged; a suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

This is treated as a sphere effect, and it is subject to all rules as a sphere ability, is affected by the caster's casting tradition, and can itself be countered by another caster.

### Counterspell, Improved (Counterspell)

**Prerequisites:** Casting class feature, Counterspell, magic skill bonus +10.

**Benefit:** When using the Counterspell feat against a creature or object, you may spend an additional spell point to target an additional 1 magical effect on the target per 5 caster levels. Alternatively, you may spend an additional spell point to affect multiple effects in a 20-foot burst. Roll one magical skill check and apply that check to each creature in the area, as if targeted by the basic Counterspell feat. Objects that are the target of magical effects are also targeted by this ability, but magic items are not.

For each ongoing effect that targets an area and whose point of origin is within the counterspell area, apply your magical skill check to end that effect. If a magical effect overlaps the counterspell area but is not centered within it, apply your magical skill check to end that effect, but only within the overlapping area.

If an object or creature within the area of effect is the result of ongoing magic (such as a summoned monster or companion, or an object *created* through the Creation sphere), apply the magical skill check against the spell or effect that summoned them, causing them to disappear (or return to their home plane) if successful.

### Counterspell, Greater (Counterspell)

**Prerequisites:** Casting class feature, Counterspell, Improved Counterspell, magic skill bonus +15.

**Benefit:** When using the Counterspell feat, you may spend 2 additional spell points to target all magic within a 40-foot radius burst, whether it be magical effects or magic items. If your check succeeds against a magic item, that item's magic

is suppressed for 1 minute per caster level. If your check succeeds against a magical effect, the effect is destroyed.

You also have a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the greater counterspell, no items within it are affected.

You may also spend the 2 additional spell points, but only target a single item. You attempt your magical skill check with a +5 bonus against this item. If you succeed, the item is permanently destroyed.

Even artifacts are subject to this effect, though there is only a 1% chance per caster level of actually affecting such powerful items. If successful, the artifact's power unravels, and it is destroyed. If an artifact is destroyed, you must succeed at a DC 25 Will save or permanently lose all spellcasting abilities. These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

### Counterspell Mastery (Counterspell)

**Prerequisites:** Counterspell, magic skill bonus +7.

**Benefit:** You may perform a counterspell as an immediate action by spending an additional spell point. You may only use a counterspell in this fashion when using it to counter an effect while it is being cast i.e., you cannot use this ability to dispel effects already in place or suppress magic items. You gain a +2 bonus to magical skill checks made when using the Counterspell feat.

### Counterspelling Strike (Combat, Counterspell)

This feat is described under Combat talents above.

### Fool's Counterspell (Counterspell)

**Prerequisites:** Illusion sphere or Mind sphere; Counterspell.

**Benefit:** When you successfully counter a spell, the caster must succeed at a Will save equal to your Illusion sphere DC or Mind sphere DC (whichever is greater), or believe the spell had its intended effect, even if they would otherwise be aware of its failure. Treat this effect as a figment with a duration equal to the countered spell, and use the rules for interacting with and investigating figments.

### Magician's Grade (Counterspell)

**Prerequisites:** Enhancement sphere, Counterspell.

**Benefit:** Whenever you use Counterspell, you may end an *enhancement* affecting yourself to increase the number of magical effects you may end with Counterspell by one. There is no limit on the number of *enhancements* you may cancel to improve your Counterspell; however, you may only use *enhancements* you created yourself to fuel this feat that are not maintained through concentration.

### Spellthief (Counterspell)

**Prerequisite:** Counterspell.

**Benefit:** Whenever you successfully counterspell an effect that targets a creature or object, you may instead choose to reassign the effect's targets. If you do so, you immediately take over concentration for the original caster (if the effect requires concentration), and the original caster cannot choose to prematurely end the effect.

## Drawback Feats

Drawback feats present a way of taking advantage of a specific drawback in a manner more specific than just gaining extra spell points. At your GM's option, you may take a drawback feat in place of a boon. An incanter may select drawback feats as bonus feats.

### Addictive Power (Drawback)

**Prerequisites:** Enhancement sphere, Addictive Casting drawback.

**Benefit:** Your *enhancements* satisfy your addiction, to a degree; whenever you spend a spell point to relinquish concentration on an *enhancement* targeting yourself, the time until you begin suffering penalties extends to the end of the *enhancement's* duration. In addition, you gain a +1 bonus to all saving throws while you are suffering the penalties from your addiction.

### Battlecry (Drawback)

**Prerequisite:** Verbal Casting drawback.

**Benefit:** Whenever you use a sphere ability, you can unleash a powerful battlecry as part of your verbal casting. Until the end of your next turn, you receive a circumstance bonus to your Intimidate checks equal to half your caster level.

### Careful Magic (Drawback)

**Prerequisites:** Enhancement sphere, Extended Casting drawback.

**Benefit:** Your slow casting style results in more firmly constructed sphere effects. You add your casting ability modifier as a bonus to your MSD (minimum +1) for the purposes of countering or dispelling your sphere effects. You may spend an additional spell point when *enhancing* a creature or object to force any creature attempting to dispel or counter that effect to roll twice and take the worse result.

### Hidden Heretic (Drawback)

**Prerequisite:** Witchmarked drawback.

**Benefit:** As a full-round action, you may conceal your witchmark for 24 hours without the need for a Disguise check. You may even attempt to use magic without giving away your witchmark, but in order to do so you must attempt a concentration check (DC 20 + 1/2 the caster level). On a failure you may choose to either manifest your witchmark or keep your witchmark hidden but have no magical effect manifest, wasting any time and spell points spent. You may choose to re-manifest your witchmark as a free action.

### Magical Focus (Drawback)

**Prerequisites:** Enhancement sphere; Focus Casting drawback or Galvanized drawback.

**Benefit:** Whenever you *enhance* your focus or a weapon you are wielding with Galvanized Casting, you may choose to have the effect continue without concentration without spending a spell point. This feat only applies to the spell point spent to relinquish concentration. If another feat, talent, or class feature grants you the ability to spend more spell points when relinquishing concentration to improve the effects, you still need to spend the additional spell points to gain those benefits.

### Mystic Choreography (Drawback, Proxy)

**Prerequisites:** Enhancement sphere; at least one of the Skilled Casting, Somatic Casting, or Verbal Casting drawbacks; Circle Casting, Spell Proxy.

**Benefit:** Whenever you use a sphere ability, any creature currently under the effects of Create Proxy may take an immediate action to perform one of your required components for you. As long as that creature meets the criteria for the drawback in question, you may ignore it for the purposes of that sphere ability. Regardless of whether or not this attempt is successful, the Create Proxy effect ends immediately.

### Push/Pull Mastery (Drawback)

**Prerequisites:** Telekinesis sphere (Directional Control drawback).

You may use *telekinesis* to move objects both directly towards you and directly away from you. If you push or pull an object that does not move (for example, a building or the ground/ an object pushed into the ground) you may instead apply the movement to yourself, using the stalled momentum of your *telekinesis* to push or pull yourself in the opposite direction. This means that, as a standard action, you can move yourself at a speed equal to double your *telekinesis* speed but only towards or away from a stationary object that you can affect with *telekinesis* (if you end in the air, you do not fall until the end of your next turn). You may grant yourself this ability as a sustained force, gaining a fly speed equal to twice your *telekinesis* speed, but may only move in a single direction per move action that is toward or away from an appropriate object for *telekinesis*.

### Suffer By Proxy (Drawback, Proxy)

**Prerequisites:** Enhancement sphere, Draining Casting drawback, Circle Casting, Spell Proxy.

**Benefit:** Whenever you use a sphere ability, you may choose to have a creature under the effects of Create Proxy suffer the nonlethal damage for you. The creature must be within the range of one of your Proxy feats, and must not be immune to nonlethal damage. You cannot choose to split up the nonlethal damage; all of it must be dealt to a single creature.

### Terrain Defiler (Drawback)

**Prerequisites:** Terrain Casting drawback, non-good alignment.

**Benefit:** Whenever you blight, corrupt, or drain an area of its nutrients with the Terrain Casting drawback, you may choose to increase the radius of the corrupted area by 10 feet + 5 feet per 5 caster levels of the sphere talent or ability used. Doing so decreases the spell point cost of any metamagic feat by 1 (minimum 0), but also increases the time required for the area to naturally recover to 10 years per caster level of the sphere talent or ability used.

**Special:** You cannot gain this feat if you possess the Terrain Focus feat.

### Terrain Focus (Drawback)

**Prerequisites:** Nature sphere, Terrain Casting drawback.

**Benefit:** You have learned to draw upon the nutrients in some terrain more easily than others, which powers your primal magics. Choose one of the following terrains: Cold, Desert, Forest, Jungle, Mountain, Plains, Planes (pick one, other than the Material Plane), Swamp, Underground, Urban, or Water. Gain a +2 insight bonus to caster level with the Nature sphere while using magic within the chosen terrain.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new

terrain. You cannot gain this feat if you possess the Terrain Defiler feat.

### Thematic Augmentation (Drawback)

**Prerequisite:** Magical Signs drawback.

By interweaving *illusions* with all of your spells you change their sensory manifestation. When you select this feat chose a theme such as weapons, cubes, demons, skulls, or slime. You may change the appearance but not any other effect of any spell or sphere ability you cast to manifest instead as the chosen theme. Spells altered in this way gain a +5 to the Spellcraft DC to identify them and a +1 circumstance bonus against dispelling or counterspell attempts. *Illusions* you create within your theme gain a +1 competence bonus to their caster level.

This feat can only affect spells that have an obvious auditory or visual manifestation.

### Wild Casting (Drawback)

**Prerequisite:** Somatic Casting drawback or Verbal Casting drawback.

**Benefit:** You may supply somatic and verbal components even when in a form not normally able to do so, such as when subject to a polymorph effect.

## Dual Sphere Feats

### Alloy Creation (Dual Sphere)

**Prerequisites:** Creation sphere, Nature sphere ((metal) package).

**Benefit:** When using your Creation sphere abilities, you may *create* and *alter* objects made from metals you can summon with your Recover Ore Nature sphere ability, even if you do not possess the Expanded Materials Creation talent. When using metal *geomancing* talents or abilities limited by your Recover Ore size, you may target and affect metal one size larger than you could normally affect with your Recover Ore ability. This does not increase the actual size of the ore you can recover.

### Alloy Enhancement (Dual Sphere)

**Prerequisites:** Enhancement sphere, Nature sphere ((metal) package).

**Benefit:** Whenever you use a (metal) *geomancing* ability which creates or affects metal (such as Recover Ore) you may choose to *enhance* the metal via the Enhancement sphere as part of the same action. This costs 1 additional spell point, in addition to any spell points required by the *enhancement* in question.

### Alloy Telekinesis (Dual Sphere)

**Prerequisites:** Telekinesis sphere, Nature sphere ((metal) package).

**Benefit:** Whenever you use the (metal) *geomancing* Recover Ore ability, you may use *telekinesis* to Bludgeon another target creature or object with the metal ore recovered in this way, all as part of the same action. If you increase the casting time by 1 step (usually from a standard to full-round action), you may utilize your caster level instead of your base attack bonus for the first attack roll, and add your casting ability modifier to damage.

### Animate Tornado (Dual Sphere)

**Prerequisites:** Enhancement sphere (Animate Object (enhance)), Weather sphere (Tornado Lord, Wind Lord).

**Benefit:** You may animate a tornado, whirlwind, or dust-devil using Animate Object any time you are within wind

of severity level 4 or higher. Treat this as an animated object of Huge size (even if you could not normally animate Huge objects). It has the whirlwind universal monster ability (10-20 feet high, 1d8+15 damage, DC 23), but is constantly in whirlwind form and cannot leave it. It also has the fluid and additional movement (fly) abilities, but no construction points. For every 5 caster levels above 10 you have in the Weather sphere, the tornado gains +4 Strength and the DC for its whirlwind ability gains a +2 bonus (for a total increase of 4). You may use the Bestow Intelligence and Bestow Life talents on this tornado.

### Animating Possession (Dual Sphere)

You can project your soul into an object to give it a semblance of life.

**Prerequisites:** Death sphere (Master's Presence), Enhancement sphere (Animate Object (enhance)).

**Benefit:** When you use Animate Object, you may automatically possess the object as the Possession advanced talent. Your animated object always willingly fails its saving throw against this effect. You do not have to share a space with them, and you may possess the object despite it being a construct.

In addition, you can shift concentration of a single Enhancement sphere ability or effect to an undead you control as a free action. If its concentration is broken (using your concentration modifier), the *enhancement* is ended as normal.

### Asymmetrical Warfare (Dual Sphere)

**Prerequisites:** Illusion sphere, War sphere.

**Benefit:** You may use your *rally* abilities on those under the effects of your glamers or in the areas of your figment as if they can see and hear you and are within the area of your *totems*.

### Atmospheric Imbuement (Dual Sphere)

**Prerequisites:** Destruction sphere, Weather sphere.

**Benefit:** When using (blast type) talents from the air, electrical, or sonic blast type groups, or any blast type deemed appropriate by the GM, when there is an area of rain and wind both at or above category 4, your *destructive blast* bypasses spell resistance.

### Aura Engineering (Dual Sphere)

**Prerequisites:** Divination sphere, Illusion sphere (Deceive Dweomer, Manipulate Aura (sensory, magic)).

**Benefit:** You may attempt Use Magic Device checks on any object within close range using the greater caster level of your Divination or Illusion spheres. Additionally you may take 10 or 20 on Use Magic Device checks and apply the bonus granted from the Deceive Dweomer *trick* to all Use Magic Device checks. This is a supernatural ability and attended or intelligent objects are allowed a Will save as if this was an Illusion (glamer) to negate the effect but you may use your Divination caster level to determine the DC if it is higher.

### Aurora (Dual Sphere)

**Prerequisites:** Light sphere, Weather sphere.

**Benefit:** When you use *control weather*, you may also choose to increase the light level by one step in the same area, up to a maximum of normal light. At 10th caster level, you may increase the light level by an additional step. Areas of magical darkness in range of this effect are unaffected, their light levels remaining unchanged.

### Backdoor Control (Dual Sphere)

**Prerequisites:** Enhancement sphere (Bestow Intelligence (enhance)), Mind sphere (Expanded Charm).

**Benefit:** Whenever you use a *charm* against a creature or object you used Bestow Intelligence, requests you make that would normally be against their nature are instead treated as things they would not normally do. This increased control extends to creatures you create through advanced magic, such as Bestow Life, Duplicate, or Give Magic Life.

### Baleful Storm (Dual Sphere)

When thunder rolls and lightning cracks, your minions rise.

**Prerequisites:** Death sphere (Mass Reanimate), Weather sphere (Rain Lord).

**Benefit:** When you use *control weather* to create or control Precipitation of severity 4 or more, you may choose to spend 2 additional spell points. If you do, you may *reanimate* any number of corpses within the area of *controlled weather* each round as a move action without paying the base ability spell point cost. Your Hit Dice limits apply to the total number you may *reanimate* with this ability, and the *reanimated* undead only last as long as your *control weather* is creating or controlling Precipitation of at least severity level 4.

### Beam Propulsion (Dual Sphere)

**Prerequisites:** Light sphere, Telekinesis sphere.

**Benefit:** By amplifying and focusing the tiny pressure exerted by light with your powers of *telekinesis*, you can move a target with the force of light alone. When you cause a target to *glow*, you may increase the casting time by one step to also lift it with your *telekinesis* as part of the same action. If using Area Glow, you can lift multiple objects if you also possess Divided Mind. You may concentrate to maintain the bright light of this *glow* and your *telekinesis* with a single action.

### Benevolence (Dual Sphere)

**Prerequisites:** Life sphere (Fount Of Life), Protection sphere.

**Benefit:** Whenever an ally within range of your *cure* ability that is under the effects of an *aegis* is damaged, you may spend a spell point as an immediate action to heal them with hit points from your *fount of life*. This may keep the target from dying.

### Bioluminescent Transformation (Dual Sphere)

**Prerequisites:** Alteration sphere, Light sphere.

**Benefit:** When you *shapeshift* a target, you may also cause that target to *glow*. In addition you may maintain concentration on the *shapeshift* and the bright light of the *glow* with a single action. If you apply a (light) talent to a *glow* created and maintained this way, it counts against the number of traits you may grant with your *shapeshift*.

### Black Totem (Dual Sphere)

**Prerequisites:** Dark sphere, War sphere.

**Benefit:** When you create a *totem*, you may spend a spell point to add the effects of a darkness ability you have to it. If you do, the entire area of your *totem* is a darkness, and your melds work within this *totem* as if they were within any other darkness that you created.



### Blurred Boundary (Dual Sphere)

**Prerequisites:** Illusion sphere (any (glamer) talent), Protection sphere.

**Benefit:** Any attack that deals enough damage to break through your barrier treats all creatures that are contained within the barrier as if they were under the effects of a single (glamer) talent you possess before dealing damage. This glamer effect only applies to the attack that penetrates the *barrier*. When creating a glamer you may also grant the effects of a single *aegis* you possess to the target. The *aegis* effect added this way uses the duration of the glamer instead of its normal duration. This is not an actual *aegis* and does not provide any other benefits, such as those granted by the Status talent of the Protection sphere.

### Body Double (Dual Sphere)

**Prerequisites:** Dark sphere (Shadow Lurk (shadow)), Illusion sphere, ability to create glamers.

**Benefit:** By spending an extra spell point you may summon a single *shadow lurk* that remains bound to its host, serving as a *combat decoy*. Every successful attack requiring an attack roll from an opponent that failed to see through the *shadow lurk's* disguise has a 50% chance of hitting the *shadow lurk* instead of the intended target. A *shadow lurk* acting as a body double does not stun the target if it is destroyed.

### Cooperative Destruction (Dual Sphere)

**Prerequisites:** Creation sphere (Plasma Production (material), Potent Alteration), Destruction sphere.

**Benefit:** You may ready an action to assist an allied caster. When an ally within range of your *alter* uses a *destructive blast* with a blast type that deals any amount of electric or fire damage you may attempt to Repair the spell effect to increase its power. The caster level of the *destructive blast* increases by 1 and an additional +1 for every 4 caster levels of the Repair effect. By spending a spell point, you may instead activate this ability as an immediate action.

Additionally, you may pay a spell point and increase the casting time of your fire or electric *destructive blasts* by 1 step in order to attempt to strengthen your own *destructive blasts* following the same method. You may spend two spell points to activate this ability as a swift action instead of increasing the casting time.

If you possess Acidic Creation, you may also apply this effect to *destructive blasts* that deal acid damage. Other talents may increase the available damage types at GM discretion.

### Coronal Shroud (Dual Sphere)

**Prerequisites:** Light sphere, Weather sphere (at least one (mantle) or (shroud) talent).

**Benefit:** When you spend a spell point to cause a creature to *glow* with bright light, you may either choose to have them count as under the effect of your *mantle* as long as the bright light lasts or choose a type of weather, causing them to count as being under the effect of an additional *shroud* of that weather type.

### Corpse Explosion (Dual Sphere)

You can cause a corpse to explode like a literal bomb.

**Prerequisites:** Death sphere (Corpse Bomb), Destruction sphere.

**Benefit:** You may use a *destructive blast* to activate your Corpse Bomb talent instead of a *ghost strike*. Affected targets are allowed a Reflex save for half damage.

### Crimson Gheurgy (Dual Sphere)

**Prerequisites:** Blood sphere, Death sphere.

**Benefit:** When determining the range of your *ghost strike* and Blood sphere effects, you may use the longer of your *blood control* and *ghost strike* ranges. This does not increase the size of the cone from the Greater Ghost Strike talent.

When you deal damage to a creature with the Bleeding Wounds *ghost strike*, you may spend a spell point as a move action to target that creature with blood control. If you possess both Mass Control and Greater Ghost Strike talents, you may target a number of creatures affected by the *ghost strike* up to the maximum allowed by Mass Control.

### Dark Room (Dual Sphere)

**Prerequisites:** Dark sphere, Warp sphere (Extradimensional Room (space)).

**Benefit:** Rather than a shimmering portal, the entrance to your *extradimensional room* may appear as a deep shadow, difficult to discern from a normal shadow by mundane means. An active Perception check with a DC of 10 + 1/2 caster level + your casting ability modifier is required to find the entrance if it is cast in conditions of dim light or darker or positioned so as to overlap with an existing shadow. Those inside the room can look out through the portal unhindered.

**Normal:** The portal to an *extradimensional room* shimmers conspicuously.

### Deep Cover (Dual Sphere)

**Prerequisites:** Alteration sphere, Illusion sphere.

**Benefit:** In place of an Alteration trait you may apply the effects of your *illusionary disguise* to your form. This use of *illusionary disguise* no longer allows for a Will save to negate upon interaction, and lasts as long as the *shapeshift* does, requiring no additional spell points or concentration to maintain. This stacks with the Disguise bonus of the *shapeshift* and allows the *shapeshift* to attempt to assume the form of specific individuals.

### Defensive Vigilance (Dual Sphere)

**Prerequisites:** Protection sphere, War sphere.

**Benefit:** While an ally is within the area of one of your *wards*, you may *rally* that ally. When you *rally* an ally who has an *aegis* you created attached to them, you may sacrifice an *aegis* to reduce the spell point cost of the *rally* by 1 spell point.

### Destructive Companion (Dual Sphere)

**Prerequisites:** Conjunction sphere (Explosive Companion (form)), Destruction sphere.

**Benefit:** When you *summon* a companion that possesses the Explosive Companion (form) talent, you may apply a single (blast type) talent that you possess to that companion. When the explosive companion detonates, it uses the die size and damage type of the (blast type) talent and applies its additional effects as if it were a *destructive blast*. Any additional spell point costs associated with the chosen (blast type) talent must be paid as part of casting *summon*.

### Destructive Radiance (Dual Sphere)

**Prerequisites:** Destruction sphere, Light sphere.

**Benefit:** Whenever you use your *destructive blast*, you can choose to have it take on the properties of light. A *destructive blast* modified in this way no longer requires line of effect to its targets, but is blocked by factors that affect normal sight (such as concealment). For example, you could fire your *destructive blast* through a glass window or a barrier, but it would be blocked by opaque walls, fog or darkness.

### Dimensional Aegis (Dual Sphere)

**Prerequisites:** Protection sphere, Warp sphere.

**Benefit:** You gain a (succor) talent that lets you sacrifice an *aegis* borne by an ally other than yourself to swap places with them by *teleporting*. They must be within range of your teleport ability, but you do not need to be normally able to teleport others. The ally must be willing or unconscious. This may be done in response to an attack before the results of the attack are determined. If so, the attack changes target to whomever is now occupying the space now occupied by the original target. The attack is not rerolled.

### Divining Beacon (Dual Sphere)

**Prerequisites:** Divination sphere, Warp sphere (Teleport Beacon (space)).

**Benefit:** You may create *teleport beacons* that you can sense, giving you impressions of everything that happens around them. You know the size and movement of anything in a 10-foot radius around a beacon created this way. In addition, you may *divine* to see and hear from the location of such a *teleport*

*beacon* as if you were standing in its position, regardless of your distance from it. Using *divine* in this way creates a scrying sensor which can be detected with a Perception check (DC 20 + caster level), but can only be dispelled by dispelling the *teleport beacon*.

### Dreamspace (Dual Sphere)

**Prerequisites:** Mind sphere, Warp sphere.

**Benefit:** When you sleep, you may choose to project your mind into a quasi-real space, or dreamspace. This dreamspace is a single 10-foot cube in size (increasing by a single 10-foot cube every 4 character levels, their arrangement determined when you level) and you can select the ambient light level, temperature, and cosmetic style when entering the dreamspace or as a standard action. The cosmetic style of your dreamspace is only partially under your control, reflecting your current dreams, state of your mind, and conscious desires.

When you use an action to adjust the style it will always reflect your intended changes, but you do not have fine control over its appearance and your unconscious mind may be reflected in its subtler elements. You can choose to have it appear as a castle, but not a specific castle or place you have seen, and if you are worried it may appear to be under siege or shrouded in shadow.

You interact with the dreamspace using a copy of your body and all you wear, leaving behind your physical body in the real world. You may also choose to bring up to a heavy load of unattended, inanimate objects within touch range into your dreamspace with you, causing them to disappear when you fall asleep, and may choose to bring them back in a similar manner when you wake. Your dreamspace and any items left within it persist even while you are not in it, though they enter stasis until you return.

Because the dreamspace is not a true physical location, you cannot take any actions that would cause you to leave the dreamspace other than waking up, or that would affect your body or the real world. In addition, the dreamspace cannot be entered using normal teleportation or planeshifting effects. At the GM's discretion, effects allowing travel to normal dreams can enter the dreamspace, and it may count as a dreamscape for certain effects.

Otherwise, actions have their normal effects in the dreamspace. Regardless of how you spend your time in dreamspace, you gain the normal benefits of sleep.

### Endless Possibilities (Dual Sphere)

**Prerequisites:** Fate sphere, Life sphere.

**Benefit:** Whenever you use a Life sphere ability on an ally, they receive a +1 luck bonus to all attack rolls, saving throws, skill checks and ability checks until the end of their next turn. This bonus increases by +1 for every 5 Life caster levels you possess.

### Enhanced Creation (Dual Sphere)

**Prerequisites:** Creation sphere or Shadowstuff Armament, Enhancement sphere.

**Benefit:** When creating an object with either the Creation sphere or the Shadowstuff Armament feat, you may *enhance* the object with one *enhancement* you possess as part of the same action. You may concentrate on maintaining the *enhancement* and the creation as part of the same action.



Any *enhancement* that would increase attack or damage also increases the attack roll and damage roll of the object if dropped on a target. If you possess Divided Creation you can only *enhance* one object *created*, unless you also possess Mass Enhancement, in which case you may target every object *created* regardless of your usual limits.

### Enhanced Vigilance (Dual Sphere)

**Prerequisites:** Enhancement sphere, War sphere.

**Benefit:** While an ally is under the effect of one of your *enhancements*, you may *rally* that ally. The ally must be the target of the *enhancement*, not an object they are carrying or wielding.

### Enhancing Telekinesis (Dual Sphere)

**Prerequisites:** Enhancement sphere, Telekinesis sphere.

**Benefit:** When you lift an object with your *telekinesis*, as part of the same action you may *enhance* it with one *enhancement* you possess. You may concentrate on lifting and *enhancing* the item with a single action. Only a single object can benefit from this combination, even if you can *enhance* or lift more than one at a time.

### Event Horizon (Dual Sphere)

**Prerequisites:** Dark sphere, Telekinesis sphere (Gravity Well).

**Benefit:** You may use the Gravity Well talent as a (darkness) talent covering the full area of a *darkness* or *blot*. You may do the same with the Gravity Shift talent. If you have Gravity Manipulation advanced talent, you may use it as a (darkness) or (blot) talent. When used as (darkness) or (blot) talents, Gravity Shift and Gravity Manipulation count as Dark sphere talents for determining caster level and bonus effects.

### Exceptional Ally (Dual Sphere)

**Prerequisites:** Conjunction sphere, Enhancement sphere (at least one (enhance) talent).

**Benefit:** Whenever you *summon* a companion, you may spend one spell point to *enhance* them as part of the same standard action. If you do so, the enhancement lasts for the full duration of the *summoning* effect.

### Fan The Flame (Dual Sphere)

**Prerequisites:** Destruction sphere (Fire Blast (blast type, fire)), Nature sphere ((fire) package), caster level 3rd.

**Benefit:** When a creature is set on fire by your *fire blast*, the fire does not deal 1d6 damage the following round, but rather deals damage equal to the largest fire you may affect. This fire reverts to normal after the first round, dealing 1d6 fire damage on subsequent rounds until extinguished, but you may choose to concentrate each round, or spend a spell point once as a free action, to cause the fire to stay at its increased size until extinguished.

### Flash Warp (Dual Sphere)

**Prerequisites:** Light sphere, Warp sphere.

**Benefit:** You can disappear or appear in a flash of brilliant light. When you *teleport* yourself you may briefly shed bright light as if you were targeted by your *glow*. You may apply the effects of (light) talents and other Light sphere talents to the *glow*, paying any costs normally. You choose whether the effects of the *glow* begin at your starting position or only at your destination, but the effects apply immediately. This *glow* does not persist beyond a moment, and ends immediately after its effects have been applied.

### Flexible Ghost Strike (Dual Sphere)

You can make *ghost strikes* in a variety of configurations.

**Prerequisites:** Death sphere, Destruction sphere (one (blast shape) talent).

**Benefit:** You can apply (blast shape) talents to your *ghost strikes* as if they were *destructive blasts*. They still count as a *ghost strike* for all purposes, and they use your caster level for the Death sphere to determine all parameters (range, area, etc.). If the *ghost strike* does not allow a saving throw, your target is allowed a Will save to negate its effects.

### Floating Creation (Dual Sphere)

**Prerequisites:** Creation sphere, Enhancement sphere (Lighten (enhance)).

**Benefit:** When you *create* an object, you can make it weightless as the Lighten talent.

If your floating creation is a 5-foot cube of solid matter as hard as stone or harder, each floating cube can support approximately 1,000 pounds of weight. Lighter materials can only support half as much weight, and some materials may not be able to support any, at the GM's discretion.

### Forceful Creation (Dual Sphere)

**Prerequisites:** Creation sphere, Telekinesis sphere.

**Benefit:** When you *create* an object, you may initiate and maintain the Sustained Force or Bludgeon *telekinesis* abilities as part of creating the object, so long as the object is within the normal limitations of those abilities. Additionally, if you spend a spell point to maintain the object without concentration, you may choose to maintain a Sustained Force on the object for the same duration without spending an additional spell point.

### Forceful Hand (Dual Sphere)

**Prerequisites:** Protection sphere, Telekinesis sphere.

**Benefit:** You gain a (succor) talent that lets you sacrifice an *aegis* to use a telekinetic effect to defend the creature that bore the *aegis*. You may make a *telekinetic* Catch on an attack made on the creature, or, if you possess the Telekinetic Push talent, you may perform a push on an enemy that is adjacent to the creature.

### Formed Construct (Dual Sphere)

**Prerequisites:** Blood sphere (Extract Blood Construct), Conjunction sphere.

**Benefit:** When you create a blood construct, you grant it one (form) talent from the Conjunction sphere that you possess.

### Guarded Step (Dual Sphere)

**Prerequisites:** Protection sphere, Warp sphere.

**Benefit:** When teleporting yourself or a group that includes yourself to a location within a *ward* you created, you may reduce the action required by one step, from a standard action to a move action or from a move action to a swift action, but not to an immediate action or free action.

### Hard Light (Dual Sphere)

**Prerequisites:** Creation sphere, Light sphere.

**Benefit:** When you *create* an object, you may make it out of hardened light instead of matter. Objects you *create* this way naturally shine, shedding bright light as if by your *glow* effect. Otherwise, an object *created* out of hardened light has the properties of any one material you can normally *create*, except that it has half its normal weight.

### Hypnotic Darkness (Dual Sphere)

**Prerequisites:** Dark sphere (Looming Darkness (blot, darkness)), Mind sphere.

**Benefit:** Those within your *darkness* are particularly vulnerable to your *charms*. Your areas of *darkness* and *blot* are always treated as if imbued with Looming Darkness when you use the Confusion, Fear, or Sleep *charms*.

### Illuminated Vigilance (Dual Sphere)

**Prerequisites:** Light sphere, War sphere.

**Benefit:** While an ally is within 30 feet of any object that you have caused to *glow*, you may *rally* them.

### Illusionary Blast (Dual Sphere)

**Prerequisites:** Destruction sphere, Illusion sphere (Illusionary Touch (sensory, touch) x2).

**Benefit:** When creating a *destructive blast*, you may spend an additional spell point to allow your *destructive blast* to behave as if it were an illusion in specific ways; the *destructive blast* deals nonlethal damage regardless of other effects, blast types, or blast shapes applied, and no longer requires line of sight or line of effect in order to be created or strike a target.

**Special:** If you possess the Shadow Infusion Illusion talent, you may spend an additional spell point or shadow point to have your *destructive blast* deal damage as normal but still gain the other benefits of this feat.

### Illustrious Light (Dual Sphere)

**Prerequisites:** Illusion sphere, Light sphere.

Whenever you create a figment or glamer you may, as part of the same action, affect the figment or the creature or object subject to the glamer with your *glow*. Concentrating on the illusion and concentrating to create bright light can be done with the same action, and spending spell points to cause the illusion to endure without concentration double as spell points spent to cause the bright light to endure without concentration.

### Imbue With Nature (Dual Sphere)

**Prerequisites:** Destruction sphere, Nature sphere (any geomancing) talent).

**Benefit:** When using a (blast type) talent from a blast type category corresponding to a *geomancing* talent you possess, you may increase the casting time by one step or spend an additional spell point to draw material from the environment to enhance your *destructive blast*, allowing it to bypass spell resistance.

Geomancing Talent	Blast Type Categories
(Air) package	Air, electric, sonic
(Earth) package	Crystal, stone
(Fire) package	Fire, light
(Metal) package	Acid, electric
(Plant) package	Acid, force
(Water) package	Cold, crystal

### Implausible Deniability (Dual Sphere)

**Prerequisites:** Illusion sphere (Manipulate Aura (sensory, magic), Programmed Illusion), Mind sphere.

**Benefit:** You may have your illusions interact with Detect Thoughts and similar abilities as if they had an Intelligence score of up to twice your caster level.

Whenever you place a glamer on a creature, you may spend an additional spell point to create an *illusionary mind* complete with false memories, including a false Intelligence score (for this purpose creatures with an Intelligence 0 are treated as invisible to effects such as thoughtsense). When a creature attempts to extract information directly from the mind or compel honest responses of anyone under the effects of glamers modified by this feat, they must first attempt a magic skill check against your magic skill defense. Failure indicates the information or response given is any information of your choosing, even false information. You do not need to be aware of the mental intrusion or compulsion to choose the information gained.

The *illusionary mind* added to glamers modified by this feat constantly broadcasts misleading information. Abilities that would grant an insight bonus to attack rolls, combat maneuver checks, skill checks or armor class against the glamered creature instead incur a penalty of equal value. This also applies to any effects that rely on mind reading such as the battlefield relay symbiat class feature.

**Special:** If you possess the persuasive class feature you may add the bonus to save DC's to Illusion sphere abilities. This feat counts as a talent with the (Sensory: Mind) tag.

### Invigorating Rally (Dual Sphere)

**Prerequisites:** Life sphere, War sphere.

**Benefit:** Whenever you *rally* an ally, you may also *invigorate* them.

### Invisible Friend (Dual Sphere)

**Prerequisites:** Illusion sphere (Suppression (glamer)), Conjunction sphere (Shadow Creature (form)).

**Benefit:** When maintaining a companion with the Shadow Creature talent via concentration, it gains the benefits of the Invisibility glamer from the Suppression talent.

As a free action, you may spend a spell point to allow your shadow companion to fully manifest itself. Your companion loses the Shadow Creature talent and gains one other (form) talent of your choosing in its place for one minute per caster level.

### Kinetic Creation (Dual Sphere)

**Prerequisites:** Creation sphere, Telekinesis sphere, caster level 7th.

**Benefit:** You can *create* items out of telekinetic force instead of matter. Objects made this way cannot incorporate any other materials and must be simple in construction, lacking intricate details or complex moving parts. This 'material' has hardness 10 and 3 hit points per inch, has no weight and cannot be moved, save by you through *telekinesis*. At the end of each round its hit points are fully replenished. Unlike other *created* objects, objects of telekinetic force are magical and can be dispelled, which also destroys them.

**Special:** Telekinetic force made with the Create Materials advanced talent reforms itself over the course of an hour if destroyed, but not if dispelled.

### Luminous Aegis (Dual Sphere)

**Prerequisites:** Light sphere, Protection sphere.

**Benefit:** As a swift action, you may make an ally *glow* if they are bearing an *aegis* you created. You must use a separate action to make them glow brightly, and the duration of the *glow* does not change.

### Luminous Flame (Dual Sphere)

**Prerequisites:** Light sphere, Nature sphere ((fire) package).

**Benefit:** Whenever you use the Create Fire or Alter Fire *geomancing* ability, you may also cause the fire to *glow*. You may maintain concentration of this (fire) *geomancing* ability and the bright light of the *glow* with a single action.

### March Of The Treants (Dual Sphere)

**Prerequisites:** Enhancement sphere, Nature sphere ((plant) package).

**Benefit:** Whenever you cast Pummel, you may choose to spend an additional spell point to *enhance* the target, allowing the tree to uproot itself (or break free from the tree if targeting a branch) and gain a ground movement speed of 10 + 10 feet per 5 caster levels for the duration of Pummel (or *enhance* if you spend an additional spell point). On the last round of the target's duration, the tree or branch will plant itself (as best it could upon the space it is located), becoming once again immobile.

### Material Infusion (Dual Sphere)

**Prerequisites:** Destruction sphere, Nature sphere ((metal) package).

**Benefit:** When using a *destructive blast* that deals bludgeoning, piercing, or slashing damage, you may choose to have the blast count as cold iron or silver. At 15th caster level you may also choose adamantine. If other relevant materials exist in your campaign, the GM may determine at what level this talent applies to them.

### Might Of The Grave (Dual Sphere)

When you *reanimate* a body, you can grant it magical *enhancements* for a short time.

**Prerequisites:** Death sphere (*reanimate* ability), Enhancement sphere (any (enhance) ability).

**Benefit:** When you *reanimate* a corpse or corpses, you can apply an *enhancement* to them as part of the same action. *Enhancements* that require additional spell points must have that cost paid as well. This *enhancement* remains in effect as long as the undead is not destroyed, and cannot be dispelled separately, though neither Permanent Undead nor Lingering Necromancy can extend the duration of these *enhancements* past the base duration of *reanimate*.

### Mutagenic Enhancements (Dual Sphere)

**Prerequisites:** Alteration sphere, Enhancement sphere (any (enhance) ability).

**Benefit:** Whenever you enhance a creature, you may also give them a trait of your choice, just as if you had used *shapeshift* on them. Doing so makes the enhancement into a polymorph effect, but this can stack with other polymorph effects. A creature may only be under the effects of one *enhancement* modified in this way, but the trait they gained does not count towards the limit for your *shapeshift*.

### Nature's Enhancement (Dual Sphere)

**Prerequisites:** Enhancement sphere, Nature sphere (any (spirit) talent).

**Benefit:** Whenever you *enhance* a creature, you may also imbue the target with a non-instantaneous *spirit* ability. The target must be a valid choice for both the *enhancement* and *spirit*

ability; you may only target yourself if you cannot target others. In addition, you may maintain concentration on the *enhancement* and the *spirit* ability with a single action.

### Piecemeal Animation (Dual Sphere)

**Prerequisites:** Death sphere, Telekinesis sphere (Divided Mind).

**Benefit:** When you *reanimate* a dead body, it does not need to be intact. So long as at least half the body remains you can animate it as if it was intact, stitching its broken form together with telekinetic forces that keep it upright and stable. You may even work with worse material than this, merging smaller pieces of different bodies and animating them as single whole so long as you have enough material and all pieces come from the same kind of creature.

### Poltergeist's Malice (Dual Sphere)

Every mistake your foes make brings them closer to your service.

**Prerequisites:** Death sphere (Poltergeist (ghost strike)), Telekinesis sphere (Telekinetic Maneuver).

**Benefit:** You gain a bonus on CMB checks equal to your Poltergeist penalty when making Telekinetic Maneuver attempts against creatures suffering from your Poltergeist effect.

### Primal Blast (Dual Sphere)

**Prerequisites:** Destruction sphere (any (blast type) talent), Nature sphere (any package).

**Benefit:** When using a (blast type) talent from a blast type category corresponding to a *geomancing* talent you possess, you may add your casting ability modifier to any attack rolls and damage rolls of the *destructive blast*. If you do so, you do not modify attack rolls and damage rolls with your *destructive blasts* with your Strength modifier, Dexterity modifier, or any other ability score (if you have an ability that allows you to modify attack rolls and/or damage rolls with that ability score). On any individual attacks of which a *destructive blast* is being applied to a natural or weapon attack (such as with the Energy Strike talent or similar ability), Primal Blast instead modifies the attack and damage rolls of the natural or weapon attack (replacing any other ability modifier bonuses with your casting ability modifier as normal).

#### Geomancing Package Blast Type Category

(Air) package Air, electric, sonic

(Earth) package Crystal, stone

(Fire) package Fire, light

(Metal) package Acid, electric

(Plant) package Acid, force

(Water) package Cold, crystal

### Reforge Object (Dual Sphere)

**Prerequisites:** Enhancement sphere (Animate Object (enhance)), Creation sphere (Potent Alteration).

**Benefit:** You do not need to spend an additional spell point when *altering* an animated object you have *created*. In addition, you may freely re-assign a construction point when altering an Animated Object in a way that affects its material or shape.

### Sanctified Vigilance (Dual Sphere)

**Prerequisites:** Fate sphere, War sphere (any (rally) talent).

**Benefit:** You may use *rallies* on allies within the area of your *consecrations* even if you do not share a *mandate* with them and they are not within range of one of your *totems*.

### Shade (Dual Sphere)

**Prerequisites:** Dark sphere, Illusion sphere.

**Benefit:** When creating a figment, you may, as part of the same action, create *darkness* as the base Dark sphere ability. Even if you do not choose to do so, the area occupied by your figments and those under the effects of your glamers counts as being within your *darkness*.

### Shadow Cage (Dual Sphere)

**Prerequisites:** Dark sphere, Protection sphere.

**Benefit:** When you create a *ward*, you may spend a spell point to add the effects of a *darkness* ability you have to it. If you do, the entire area of your *ward* is a *darkness*, and your *melds* work within this *ward* as if its bearer were within any other *darkness* that you created.

### Shadow Doppelganger (Dual Sphere)

**Prerequisites:** Dark sphere (Shadow Lurk (shadow)), Illusion sphere (Illusionary Disguise ability).

**Benefit:** You may create your *shadow lurks* and *shadow double* with an Illusionary Disguise to look and sound like you or the target they are spawned from at no additional cost in spell points or actions. This additional effect functions exactly as the Illusionary Disguise ability, using your ranks in the Disguise skill with a +10 bonus circumstance bonus to the check. Your *shadow lurk* can speak in your voice. Anyone physically interacting with your *shadow lurk* or shadow double receives a Will save to disbelieve the disguise. Certain actions, such as your *shadow lurk* being hit with an attack or displaying its diminished Strength, automatically reveal the ruse. If you have taken the Shadow Lurk talent a second time, your *shadow lurk's* attacks deal full damage as long as its disguise remains intact.

### Solid Illusions (Dual Sphere)

**Prerequisites:** Enhancement sphere, Illusion sphere (Illusionary Touch (sensory, touch) x2).

**Benefit:** You may *enhance* any *illusions* you create as if they were actually the creatures and objects they appear to be. Parts of the *illusion* can be enhanced separately - you could use the Enhance Equipment *enhancement* to grant an *illusionary* soldier an enhancement bonus to attack and damage rolls with its non-existent spear. Additional damage from *enhanced illusions* deal nonlethal damage of their type (nonlethal fire damage, nonlethal bleed damage, etc.) unless your *illusions* are dealing lethal damage because of another talent, feat or ability (such as the Shadow Infusion talent).

### Spirit Form (Dual Sphere)

**Prerequisites:** Alteration sphere, Nature sphere (any (spirit) talent).

**Benefit:** When you use *shapeshift* on a creature, you may also imbue the target with a non-instantaneous *spirit* ability. You must spend spell points as normal if required by the *spirit* ability, and when you apply a (spirit) talent to a target in this way, it counts against the number of traits you may grant with your *shapeshift*.

### Stasis Storage (Dual Sphere)

**Prerequisites:** Time sphere, Warp sphere (Extradimensional Storage (space)).

**Benefit:** By spending one minute in concentration, you can lock away part of your *extradimensional storage*, sending it beyond time and placing its contents in stasis. This renders the selected contents inaccessible until you spend another minute unlocking it, but while they are locked the contents do not suffer wear from age or from effects such as rust or rot while stored in this way, and time spent in the space does not count against the duration of abilities such as (enhance) talents, or time limits such as the time limit reviving a dead creature.

### Superpositioned (Dual Sphere)

**Prerequisites:** Illusion sphere (Decoy (glamer), Suppression (glamer)), Warp sphere, caster level 5th.

**Benefit:** While under the effects of the Suppression talent, you may use the Warp sphere *teleporting* only yourself and carried gear as a move action rather than a standard action. Whenever you use a Warp sphere effect on yourself, you may leave behind or appear with a copy of yourself that lasts until the start of your next turn as the Decoy *trick*.

### Surreinforcement (Dual Sphere)

**Prerequisites:** Creation sphere; Illusion sphere (Shadow Infusion) or create reality class feature.

**Benefit:** When you *create* materials with the Creation sphere, they are laced with shadowstuff that grants you increased control over them. Objects you *create* with the Creation sphere regain a number of hit points equal to half your Creation caster level at the start of each of your turns and can repair themselves from the broken condition. Objects you *create* out of shadowstuff, such as with the fey adept's ability to Create Reality, have a hardness equal to your Illusion caster levels (minimum 5) and may gain the properties of any material with equal or less hardness.

### Swift Demise (Dual Sphere)

Your chronomantic power extends to blurring the moment between life and death.

**Prerequisites:** Death sphere, Time sphere.

**Benefit:** You may use your Slow and Haste abilities as *ghost strikes*. Additionally, when you *reanimate* a body or bodies, you may augment them with your Haste ability as a free action.

If the undead creatures are maintained through concentration (such as through the Sustained Reanimation talent), you may concentrate on Haste and the reanimation as part of the same action.

### Sylvan Necromancy (Dual Sphere)

Plant and animal matter are equally suitable focuses for your magic.

**Prerequisites:** Death sphere (Expanded Necromancy), Nature sphere.

**Benefit:** You can use your (plant) *geomancing* abilities on corpses instead of plants. In addition, you can *reanimate* dead plant life as zombies (or skeletons, if they are made of wood) with the grab special ability. These animated plants are treated as animated objects when determining their statistics, although they do not gain construction points. If you possess Hazardous Terrain, undead plant life and plant creatures you create add

damage on a successful grapple attempt as if it were an entangle effect.

### Tactile Illusion (Dual Sphere)

**Prerequisites:** Illusion sphere (Illusory Touch (sensory, touch) x2), Telekinesis sphere (Finesse).

**Benefit:** By weaving your illusions together with a hint of telekinetic force you can allow them to exert force more appropriate to their apparent nature. Your illusions can support weight or block movement of creatures or objects so long as all pressure and weight on it falls within the size limit of your *telekinesis*. However, anyone who disbelieves the illusion may choose to ignore the telekinetic effect, moving through the illusion as normal, as well as allowing them to throw or move items through it.

In addition, you may deal lethal damage with your illusions instead of nonlethal damage.

### Tribal Fortification (Dual Sphere)

**Prerequisites:** Protection sphere, War sphere.

**Benefit:** When you create a *ward*, you may spend a spell point to add the effects of a *totem* ability you have to it. If you do, the entire area of your *ward* is a *totem* (even if your *totem* would normally be smaller), and your *rallies* work within this *ward* as if they were within any other *totem* that you created.

### Tribal Mark (Dual Sphere)

**Prerequisites:** Enhancement sphere, War sphere.

**Benefit:** You may create *enhancements* that duplicate the effect of being within *totems*. The tribal mark works as an *enhancement*, using your Enhancement caster level. If used on a creature, the creature is treated as if being within the *totem* that is the basis for the *enhancement*. If used on an object, then any creature carrying the object is affected as if they were the target of the *enhancement* themselves. Only the creature *enhanced* or carrying the *enhanced* object is considered inside the *totem* for effects that require another ally or an enemy to also be within the *totem*. The *enhancement* can not be used to *rally*.

### Twisted Reanimation (Dual Sphere)

When you *reanimate* a corpse, its remains shifts to suit your purposes.

**Prerequisites:** Alteration sphere (Undead Body), Death sphere; or Alteration sphere, Death sphere (Corpse Manipulation).

**Benefit:** When you *reanimate* a dead body, you may apply a single trait you have access to through the Alteration sphere to the new skeleton or zombie as a polymorph effect; this effect remains as long as the undead stays *reanimated*. When reanimating multiple bodies at once, you must grant each body the same trait. As a standard action, you can touch an undead you control benefiting from this effect to change the trait granted.

### Vudu (Dual Sphere)

**Prerequisites:** Death sphere, Illusion sphere (Illusory Touch (sensory, touch) x2, Illusory Disguise ability).

**Benefit:** Anyone struck by your *ghost strike* takes damage from your Illusory Touch in addition to any other effects.

**Special:** Your *reanimated* undead gain the benefits of the Illusory Disguise glamor appearing as they did when they were alive. You do not need to know what the creature looked like when it was alive to gain this benefit.

### Warded Bones (Dual Sphere)

Undead that you create are even harder to destroy than normal.

**Prerequisites:** Death sphere, Protection sphere.

**Benefit:** When you *reanimate* a corpse, you can also apply an *aegis* to the undead. The spell point cost of the *aegis* must be paid as well. This *aegis* remains in effect as long as the undead is not destroyed, and cannot be dispelled separately.

If combined with Mass Reanimate, each *aegis* must be paid for separately.

Neither Permanent Undead nor Lingering Necromancy can extend the duration of these *aegises* past the base duration of *reanimate*.

### Warlord Of The Damned (Dual Sphere)

You can rally the hearts of your people - even after they have stopped beating.

**Prerequisites:** Death sphere (Master's Presence), War sphere; or Death sphere, War sphere (Hallowed/Unhallowed Totem (totem)).

**Benefit:** As a free action, you can shift concentration of a single active *totem* to an undead you control (using your concentration modifier); if its concentration is broken, the *totem* is ended as normal. In addition, undead you control can benefit from morale bonuses granted by your *totems* and *rallies*.

### Warning Sign (Dual Sphere)

**Prerequisites:** Protection sphere, War sphere.

**Benefit:** Allies receive a +1 circumstance bonus to initiative per *aegis* they bear that you created. This bonus stacks with itself.



### Warp Burst (Dual Sphere)

**Prerequisites:** Destruction sphere (Explosive Orb (blast shape)), Warp sphere.

**Benefit:** When *teleporting* yourself, you may increase the casting time by one step and spend a spell point to target your destination square with a *destructive blast* with the Explosive Orb blast shape, paying additional costs for the *destructive blast* as normal. You must have line of sight and line of effect to the target square unless you possess the Unseeing Teleport talent. You may exclude your destination square from this effect.

### Water Manipulator (Dual Sphere)

**Prerequisites:** Fallen Fey sphere (Water Creature (fey-blessing)), Nature sphere ((water) package).

**Benefit:** You gain the benefits of Water Creature as a (spirit) talent; you may use them at any time without needing to activate a fey-blessing first. The range of these abilities becomes equal to your *geomancing* range, and you may use the higher of your Nature (water) and Fallen Fey caster levels.

### Wave-Particle Duality (Dual Sphere)

**Prerequisites:** Illusion sphere, Light sphere.

**Benefit:** The light from your bright light becomes a spread rather than an emanation allowing it to move around corners and through tight spaces and small holes as if it was a gas. This light may penetrate areas and containers that are not airtight by spreading at a rate of 1 cube per 3 caster levels each round through cracks in doors, keyholes or other small gaps in construction.

### Wound Manipulator (Dual Sphere)

**Prerequisites:** Alteration sphere, Life sphere.

**Benefit:** When you *shapeshift* a creature, you may spend a spell point as a free action to allow them to regain one hit point for every Hit Die they possess. The target regains an additional hit point per Hit Die for each (cure) talent you possess. This healing is not positive energy.

## Item Creation Feats

Item creation feats are used to create magical items or access other types of advanced casting techniques.

Individual item creation feats are included in Chapter 8: Equipment.

## Metamagic Feats

### Align Spell (Metamagic)

**Benefit:** When you select this feat, choose a non-neutral component of your alignment. When you prepare (if you are a prepared caster) or cast (if you are a spontaneous caster or spherecaster) an aligned spell, choose weal or woe. If you choose weal, all variable, numeric effects of the spell are decreased by half (including bonuses to those dice rolls) for creatures of that alignment and increased by half (including bonuses to those dice rolls) for creatures of the opposite alignment. If you choose woe, the increase and decrease are the other way around. If the spell does not have variable, numeric effects, it instead has its saving throw DC and effective spell level decreased by 2 against creatures of the selected alignment and increased by 2 against creatures of the opposite alignment. If

you choose woe, these effects are reversed. The spells effects do not change for creatures of neither alignment. Spells that neither do damage nor have a saving throw cannot be affected by Align Spell.

**Cost:** +2 spell points

**Special:** If you are chaotic evil, chaotic good, lawful evil, or lawful good, you can take this feat twice, each time selecting a different component of your alignment. If you are true neutral you may choose neutrality with this feat, in which case the damage or effective spell level and DC are increased against chaotic evil, chaotic good, lawful evil, and lawful good creatures and decreased against true neutral creatures.

If you change alignment such that you no longer have the alignment component you chose for this feat, you may immediately choose a different component of your alignment (or true neutral if that is your new alignment) to use it with. If you already have already taken this feat for the only non-neutral component of your new alignment (or for true neutral if that is your new alignment) you may immediately retrain this feat at no cost to one you qualify for. *Atonement* reverses this retraining and restores this feat. See the “Retraining” section of Chapter 3 in *Ultimate Campaign* for more information on retraining.

### Burrowing Magic (Metamagic)

**Prerequisite:** Warp sphere.

**Benefit:** You allow a magic effect to function even without line of effect, transporting its effects through barriers that would otherwise impede it. You must still possess line of sight for effects that require it, and the target must still be within the effect’s range.

**Cost:** +3 spell points.

### Delayed Magic (Metamagic)

**Benefit:** You delay the effect of a sphere ability for up to 5 rounds after you use it, +1 round per caster level. You must select the amount of delay when using the effect. The area or target to be affected must be within range when the ability is used, but need not remain in your range (you or it may move) before the effect activates.

**Cost:** +1 spell point

### Horrorifying Imagination (Metamagic)

**Benefit:** For one additional spell point, anyone targeted by your spells or sphere effects, attempting a save against them, or within their area becomes shaken for 1d4+1 rounds unless they succeed at a Will saving throw using the same DC as the original spell. For two additional spell points, they instead become frightened for 1d4+1 rounds unless they succeed at a Will saving throw using the same DC as the original spell. On a successful save, they instead become shaken for 1d4+1 rounds. This is a mind-affecting fear effect. Characters must only save against this effect once per spell or sphere effect it is applied to even if the modified spell requires additional saves.

**Cost:** +1 or +2 spell points

### Suppressed Spell (Metamagic)

**Prerequisites:** Illusion sphere (Suppression (gamer)).

**Benefit:** Spells affected by this feat have a reduced manifestation. Being subjected to the effect requires a Perception check (DC 15 + 1/2 your caster level) or the target does not perceive the presence and source of the effect.



**Special:** For each (sensory) talent you possess, improve the Perception check DC by an additional +2 and hide sensation associated with that (sensory) talent. This has no effect on spells or sphere abilities that rely on a suppressed sensation(s) to function, but you may always forgo the +2 bonus to the Perception DC to allow the sensation of the effect to function normally.

**Cost:** +2 spell points

## Necrosis Feats

Necrosis feats represent ongoing necromantic modification, corruption, or experimentation the character has made on her body to bring it closer to undead anatomy. Necrosis feats are distinct from more common feats in two ways.

**Tainted:** Upon taking a necrosis feat, the character's body becomes contaminated with negative energy. From that point on, if the character dies, returning him to life proves to be more difficult. Any spellcaster who attempts to bring the character back from the dead must attempt a magical skill check (DC = 10 + the slain character's Hit Dice) or have the effect fail. Effects that may only bring a creature back that has died within 1 round (such as the Resuscitate talent) gain a +5 to this check. Each necrosis feat beyond the first increases this DC by 1.

**Greater Power:** Necrosis feats increase in power relative to the number of necrosis feats a character possesses. Most necrosis feats grant far greater effects to characters with at least four necrosis feats. For necrosis feats that require an immediate action to activate them, you may activate as many necrosis feats as you desire as part of the same immediate action (although you must spend the required spell points for each activated feat).

### Between Two Worlds (Necrosis)

You can reverse the flow of your body's energies, changing what will heal and harm you.

**Prerequisite:** Death sphere.

**Benefit:** You gain +1 spell point. You can spend a spell point as an immediate action to reverse your reaction to positive and negative energy for 1 round per necrosis feat you possess - a living creature would now be healed by negative energy and harmed by positive energy, while an undead creature would be healed by positive energy and harmed by negative energy. Using this ability again while it is active returns you to your normal state.

*Four Necrosis Feats:* As a full-round action, you can reverse your reaction to positive and negative energy for 24 hours without spending a spell point. Using this ability again while it is active still returns to your normal state.

### Cold Heart (Necrosis)

Your blood flow slows and heartbeat grows erratic without significant harm to you, increasing your ability to survive freezing temperatures and electric shocks.

**Prerequisite:** Death sphere.

**Benefit:** You gain +1 spell point. You can spend a spell point as an immediate action to gain cold resistance 5 and electricity resistance 5 for 1 round. For each necrosis feat you possess beyond this one, the cold and electricity resistances increase by 5 and the duration increases by 1 round.

*Four Necrosis Feats:* You always have cold resistance 10 and electricity resistance 10, and when you spend a spell point, you gain immunity to cold and electricity for a number of rounds equal to the number of necrosis feats you possess.

### Deadened Flesh (Necrosis)

Your nerves fail, increasing your pain tolerance and general resilience.

**Prerequisite:** Death sphere.

**Benefit:** You gain +1 spell point. You can spend a spell point as an immediate action to gain a +1 bonus to natural armor and DR/- for 1 round. For each necrosis feat you possess beyond this one, the natural armor bonus and damage reduction increase by 1 and the duration increases by 1 round.

*Four Necrosis Feats:* You gain half the normal benefit of this feat at all times (increasing to the full benefit when you spend a spell point).

### Hemomancy (Necrosis)

**Prerequisite:** Death sphere.

**Benefit:** You gain +1 spell point. You gain blindsense 15 feet against bleeding creatures. If you pay 1 spell point as a swift action, you can afflict such creatures directly through their blood with *ghost strikes* for 1 round regardless of line of sight or effect.

For each necrosis feat you possess beyond this one, increase the range of your blindsense against bleeding creatures by 15 feet and the duration when you spend a spell point by 1 round.

*Four Necrosis Feats:* When you spend 1 spell point as a swift action to activate this feat, you can affect bleeding creatures within the blindsense range granted by this feat with any talent that requires a touch attack, Fortitude save, or Will save regardless of distance, line of sight, or line of effect.

### Numb Mind (Necrosis)

Your emotional and reflex responses fade, allowing you to shrug off distracting conditions.

**Prerequisite:** Death sphere.

**Benefit:** You gain +1 spell point. You can spend a spell point as an immediate action to gain a +2 bonus to saving throws against bleed, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting effects, paralysis, poison, sleep effects, and stunning for 1 round. For each necrosis feat you possess beyond this one, the bonus and duration increase by 1.

*Four Necrosis Feats:* When you use this feat, you also gain a new saving throw against one of the above effects currently affecting you (your choice).

### Wandering Spirit (Necrosis)

Your soul begins to loosen its grip on your body, preparing itself to flee if threatened.

**Prerequisite:** Death sphere.

**Benefit:** You gain +1 spell point. By spending 8 hours creating an intense mystical connection between you and an object, you can designate it as your phylactery. When you would die/be destroyed from hit point loss, you can spend a spell point as an immediate action to transfer your soul to your phylactery, as long as it is in close range. Your soul stays in its phylactery for 1 round. During this time, your body may be healed, as long as your phylactery remains unbroken.

If your new hit point total is greater than a negative amount equal to your Constitution score (or greater than 0, if you are

undead), then you come back to life and stabilizes at your new hit point total. You otherwise remain dead. If you are brought back to life in this manner, you gain a temporary negative level. For each necrosis feat you possess beyond this one, your soul remains in its phylactery for one additional round. Your phylactery has a number of hit points and break DC equal to 5 times the number of necrosis feats you possess, and a hardness equal to triple your necrosis feats.

**Four Necrosis Feats:** Your soul stays in its phylactery for up to 1 minute per necrosis feat, and your phylactery functions as long as it is within long range.

## Protokinesis Feats

Protokinesis feats represent innate telekinetic abilities, powers usable with minimal thought and effort in contrast to the magic of the Telekinesis sphere. They often develop unintentionally, without need for training or even awareness of them.

Unless noted otherwise, the benefit granted by any protokinesis feat is a spell-like ability with a caster level equal to your character level. In addition, protokinesis feats do not function when you are unconscious.

The effects of protokinesis feats last indefinitely unless otherwise noted, though they may be dismissed as a free action, or restarted as a standard action if they have been dispelled or dismissed.

### Counterweight (Protokinesis)

**Prerequisites:** Acrobatics 3 ranks, Telekinesis sphere.

**Benefit:** By applying your telekinetic powers to your own body you can stand on surfaces that could not normally support your weight, allowing you to balance on a single thread or walk across liquid, though you must still attempt Acrobatics checks to balance on narrow or difficult surfaces. You cannot walk on normal gaseous substances such as air or clouds, though you could balance on a *solid fog* spell. In addition, you may add your casting ability modifier as a bonus to Acrobatics checks.

### Force Shield (Protokinesis)

**Prerequisite:** Telekinesis sphere.

**Benefit:** By forming a thin field of telekinetic force with your hand as a swift action you can gain a +2 shield bonus to your armor class, +1 per 5 caster levels in Telekinesis. This counts as a shield, except it imposes no spell failure or armor check penalty. You must keep at least one hand free to maintain your force shield.

### Gravitic Anomaly (Protokinesis)

**Prerequisites:** Telekinesis sphere, Counterweight.

**Benefit:** Due to your control over your personal gravity, you can move on walls and ceilings and other surfaces as if they were the ground. If you are tripped or fall prone, the area's normal gravity reasserts itself and you fall to the ground, taking falling damage as appropriate for your distance above the ground.

### Kinetic Drift (Protokinesis)

**Prerequisites:** Telekinesis sphere, Counterweight, character level 5th.

**Benefit:** You can float above the ground instead of walking. You can hover up to 1 foot above the ground, allowing you

to ignore difficult terrain. When falling you may choose to descend at a slower rate to control your fall and to negate all falling damage you would take. Each round you descend 30 feet, and may move in another direction for 30 feet. You may choose to drift sideways, gliding forwards while descending, or down, safely increasing your rate of descent. You may even choose to drift 'upwards' to reduce your rate of descent, even allowing you to negate it entirely and hover midair.

### Mind Limb (Protokinesis)

**Prerequisite:** Telekinesis sphere.

**Benefit:** Your telekinetic powers give you an additional arm made of telekinetic force. Your telekinetic limb functions much as a normal arm can, but to an extent can also act independently. As a swift action you can use it to draw a sheathed or hidden weapon, ready a shield, retrieve a stored item, load a crossbow, open a door, pick up an unattended item, sheathe or store an item, or take other non-offensive actions involving manipulating objects. Your telekinetic limb cannot effectively wield weapons or shields or activate magic items, but can pass such items to another hand as part of any other action it takes.

### Telekinetic Exoskeleton (Protokinesis)

**Prerequisites:** Telekinesis sphere, character level 3rd.

**Benefit:** With your *telekinesis* you can supplement your physical skills. As a swift action you can give yourself one of the following benefits:

*Dampening Field:* You gain temporary hit points equal to your casting ability modifier.

*Propelling Force:* You gain a +10 feet enhancement bonus to your movement speeds.

*Tactile Telekinesis:* You add your casting ability modifier as a bonus to Strength checks, and Climb and Swim checks.

These benefits lasts indefinitely. If you activate one of these benefits while a previous benefit is still in effect, the first benefit ends immediately.

### Touchsense (Protokinesis)

**Prerequisites:** Perception 5 ranks, Telekinesis sphere.

**Benefit:** You can use your *telekinesis* to sense your surroundings, passively measuring vibrations in the ground. You gain tremorsense with a 15 feet range.

**Special:** If you possess the Kinetic Sense talent, add 15 feet to the range of the tremorsense it provides.

## Proxy Feats

Proxy feats represent an enhanced ability to manipulate and take advantage of the Create Proxy *enhancement*, which by default is granted by the Spell Proxy feat. Unless otherwise stated, these feats only apply to Create Proxy effects that you created yourself, and only affect creatures under the effects of Create Proxy who are within 30 feet. Generally, using a proxy feat immediately ends the Create Proxy effect for that creature. An incanter may select proxy feats as bonus feats.

### Defensive Proxies (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting, Spell Proxy.

**Benefit:** Whenever you fail a saving throw against a sphere effect, any creature within that is currently under the effects of Create Proxy may spend an immediate action to allow

you to reroll your saving throw. Doing so causes Create Proxy to immediately end for that creature.

### Maintain Proxy (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting, at least one Proxy feat.

**Benefit:** Whenever one of your Create Proxy effects would end due to a Proxy feat, you may spend 1 spell point to prevent it from ending prematurely.

### Mystic Choreography (Drawback, Proxy)

This feat is described under drawback feats above.

### Mystic Generosity (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting, Spell Proxy.

**Benefit:** Whenever you use Create Proxy on a creature, you may spend a spell point to grant them the Basic Magic Training feat as a bonus feat while they are under the effects of that *enhancement*. The sphere they gain access to must be one that you also have access to.

**Special:** If the target of Create Proxy does not meet the prerequisites for Basic Magic Training, they gain Extra Magic Talent as a bonus feat instead. The bonus talent they gain must be one that you also possess.

### Proxy Counterspell (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting, Counterspell, Spell Proxy.

**Benefit:** Whenever you use Counterspell, any creature under the effects of Create Proxy may spend an immediate action to allow you to end an additional effect. Doing so causes Create Proxy to end immediately for that creature.

### Proxy Network (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting, Spell Proxy.

**Benefit:** Whenever you use a sphere effect with a range of touch, you may choose to have it originate from a creature under the effects of Create Proxy instead of yourself. Doing so causes Create Proxy to end immediately.

### Spell Proxy (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting.

**Benefit:** You gain access to an additional *enhancement*, which you may use normally:

*Create Proxy:* You may *enhance* creatures, allowing them to act as aiding casters as if they themselves possessed the Circle Casting feat. They do not need to have any magic talents or a spell pool to do so.

**Special:** You may incorporate Create Proxy into a spell as if it were an Enhancement talent. You may not take Spell Proxy if you have the Personal Magics drawback.

### Spell Proxy, Extended (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting, at least one Proxy feat.

**Benefit:** The benefits of your proxy feats apply to creatures within 60 feet.

**Normal:** Proxy feats only apply to creatures within 30 feet.

### Spell Proxy, Improved (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting, Spell Proxy.

**Benefit:** Whenever you use Create Proxy, you may also transfer the concentration to maintain one sphere effect to the targets. If they possess spell points of their own, they may spend them in your place to have the effect continue without concentration.

### Spreading Magic (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting, Spell Proxy.

**Benefit:** Whenever you use a sphere ability that targets a creature, a creature under the effects of Create Proxy may choose to become an additional target if they are also within range. Doing so causes Create Proxy to end immediately for that creature.

### Suffer By Proxy (Drawback, Proxy)

This feat is described under drawback feats above.

### Tactical Proxies (Proxy)

**Prerequisites:** Enhancement sphere, Circle Casting, Spell Proxy, any one teamwork feat.

**Benefit:** You may treat any creature under the effects of Create Proxy as if they shared all of your teamwork feats. They do not gain the benefits of your teamwork feats unless they actually have it themselves.

**Special:** If you also have Improved Spell Proxy, you may choose to grant them the benefits of one of your teamwork feats instead of transferring concentration.

## Squadron Feats

Based around the use of the Squadron Commander feat, these feats offer various ways for allies to help each other - unlike teamwork feats, however, only one person in the party needs to know the feat being used.

### Battlefield Tactics (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** You may give your actions to members of your squadron. The type of action required to do this is equal to the type of action given: swift, move, standard, full-round, or attack of opportunity. If you give an attack of opportunity action to another squadron member, they must use it to attack the target that provoked the attack of opportunity from you. A character can not receive more than one extra action per round this way, regardless of how many squadrons they might be a member of.

### Close Formation (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** When members of your squadron use the aid another action on other squadron members, they grant their ally an additional +2 bonus.

### Focused Fire Tactics (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** As a swift action, you may spend a spell point or expend your martial focus and designate a target. Until the beginning of your next turn, whenever a member of your

squadron hits that target, all members of your squadron receive an additional +1 circumstance bonus to attack rolls and damage against that target. Members with iterative attacks can benefit from bonuses generated earlier in the same turn. This bonus stacks with itself, up to a maximum equal to your War caster level or your ranks in Diplomacy, whichever is higher.

### Instructive Command (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** Choose a skill you are trained in. All members of your squadron are treated as having at least as many ranks in that skill as you. If you possess the skill unlock for that skill, members of your squadron may use the skill unlock powers made available by your number of ranks in the skill. Whenever you rest for 8 hours, you may change the skill you have chosen to share.

### Lightning Tactics (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander; character level 10th.

**Benefit:** After you roll initiative, you may spend a spell point or expend your martial focus. If you do, squadron members may use your natural d20 roll in place of their own roll. They keep their own modifiers.

### Mass Command (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander, casting class feature.

**Benefit:** When using a sphere ability on a single creature in your squadron other than yourself, you may spend an additional spell point to target any number of creatures in your squadron. All squadron members must be within the range of the sphere ability. You must have line of sight and line of effect to affect them, and you may include yourself as a target. This cannot be used with sphere effects that do not have the option of being augmented by a (mass) talent. If the sphere ability has a duration greater than 1 hour, it is reduced to 1 hour.

### Mixed Formation (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** Members of your squadron do not provide cover to enemies, and members do not take penalties for shooting into melee against enemies in melee exclusively with other squadron members.

### Mobile Tactics (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** Squadron members may use a swift action to move a squadron member who is in a square adjacent to them to another square that is also adjacent to them. This movement does not provoke attacks of opportunity.

### Phalanx Formation (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** While a member of your squadron is adjacent to another member of your squadron, they receive a +2 circumstance bonus to AC and melee attack rolls. This bonus increases by +1 for every additional member adjacent after the first.

### Pincer Formation (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** When two or more members of your squadron flank an enemy, their flanking bonus applies to damage rolls as well as attack rolls.

### Platoon Commander (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** The number of members of your squadron increases. Your squadron includes yourself and 4 allies plus an additional ally for every 2 caster levels or ranks in Diplomacy (whichever is higher) you possess. You may add troop or crew creatures to your squadron, with each counting as 4 creatures.

### Ranged Command (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander; casting class feature.

**Benefit:** You may choose to have your sphere talents or abilities which target a willing creature have a range of close rather than touch when targeting members of your squadron.

### Requested Command (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** Any member of your squadron may expend a standard action requesting assistance. You may immediately respond by using a sphere ability that targets them (and only them, not an area around them) as a free action. You must be in range, and you must be able to use the sphere ability. Using the sphere ability draws attacks of opportunity normally.

### Scouting Tactics (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** As a swift action, you may spend a spell point or expend your martial focus to mentally communicate with the rest of your squadron the location of an enemy you have successfully damaged that turn. Until the beginning of your next turn, the target does not benefit from concealment or any form of stealth.

### Shielded Formation (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** Whenever a member of your squadron leaves a square adjacent to another member of your squadron, they do not provoke attacks of opportunity from adjacent enemies.

### Squadron Commander (Squadron)

**Prerequisite:** War sphere.

**Benefit:** You have a squadron of allies who experience greater benefits from your *totems*. Your squadron can include yourself and up to 3 additional allies, plus an additional ally for every 5 caster levels you possess or for every 5 ranks in Diplomacy you possess, whichever is higher. You can change the membership any time you rest and regain spell points, but you must touch a creature to add it to your squadron. You must spend 1 minute every day renewing the links between you and your squad members. You must have access to each member you wish to include. Your caster level at the time you renew this

connection is used for this ability through the day, even if your caster level changes.

Squadron members must be specific individuals. Squadrons can include summoned companions that are effectively the same creature being summoned each time (such as the companion *summoned* with the Conjunction sphere), but not spontaneously created creatures.

Alternatively, instead of allies, your squadron may consist of yourself and one crew or troop.

Members of your squadron gain increased bonuses from your *totems*. If a *totem* grants a bonus to any d20 roll or any number that is the target of a d20 roll (such as AC, attack rolls, saving throws, CMB, CMD, ability checks, skill checks, concentration checks, or spell penetration checks), that bonus increases by +1, and an additional +1 for every 10 War caster levels you possess.

### Vigilant Command (Squadron)

**Prerequisites:** War sphere, Squadron Commander; or Warleader sphere, Troop Commander.

**Benefit:** You may *rally* any ally in your squadron within long range or that you can see, even if they are not within range of a *totem*, and you can always *rally* yourself.

## Surreal Feats

Surreal feats are feats that use or rely upon the irrational and unpredictable substance known as shadowstuff. All surreal feats are spell-like abilities that are treated as (figment, shadow) illusions for the purposes of interacting with other effects. Characters with the Shadow Infusion talent or the create reality class feature may spend spell points in place of shadow points to activate abilities granted by surreal feats.

The first time you gain a surreal feat you also gain a shadow pool as the fey adept class feature, except it only contains a number of shadow points equal to the total number of surreal feats you possess. This stacks with any other shadow points.

### Emulation Expert (Surreal)

**Prerequisites:** Illusion sphere (Manipulate Aura (sensory, magic)); Illusion sphere (Shadow Infusion) or shadow pool; Shadow Magic or create reality class feature.

**Benefit:** When using the Shadow Magic feat or create reality class feature to duplicate effects from another sphere, you may spend a shadow point to treat the effect as both from the Illusion sphere and the sphere it is mimicking. This allows you to apply bonuses from items, class features, talents or feats that benefit that sphere as well as the Illusion sphere.

This feat does not allow you to apply the caster level bonus from staves for two different spheres. For example, when using create reality or Shadow Magic to produce a *destructive blast*, you may apply Destruction talents you possess and apply the caster level bonus from either a staff of Destruction or Illusion, apply bonus damage from elemental energy specialization class feature and treat both your fey adept and elemental level as full caster levels for calculating the caster level.

### Gather Shadowstuff (Surreal)

**Prerequisite:** Shadowmark class feature.

**Benefit:** In place of spending a shadow point you may use shadowmark as a full-round action.

### Greater Shadowmark (Surreal)

**Prerequisite:** Shadowmark 1d6.

**Benefit:** Your shadowmark deals d8s for damage instead of d6s.

### Shadow Magic (Surreal)

**Prerequisites:** Illusion sphere (Shadow Infusion) or shadow pool.

**Benefit:** You may mimic other spheres of magic by shaping shadowstuff. As a free action, you may spend 1 shadow point to grant yourself a temporary magic sphere or talent you do not possess from the following list: Alteration, Conjunction, Creation, Dark, Death, Destruction, Enhancement, Light, Nature, Protection or Weather sphere for 1 minute. For every 5 surreal feats you possess, you may grant yourself an additional temporary talent from the chosen sphere. You must still meet any prerequisites that the talents possess. When gaining multiple talents with this feat, you may use a talent gained this way as a prerequisite for other gained talents.

Any sphere talents or abilities gained from this feat are treated as if they were from the Illusion sphere and possess the shadow descriptor. Shadow magic, by its nature, has a very real effect even if disbelieved, although usually a reduced one. Unless stated otherwise, objects created as shadow illusions are made of shadowstuff (stable), and creatures have 1/5th their normal hit points.

The effective caster level of effects created using this feat is equal to your caster level in the Illusion sphere -2 (minimum 1). You may not have more than one sphere effect active at a time from the spheres granted from this feat. A second use of this feat immediately ends the duration of the previous use.

### Shadow Shield (Surreal)

**Benefit:** You may, as a swift action, spend a shadow point to create a protective layer of shadowstuff around a creature or object within 25 feet + 5 feet per 2 character level. This grants 1d4 temporary hit points for every character level you possess. Any creature that has at least 1 temporary hit point granted by your shadow shield also gains damage reduction 1/-. This damage reduction improves by an additional 1 per 5 character levels you possess. These temporary hit points last 1 minute.

### Shadow Shield, Improved (Surreal)

**Prerequisite:** Shadow Shield.

**Benefit:** Improve the temporary hit points granted by your shadow shield to 1d4+1 per character level. Instead of providing DR/-, the shadow shield reduces all hit point damage from all sources by the same amount.

### Shadowblast (Surreal)

**Prerequisite:** Shadowmark class feature.

**Benefit:** When using your shadowmark, you may spend an extra shadow point to change the effect from a ranged touch attack into a close-ranged cone. All creatures within this area are allowed a Reflex save for half damage. If they succeed at this Reflex save, they do not suffer the penalty to Will saves.

### Shadowstuff Armament (Surreal)

**Benefit:** As a move action or a free action with the expenditure of a shadow point, you may create and instantaneously equip a non-magical version of a weapon, piece of ammunition, light armor, or light shield you are proficient with out of stable shadowstuff. In the case of exotic weapons, you must have

studied a pre-existing version of the weapon for at least 1 week. This object dissipates one round after you are no longer in contact with it or if you use this feat a second time. Creating ammunition using this feat may be done as part of the same action required to load a weapon instead of a move action without having to spend a shadow point.

**Special:** You may create an additional simultaneous object with a single use of this feat per 5 character levels.

### Shadowy Slay (Surreal)

**Benefit:** Any time you deal damage to a creature from an illusion source you may spend a shadow point to allow the creature to be briefly attacked through its shadow. Any attack made against the target may resolve as a touch attack. This effect lasts 1 minute or until the creature is hit by a touch attack.

### Surreal Strike (Surreal)

**Benefit:** You gain shadowmark as the fey adept class feature, but use your character level -4 (minimum 1) as your fey adept level for the purposes of determining damage and Will save penalties.

### Violent Shadow (Surreal)

**Prerequisites:** Shadowmark 3d6, shadow pool.

**Benefit:** You may spend a shadow point as a full-round action to make a single attack with your shadowmark. Rather than a ranged touch attack, treat your shadowmark as a melee touch attack with a 10-foot reach. Regardless of if your attack hits or not, you may make attacks of opportunity as melee touch attacks with a 10-foot reach with your shadowmark without additional expenditure of points from your shadow pool until the beginning of your next turn. If you have multiple attacks from a high base attack bonus or effects such as haste you can (as part of the full-round action) make as many attacks with your violent shadow as your base attack bonus allows.

## Teamwork Feats

Teamwork feats are special in that they generally require at least two characters to know them in order to take effect, although some classes have abilities that make them easier to use.

### Cooperative Mind (Teamwork)

**Prerequisites:** Must have been subject to the Fusion advanced talent, character level 5th.

**Benefit:** When under the effects of the Fusion advanced talent with another creature that possesses this feat, you may act together more efficiently. You may choose to cooperate, allowing each creature to use the body to take a standard action. This consumes the amalgamated body's full-round action, but leaves each mind with their normal move and swift actions. This allows both creatures to supply verbal or somatic spell components, allows either creature to make attacks of opportunity, grants each creature access to combat feats and combat talents known by the other, and allows you to choose which mind is targeted by effects requiring a Will save until the start of your next turn.

### Cooperative Reanimate (Teamwork)

Undead you and your allies create resonate with each of your souls.

**Prerequisite:** Death sphere.

**Benefit:** You may give simple commands to undead under the control of an ally who also possesses this feat; if they receive conflicting orders, they act under their controller's orders. In addition, if at any time you would fall unconscious or be dropped to 0 hit points or less, you may choose to transfer any undead you have control over to another ally with this teamwork feat for 1 minute (or their normal maximum duration, whichever is shorter). Transferred undead may be returned to their owner during this time period as a move action, but can never be transferred to a third ally. After the duration expires, they are considered under your ally's control and count towards your ally's maximum Hit Dice total of undead they can have *reanimated* at once.

### Cumulative Nimbus (Teamwork)

**Prerequisites:** Weather sphere (any (shroud) talent), magic skill bonus +5.

**Benefit:** When a creature is under the effect of *shrouds* produced by multiple casters with this feat, any saving throws against one of these *shrouds* is made against the highest DC of any such *shroud*. *Shrouds* produced by casters without this feat are unaffected and other *shrouds* cannot use their DC.

### Twilight Adept (Teamwork)

**Prerequisite:** Dark sphere or Light sphere.

**Benefit:** Your Dark sphere talents or abilities continue to function in areas where you or someone else with the Twilight Adept feat cast a Light sphere talent or ability. Your Light sphere talents or abilities continue to function in areas where you or someone else with the Twilight Adept feat cast a Dark sphere talent or ability. The MSD to dispel a Light or Dark sphere effect overlapping in this way is increased by +2. You may choose to have your Dark and Light sphere talents or abilities interact normally if you wish. The light level in overlapping areas defaults to the ambient lighting conditions.

**Normal:** If a Light sphere effect interacts with a darkness effect (such as from the Dark sphere) or vice versa, the creator of the second effect must succeed at a magic skill check against the creator of the first effect.

# Chapter 8 Equipment

## Ammunitions

### Arrow, Vial

**Price** 5 gp; **Weight** 0.3 lb.

This arrow carries a small vial, large enough to carry a single dose of a contact poison, inhaled poison, formulae, liquid alchemical item, potion, oil, or dust. The vial is designed to shatter upon impact, releasing its content on or centered on the target. A vial arrow deals no weapon damage, and on a miss calculate the new center as with a splash weapon. Filling the vial requires a full-round action.

### Bolt, Vial

**Price** 5 gp; **Weight** 0.3 lb.

This crossbow bolt carries a small vial, large enough to carry a single dose of a contact poison, inhaled poison, formulae, liquid alchemical item, potion, oil, or dust. The vial is designed to shatter upon impact, releasing its content on or centered on the target. A vial bolt deals no weapon damage. Filling the vial requires a full-round action.

### Injector Shot

**Price** 15 gp; **Weight** 0.1 lbs.

An injector shot is a special kind of alchemical cartridge often used by bounty hunters and others who wish to subdue targets while keeping them alive. An injector shot is designed to hold a dose of injury poison, and while most injury poisons can simply be applied to a shot like any other type of ammunition, an injector shot is designed to deliver the poison through injection; an injector shot deals nonlethal damage instead of lethal damage in addition to delivering the poison. Filling an injector shot requires a full-round action.

### Shatter Shot

**Price** 15 gp; **Weight** 0.1 lbs.

A shatter shot is a special type of alchemical cartridge designed to hold a single dose of a contact poison, inhaled poison, formulae, liquid alchemical item, potion, oil, or dust. The shatter shot is designed to shatter upon impact, releasing its content on or centered on the target. A shatter shot deals no weapon damage. Filling the vial requires a full-round action.



## Splatter Shot

**Price** 25 gp; **Weight** -

A splatter shot is a special type of alchemical cartridge designed for firearms with the scatter weapon quality. A splatter shot is designed to hold 2 doses of a contact or injury poison; if only loaded with one dose or a dose from 2 different poisons, it is ineffective. When fired, every target damaged by the scatter shot are also affected by the included poison. Filling a splatter shot requires a full-round action.

# Special Materials

## Arcsilver

**HP/Inch:** 40; **Hardness:** 10; **Cost** Weapons and armor fashioned from arcsilver are always masterwork; the masterwork cost is included in the prices given below

This bright white metal has strange electrical properties and crackles with electricity when charged. By strategically incorporating coils of arcsilver into a weapon, suit of armor, or shield, this electricity can be discharged into enemies. Charging an item made of arcsilver is a move action that does not provoke an attack of opportunity, performed by slowly brandishing the weapon or brushing it against a surface.

When a weapon made with arcsilver is charged it passes this charge to anything it strikes, dealing +1d6 bonus electricity damage on its next successful hit. Ammunition is generally too small to gain a substantial charge, and so does not gain this property.

When a suit of armor or a shield made with arcsilver is charged, it passes the charge to the next creature that successfully strikes the wearer with either a metal melee weapon, an unarmed strike, or a natural weapon. This deals 1d6 electricity damage to the attacker.

In addition, arcsilver's natural electromagnetic properties allow it to be treated as a light density material for the purposes of *telekinesis* despite being the same weight as steel. Items without metal parts cannot be made from arcsilver.

Although, arcsilver is typically not used as the sole material of an item (in order to protect the user from its electric charge), arcsilver cannot be used in conjunction with other special materials.

Type of Item	Item Cost Modifier
Weapon	+2,000 gp
Armor and shields	+3,000 gp

## Featherglass

**HP/Inch** 3; **Hardness** 5; **Cost** 15 gp per pound of the original item weight

Featherglass is a rare material found in the high places of the world, a translucent substance that looks like hazy skyblue ice or glass and weighs little more than air.

Featherglass can be treated in a number of ways to make it either flexible or stiff and brittle, and can be used to create almost any item, though it is too fragile to create effective weapons and armor. Any object made out of featherglass weighs one-eighth of what a normal object would weigh. Featherglass objects are considered weightless for the purposes of *telekinesis*.

## Flowstone

**HP/Inch:** 10; **Hardness:** 8; **Cost** 10 gp per pound

Other than being unusually smooth textured, flowstone appears to be normal dark gray stone, its special properties only becoming apparent when it is manipulated with telekinetic powers. While to hand and tool it is solid and rigid, it molds and shapes like clay under the direction of *telekinesis*.

By using *telekinesis* you can shape flowstone instead of lifting it, affecting an amount of it equal to your normal size limit as a full-round action. Any simple shape may be imposed on the flowstone this way, such as flattening a side or shaping it into a rough ball. For something more complicated or finely detailed, more time must be taken: with each full-round action you may shape 1 cubic foot per caster level of your *telekinesis* effect, allowing you to create specific items or precise shapes, though a Craft check may be required to create anything complex, such as artistic shapes or moving parts. Changes imposed on flowstone in this way are permanent until changed through another use of *telekinesis*.

Due to its moldability, under the influence of *telekinesis* two or more portions of flowstone may be merged into a single object, either repairing broken items or simply creating larger masses to work with. Because it normally acts as stone, flowstone is largely unsuitable for weapons and armor.

Flowstone is normally sold in at least 10 pound lots. Smaller portions are generally priced higher per pound while lots measured in hundreds or thousands of pounds may be discounted. A cubic foot of flowstone weighs 150 pounds, while a 5-foot cube of flowstone weighs nearly 20,000 pounds.

## Greenwood

**HP/inch:** as wood; **Hardness:** as wood; **Cost** To determine the price of a greenwood item, use the original weight but add 50 gp per pound to the price of a masterwork version of that item. Items made from darkwood cannot be made into greenwood.

The secret of greenwood lies in its harvesting. Each length is taken, with leaves still attached, from a tree animated by a treant and cut with care to avoid the death of the tree. A dryad then speaks to and shapes the wood, coaxing the living green of the leaves into the grain of the wood itself. The resulting wood remains alive as long as it is doused with at least one gallon of water (plus 1 gallon for every 10 pounds of the item's weight) once per week and allowed to rest for an hour in contact with fertile soil. Any wooden or mostly wooden item (such as a bow or spear) made from greenwood is considered a masterwork item. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from greenwood or do not gain any special benefit from being made of greenwood.

When damp and in contact with fertile soil, living greenwood heals damage to itself at a rate of 1 hit point per hour, even repairing breaks and regrowing missing pieces. If the weapon has the broken condition, it is repaired during the first hour of contact with fertile soil. Greenwood items take only one-quarter damage from fire.

Greenwood can be altered or enhanced with wood-shaping magic such as *ironwood*, *shape wood*, and *warp wood*. The duration of any such effect on a greenwood item is doubled.



### Shadow Cord

**Price:** +1200 gp (this includes the cost of masterwork)

Shadow cords are thin threads of stable shadowstuff woven into clothing or light armor. Shadow cord responds to glamers and improves their efficacy when placed on the wearer. Any glamer cast on the wearer is treated as if it had an additional (sensory) talent of the wearers choosing applied to it and a +1 circumstance bonus to the effective caster level of that glamer.

### Stable Shadowstuff

**Weapon Price:** +2,000 gp (this includes the cost of masterwork)

**Armor Price:** +4,000 gp (this includes the cost of masterwork)

A stabilized form of shadow stuff can be created via Permanent Illusions and strange rituals. Weapons and armor made of this quasi-real material rendering them practically weightless and unbreakable by conventional means. Unfortunately this makes them also far less effective and lethal than their completely real counterparts.

Objects made of stable shadowstuff are treated as illusions with the shadow descriptor in addition to the object and materials they are emulating. They interact with spells and sphere effects as shadow illusions would, treating their wielder as their source. They are unaffected by the destroyed condition and cannot have their native state permanently altered after their creation. If suppressed or modified by magic, shadowstuff objects return to their native physical state upon reaching their full hit points (instantaneous effects such as *warp metal* or *warp wood* reduce a stable shadowstuff object to 1 hit point in addition to its normal effects). Their nature is unaffected by disbelief and all listed and stats and abilities remain unchanged even if revealed to be a shadow illusion.

Equipment made of stable shadowstuff has 5 hit points per inch of thickness and a hardness of 0. Stable shadowstuff stubbornly retains its shape and regenerates half its hit points (rounded up) each round and can even restore itself from the destroyed condition.

Weapons and ammunition made of stable shadowstuff have their weight reduced to 1/5th their normal weight, gain the fragile quality and may be treated as up to 2 sizes smaller by their wielder if to do so would be beneficial for the purposes of attack penalties and hands required to wield the weapon.

Attacks and abilities using shadowstuff weapons or ammunition resolve as touch attacks and ignore damage reduction and energy resistance, but deal exclusively nonlethal damage, as well as have all damage they deal halved (rounded down). This limitation also applies to all additional damage added from any source.

Only leather (not studded leather) armor, padded armor, bucklers, and light shields can be made of stable shadowstuff, but that armor may appear to be, and is treated as, any armor or shield type (including unarmored) if to do so would be beneficial to the wearer. Shadowstuff armor weighs 1/5th its normal weight, has its armor check penalty reduced by 3, spell failure chance reduced by 20% and its maximum Dexterity bonus improved by 4. Donning or removing stable shadowstuff armor is always a swift action.

### Unstable Shadowstuff

**Price:** 100 gp per part (a part is equal to one Tiny-sized object)

Unstable shadowstuff is an amorphous blob of no discernible color behaving like something between liquid and smoke. It falls or drips at an erratic rate as if its mass and density are in constant flux. Occasionally it has been seen to ignore conventional rules of gravity and matter by crawling up walls, dripping upwards or moving through solid objects unpredictably. Parts of shadowstuff kept together, no matter how many, take up no more space than a single part. Those who utilize this odd material usually keep a massive reserve in an inkwell made of stable shadowstuff to prevent the surreal properties of the material from allowing it to leak out or escape.

Characters with the Illusion sphere can quickly but temporarily shape unstable shadowstuff into semi-stable forms. By spending a spell point as a standard action, an illusionist may transform unstable shadowstuff into any mundane non-masterwork object of the same approximate mass (Tiny size).

Multiple parts of this strange stuff can be used to create a single larger object. This object retains its new form for 1 minute per Illusion caster level of the shaper.

Unstable shadowstuff may be consumed like a material component as part of the action to use a sphere effect or class feature with the (shadow) descriptor. If consumed, grants a +2 circumstance bonus to caster level of the effect.

Unstable shadowstuff, when shaped, behaves in all ways as stable shadowstuff except its native physical state is that of an amorphous blob. If destroyed, suppressed or altered it reverts to that state.

## Sample Ritual Books

### Reminder: Buying and Selling Ritual Books

While ritual books have a cost to create, rituals also have a cost to research. Ritual books could easily be found as loot, but are not considered to have a market value in and of themselves. As such, while certain rare rituals or other special circumstances may provide exceptions, a player must buy ritual books at a price of 4x the cost to create the ritual book or sell their own ritual-casting services to rich clients, but will not find it possible to sell copies of their own ritual books.

#### DIARY OF A CONSPIRACY THEORIST (DIVINATION)

**Aura** faint Divination; **CL** 4

**Slot** none; **Price** 240 gp; **Weight** 1.5 lbs.

#### DESCRIPTION

This tattered book has a cover made from a thin sheet of lead and contains the ramblings of a thaumaturge who went insane, insisting that an unknown entity was out to get them. A number of similar ritual books have turned up each written by a different hand telling their own personal fall and descent into madness.

**Rituals**

- detect poison, guidance*
- 1st—*detect thoughts*
- 2nd—*augury*

**CONSTRUCTION REQUIREMENTS**

Craft Rituals, Ritual Caster, Divination sphere; **Cost** 60 gp.

**GRIMOIRE OF NATURE'S WRATH (NATURE)**

**Aura** overwhelming Nature; **CL** 18

**Slot** none; **Price** 13,520 gp; **Weight** 2 lbs.

**DESCRIPTION**

This ritual book is usually hidden away by a Grand Archdruid, only to be removed when nature beckons for a life reset. Each copy of this tome is described different from the others, so while one may be stone tablets bound with vines, another might be a book of inscribed leaves.

**Rituals**

- 4th—*ice storm*
- 7th—*firestorm*
- 8th—*control plants, earthquake, repel metal or repel stone*
- 9th—*sympathy*

**CONSTRUCTION REQUIREMENTS**

Craft Rituals, Ritual Caster, Nature sphere; **Cost** 3,380 gp.

**NOVICE GUIDE TO TRIAGE (LIFE)**

**Aura** faint Life; **CL** 2

**Slot** none; **Price** 140 gp; **Weight** 1 lb.

**DESCRIPTION**

These bone-white books contain medical expertise on how to accurately sort the wounded, treat for shock, and bind bleeding wounds. Initially, these were handed out to soldiers by members of the White Lotus Cult, but distribution was eventually put to an end. Ironically, more patients had died by untrained novices when they spent minutes searching the books instead of binding the injured wounds, than those saved.

**Rituals**

- stabilize*
- 1st—*cure light wounds, deathwatch, remove fear*

**CONSTRUCTION REQUIREMENTS**

Craft Rituals, Ritual Caster, Life sphere; **Cost** 35 gp.

**PRIMER OF CATASTROPHIC WEATHER (WEATHER)**

**Aura** overwhelming Weather; **CL** 18

**Slot** none; **Price** 14,840 gp; **Weight** 2 lbs.

**DESCRIPTION**

Usually bound in a charred cover, this ritual book has been used in the past to demolish entire metropolises. While possible that a rare copy or two may be locked away in the forbidden archives of the Whitecloud Monastery organization, it is loudly proclaimed illegal on grounds of suspected terrorism to be in possession of such books without proper documentation and permits.

**Rituals**

- 7th—*control weather, firestorm*
- 8th—*reverse gravity, sunburst, whirlwind*
- 9th—*storm of vengeance*

**CONSTRUCTION REQUIREMENTS**

Craft Rituals, Ritual Caster, Weather sphere; **Cost** 3,710 gp.

**RITUALS OF PRIMORDIAL ASPECTS (NATURE)**

**Aura** overwhelming Nature; **CL** 18

**Slot** none; **Price** 9,720 gp; **Weight** 1 lb.

**DESCRIPTION**

This book's cover appears to be made from the skins of different elemental humanoids including ifrit, oread, sylph, and undine. The contents of its pages gives a detailed synopsis of each of the primordial planes, the denizens within, and how to bring them into being.

**Rituals**

- 9th—*elemental swarm, shambler, summon nature's ally IX*

**CONSTRUCTION REQUIREMENTS**

Craft Rituals, Ritual Caster, Nature sphere; **Cost** 2,430 gp.

**TOME OF ESOTERIC RESEARCH (DIVINATION)**

**Aura** faint Divination; **CL** 2

**Slot** none; **Price** 80 gp; **Weight** 1 lb.

**DESCRIPTION**

It is not uncommon for a library established by the Blue Cowl organization to find a copy of this ritual book on its shelves. The ritual book usually has a blue leather cover with silver or grey stitching and embroidered lettering.

**Rituals**

- detect magic, read magic*
- 1st—*identify*

**CONSTRUCTION REQUIREMENTS**

Craft Rituals, Ritual Caster, Divination sphere; **Cost** 20 gp.

**TOME OF FORM MASTERY (ALTERATION)**

**Aura** overwhelming Alteration; **CL** 18

**Slot** none; **Price** 17,400 gp; **Weight** 1 lb.

**DESCRIPTION**

The cover of this ritual book is aberrant and appears to change color periodically. Inside, the tome contains and in-canter's notes on what she believes to be the ultimate transformation rituals.

**Rituals**

- 7th—*greater polymorph, plant shape III*
- 8th—*animal shapes, form of the dragon III, form of the giant II, polymorph any object*
- 9th—*shapechange*

**CONSTRUCTION REQUIREMENTS**

Craft Rituals, Ritual Caster, Alteration sphere; **Cost** 4,350 gp.

# Magic Items

## Using Magic Items

### Spell Trigger and Spell Completion Items

While some Pathfinder magic items (swords, potions, armor, etc.) are usable by virtually any creature, some items (scrolls, wands, and staves) can only be used by magic-users who meet their prerequisites. Specifically, the core Pathfinder system requires the caster to use magic of their same source (arcane or divine), and to have the spell on their spell list. However, while GMs may add distinctions such as the arcane/divine divide to the *Spheres of Power* system through casting traditions, concepts such as spell lists do not exist in the *Spheres of Power* system.

Instead, when using the *Spheres of Power* system and determining if a creature may activate a spell completion item such as a scroll, the creature must possess the base sphere associated with that item, and their caster level must be at least equal to the caster level of the item. If their caster level is lower than the caster level of the spell-completion item, they suffer a chance of failure, as detailed in the description of scrolls from the *Pathfinder Roleplaying Game Core Rulebook*.

In order to activate a spell trigger item such as a wand, the caster must possess the base sphere associated with that item. When converting a pre-existing magic item to the *Spheres of Power* system, or when determining which base sphere an *Spheres of Power* caster must possess in order to activate a spell trigger or spell completion magic item from the core Pathfinder magic system, see Rituals under Advanced Magic.

### Adjusting Wealth by Level

The Pathfinder Roleplaying Game contains guidelines for estimating the amount of wealth a character is expected to have at any given level, commonly referred to as Wealth-by-Level.

While not a hard rule of the game, Wealth-by-Level was created as a GM aid when determining how powerful characters are expected to be at different points in the game.

The rules and guidelines presented below can produce both new magic items as well as altered prices for standard magic items. This could alter both how a character spends their money, as well as how much power a certain amount of gold can bring them. When mixing multiple magic item creation systems together, this can cause even greater inconsistencies, as the same item may have a variety of costs depending on which system was used to create it.

While the following rules are designed for balanced gameplay, GMs are encouraged (especially when mixing systems) to adjust prices, powers, and availability of items as needed for a particular game, and to disallow any options that prove disruptive or unbalancing.

## Crafting Magic Items

### Quick Conversions

In Pathfinder, all pre-written magic items are listed with a set of prerequisites for their creation, often in the form of feats, spells, a minimum caster level, and required material components. When using the *Spheres of Power* system to create these pre-existing magic items, there are two ways to quickly adapt their prerequisites to fit with the *Spheres of Power* system. These methods require substitutions to be made with either magic talents or rituals.

**Magic Talents:** When creating a pre-existing magic item, with GM permission, a caster may simply substitute an appropriate magic talent for the required spell: Fire Blast can replace *burning hands* or *fireball*, while the Suppression Illusion talent can substitute for the *invisibility* spell in a similar fashion. The GM is always the final arbiter when determining which talent would replace which spell.

**Rituals:** For games that employ rituals and/or traditional Pathfinder spellcasting, a *Spheres of Power* caster may use an item's prerequisite spell as a ritual in order to meet the item's crafting prerequisites. This can even allow a spherecaster to use the traditional magic item creation rules, using ritual level in place of spell level when determining the cost of a new magic item. When using this method, treat the ritual's material cost as if it were a spell's costly material component.

### Item Creation with Spheres of Power

It is entirely possible to use the *Spheres of Power* system with the Pathfinder Roleplaying Game magic item crafting rules without issue; most of the Pathfinder Roleplaying Game's magic item creation rules differentiate magic items by slot only, and through the ritual system, spherecasters can even meet all of the prerequisites for an item without the need for conversion of any kind. However, *Spheres of Power* introduces many alternate forms for various magic items to better synergize them with the *Spheres of Power* system (changing how magical effects are constructed, altering how staves and wands work, etc.) and introduces new crafting guidelines to better work with these changes. These rules are included below.

**Note:** The rules and guidelines for creating magic items, both here and in core Pathfinder, are suggestions only; there will always be items that 'should' cost more or less than what the guidelines would indicate, and items whose powers are so unique that they do not quite fit into any guidelines at all. When creating custom magic items, prices should be compared to those of existing items that accomplish similar effects, and the GM is always the final arbiter if a particular price is too high, too low, or whether a desired item simply should not be able to exist.

## Creating Magic Items

To create a magic item, a caster must possess the appropriate item creation feat, the base sphere associated with the item's abilities and any talents expressly required to create its effect (for example, a talent from Destruction's fire (blast type) group to create an item that uses fire), and a caster level with that sphere equal to or greater than the caster level of the item (charms, implements, and magical arms and armor use the crafter's MSB instead of caster level). Temporary increases in caster level, such as a thaumaturge's forbidden lore class feature or benefits gained through certain casting tradition boons or magic items, do not count towards a caster's maximum caster level for the purpose of crafting magic items. A creature cannot create a magic item dependent on an ability they cannot use due to a casting tradition drawback.

Additionally, the crafter must supply materials whose cost is equal to 1/2 the base cost of the item to be created. When adding an enchantment to an existing object, the object must be supplied separately (for example, when creating a magic sword, a masterwork sword must be supplied in addition to the cost of the enchantment itself).

Finally, the crafter needs a fairly quiet, comfortable, and well-lit place in which to create a magic item. The crafter must spend 8 hours (1 day) per 1,000 gp in the item's base cost crafting the magical item. Scrolls and compounds such as potions, oils, and dusts only take 2 hours to craft if their base cost is 250 gp or lower, but all other items require a minimum of 8 hours to create. The crafter spends the materials required to create the item at the beginning of the crafting process, and cannot create more than one item per day. A creature cannot spend more than 8 hours per day crafting. The days spent crafting do not need to be consecutive.

Crafting must be done in 4 hour blocks at a minimum. If a crafter is working in an area that is distracting or dangerous (such as in the back of a wagon or in an area that is not quiet), they net only half benefit from time spent crafting. A caster can attempt to work on crafting a magic item throughout a day of adventuring (spending time during meals or their shift during watch to do what work they can), but the combination of distracting environments and lack of time mean they only net 2 hours of crafting per day spent in this fashion.

At the end of the crafting period, the caster must attempt a single skill check (usually Spellcraft, but the caster may substitute an appropriate Craft skill determined by the nature of the item in question) to determine if the item was created correctly. The DC of this check is equal to 10 + the caster level of the item. Failing this check means the item does not function correctly and the materials and time are wasted. Failing this check by 5 or more results in the creation of a cursed item.

When creating a magic item, the crafter must possess the base sphere associated with the enchantment created, either on their own or through an ally, implement, wand/spell engine, or scroll. If the item requires a talent the crafter does not have access to either on their own or through another caster willing to help (other than the base sphere), they may attempt to create the item anyway, increasing the Spellcraft DC by +5 for each missing talent.

## Cooperative Casting

If you need another character or a magic item (such as a wand or spell engine, implement, or scroll) to supply one of an item's requirements, both you and the other character or the magic item must be present for the entire duration of the crafting process.

## Talent-Based Item Creation

Some magic items, such as magical weapons and charms, pick their powers from a predetermined list. For other magic items, their power and effects are created by building and combining effects, not unlike the method a caster uses to combine spheres and talents when casting.

When creating a magic item that uses the talent-based creation system, its base cost is determined by multiplying its caster level x its complexity x a base cost determined by the type of item being created, as detailed under the different magic item creation feats listed below. While the item's caster level determines its power just as it does for casters, the enchantment's complexity is determined by the number and type of benefits it possesses.

All items created through the talent-based creation system must choose a base sphere and ability from the list presented below, and begin with a complexity of 1. The crafter may increase or decrease the item's complexity through any of the following alterations, but an effect's complexity always has a minimum of 1. When combining multiple talent-based effects or spell engine/wand effects, they all must be crafted with the same caster level, though each may have its own complexity (charms, implements, and magical weapons and armor do not follow this rule, as their prices are not calculated depending on caster level). An effect's caster level must be equal to or greater than its complexity.

**Increased Range:** You may increase or decrease the range of an effect by 1 step at a cost of +1 complexity per increase, or -1 complexity per decrease.

### Chart: Range

#### Range Increments

Personal (user or centered on user)

Touch (adjacent to user)

Close (25 ft. + 5 ft./2 caster levels)

Medium (100 ft. + 10 ft./caster level)

Long (400 ft. + 40 ft./caster level)

**Increased Duration:** You may increase or decrease the duration of an effect by 1 step at a cost of +2 complexity per increase or -2 complexity per decrease.

### Chart: Duration

#### Duration Increments

1 round/caster level

1 minute/caster level

10 minutes/caster level

1 hour/caster level

**Add Talent:** You may add the effects of any talent from the item's base sphere at a cost of +1 complexity per talent. If adding the effects of a talent would normally require the caster to spend additional spell points, increase the complexity by 1 per spell point required.

*Note:* If adding an advanced talent, the complexity increase becomes +2, +1 per spell point required for its use. All talents listed as prerequisites for that advanced talent must have already been added to the effect, and the item must have a caster level equal to or higher than the talent's prerequisites. A crafter must have access to an advanced talent to add it to an item; advanced talents cannot be bypassed by increasing the Spellcraft check DC.

**Unique Changes:** Because magic items are at their best when they are unique and original, there is technically no limitation to what alterations you may make to a magic item. When making a unique change to a magic item's abilities that is of equal power to adding a magic talent or an additional spell point, increase the complexity by +1. If adding a unique limitation that would be the equivalent of a drawback, decrease the complexity by 1.

**Variable Effects:** It is possible to create a magic item that gives choice to its user; for example, an item that creates a *destructive blast* that allows the user to pick from a variety of blast types or blast shapes. For such an item, the complexity increase for every option beyond the most expensive would be 1/2 the usual increase.

## Item Base Powers

### Alteration

**Range:** personal

**Duration:** 1 round/caster level

**Effect:** The target gains the effects of a *shapeshift* (Fortitude negates), gaining the Blank Transformation and 1 trait +1 per 5 caster levels chosen from the basic Alteration sphere. These must be chosen when the item is crafted and do not change from use to use.

#### Complexity

*Forms and Traits:* Changing the form or traits granted by this effect increases the complexity by 1 for every talent required. If using a talent, form, or trait would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

*Increased Traits:* You may add an additional trait to the form, increasing the complexity by 1.

*Other Talents:* Adding the effect of the Mass Alteration talent to this item increases the complexity by 2.

*Multiple Forms:* If the target may change or choose their form or traits from among the talents included in the item, increase the complexity by an additional +1.

## Blood

### Blood Control

**Range:** touch

**Duration:** 1 round/caster level

**Effect:** Apply *blood control* (with either the bleed or coagulate ability) to the target, as the base Blood sphere.

### Extract Blood Construct

**Range:** touch

**Duration:** 1 round/caster level

**Effect:** Create a blood construct per the Extract Blood Construct talent of no more than 1 Hit Die per caster level.

#### Complexity

*Improved Blood Control:* You may change the (quicken) or (still) effect granted or apply a Blood talent to the effect by increasing the complexity by 1. If the talent or ability would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

*Control Required:* Instead of the base abilities, you may apply a (quicken) or (still) ability that requires the target to already be under the effects of your *blood control* to a target that is under the effects of your *blood control*. This does not increase complexity.

## Conjuration

**Range:** personal (adjacent space)

**Duration:** 1 round/caster level

**Effect:** *Summons* a companion from the Conjuration sphere. Unlike other *summoned* companions, this companion does not begin with 1 (form) talent.

#### Complexity

*Form Talents:* Increase the complexity by 1 for every (form) talent the companion possesses.

*Increased Duration:* Adding the Lingering Companion talent or the Greater Summoning talent to this effect increases the duration by 1 step for +1 complexity instead of +2 instead of their usual effects. You may increase the duration to 24 hours by adding both talents and increasing the complexity by an additional +2, for a total of +4.

## Creation

### Alter

**Range:** touch

**Duration:** instantaneous

**Effect:** Repair or Destroy the target as the base Creation sphere.

### Create

**Range:** personal (adjacent space)

**Duration:** 1 round/caster level

**Effect:** *Create* an object, as the Creation sphere.

#### Complexity

*Greater Creation:* To add the effects of a Creation talent (or to change the *alter* effect bestowed), increase the complexity by 1 for every talent added. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required. When changing the *alter* effect from Repair or Destroy, change the duration to match the ability chosen.

## Dark

**Range:** personal (centered on item)

**Duration:** 1 round/caster level

**Effect:** Create an area of *darkness* as the Dark sphere, filling a 10 feet + 5 feet per 2 caster levels radius area.

### Complexity

*Blot:* You may change the effect from creating *darkness* to creating a *blot* and add a single (blot) talent to the item at no increase in complexity.

*Meld:* You may change the effect from creating *darkness* to granting the target the benefits of a single (meld) talent. This does not increase the complexity unless selecting the Feed On Darkness (meld) talent, in which case it increases the complexity by 2.

*Greater Darkness:* To add the effects of a Dark sphere talent, increase the complexity by +1 per talent. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

*Shadow:* You may change the effect from creating darkness to generating the effect of a (shadow) talent. Doing so increases the complexity by 1, plus an amount equal to the spell point cost of the talent. Adjust the duration (and casting time if it is less than a standard action) to match that of the talent selected.

## Death

### Ghost Strike

**Range:** touch

**Duration:** variable (as *ghost strike*)

**Effect:** Affect the target as with the basic *ghost strike* from the Death sphere. You may increase the power of your *ghost strike* (as if spending a spell point) by increasing the complexity by 1.

### Reanimate

**Range:** touch

**Duration:** 1 round/caster level.

**Effect:** *Reanimate* a corpse into a skeleton or zombie of no more than 1 Hit Die per caster level.

### Complexity

*Ghost Strike:* If changing the *ghost strike* bestowed, increase the complexity by 1. When using a *ghost strike* would normally cost extra spell points, increase the complexity by an additional +1 per spell point required. The *ghost strike*'s duration always changes to match the *ghost strike* selected.

*Multiple Targets:* When reanimating targets, you may increase the complexity by 2 to *reanimate* multiple targets at once, by no more than 2 Hit Dice per caster level, each target must be within close range, and each *reanimated* creature cannot exceed 1 Hit Die per caster level. For every additional +1 added to the complexity, you may increase the total number of *reanimated* creatures by 1 Hit Die, to a total amount equal to your Death sphere maximum.

*Death Talents:* You may add the effects of any Death sphere talent by increasing the complexity by 1. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## Destruction

**Range:** touch

**Duration:** instantaneous

**Effect:** 1d6 bludgeoning damage per 2 caster levels. You may increase the damage to one die per caster level by increasing the complexity by 1.

### Complexity

*Destruction Talents:* You may apply the effects of a (blast shape) or (blast type) talent to the magic item by increasing the complexity by 1 for each talent added. If a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

*Admixture:* Adding the Admixture talent to an item does not increase the complexity, but the complexity is increased for each blast type added, as outlined above under 'Destruction Talents'.

## Divination

### Divine

**Range:** close

**Duration:** concentration

**Effect:** Gain information on magic auras within range, as the base *divine* from the Divination sphere.

### Sense

**Range:** personal

**Duration:** 1 minute/caster level

**Effect:** Grant the target the base *sense* from the Divination sphere.

### Complexity

*Divine:* You may change the subject of your *divining* to one of the other subjects you may *divine* for from the base Divination sphere (Divine Alignment, Divine Undead, etc.) by increasing the complexity by 1.

*Sense:* You may change the *sense* granted by increasing the complexity by 1 per spell point in the *sense*'s cost.

*Greater Divination:* You may apply any other talent from the Divination sphere by increasing the complexity by 1. If this *sense* or *divine* would normally cost additional spell points, increase the complexity by +1 per the number of additional spell points.

## Enhancement

**Range:** touch

**Duration:** 1 round/caster level

**Effect:** Apply the basic *enhancement* of the Enhancement sphere to a target.

### Complexity

*Change Enhancement:* You may change the *enhancement* applied by increasing the complexity by 1. If the applied enhancement would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## Fallen Fey

**Range:** personal

**Duration:** 1 minute/caster level

**Effect:** Apply *fey-link* to the target, as the base Fallen Fey sphere, as well as the Nature-connection *fey-blessing* linked to a terrain selected when the item is created.

### Complexity

*Improved Fey-Blessing:* You may change the *fey-blessing* effect granted, add an additional terrain to Nature-connection, or apply a Fallen Fey talent to the effect by increasing the complexity by 1. If the talent or ability requires the expenditure of a spell point, increase the complexity instead by 2.

## Fate

**Range:** personal

**Duration:** 1 round/caster level

**Effect:** Create a Serendipity *consecration*, affecting a 20-foot radius burst.

### Complexity

*Word:* To apply the effects of a *word* instead of a *consecration*, increase the complexity by 1, +1 for every spell point required by the *word* in question. Adjust the duration (and casting time if it is less than a standard action) to match that of the word selected.

*Greater Fate:* You may apply the benefits of a Fate sphere talent to the item by increasing the complexity by 1. If applying a talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

*Motif:* You may change the effect to granting a target the effects of a *motif*. When doing so, increase the duration to 1 minute per caster level, and increase the complexity by 1.

## Illusion

**Range:** touch (adjacent space)

**Duration:** 1 round/caster level.

**Effect:** Create a silent visual *illusion* as the Illusion sphere ability.

### Complexity

*Change Sense:* If you wish to change the affected sense, losing the visual aspect of the *illusion* and replacing it with another sense, do not increase the complexity.

*Altered Effects:* To add an Illusion talent to this ability, increase the complexity by 1. If the talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

*Glamer:* To change the effect from creating a figment to creating a glamer (an *illusion* that is attached to a target, such as Illusionary Disguise or another talent), increase the complexity by 1 as normal when adding a talent. When adding Suppression, increase the complexity by +2 instead of +1.

## Life

**Range:** touch

**Duration:** instantaneous

**Effect:** *Cure* or *restore* the target, as the base Life sphere.

## Complexity

*Increased Restoration:* To add the effects of a Life talent to this ability, increase the complexity by 1 for every talent added.

*Versatile Restoration:* To add the ability to use different variants of *restore* or to usable either as a *cure* or a *restore*, increase the complexity by 1 for each additional option. If these different options are all used as part of the same usage, increase the complexity by 2 instead.

*Temporary Hit Points:* To change this effect from *cure* or *restore* to granting 1 temporary hit point per caster level, increase the duration to 1 minute/caster level and do not change the complexity. To add temporary hit points onto the effect without replacing the initial effect, increase the complexity by 1.

## Light

**Range:** personal (object)

**Duration:** 1 minute/caster level

**Effect:** The target *glows* and creates bright light, as the Light sphere.

### Complexity

*Lesser Light:* To create a *glow* that only produces normal light (as the Light sphere), decrease the complexity by 1. This cannot decrease the complexity lower than 1.

*Lens:* When changing the effect from creating light to instead bestowing a *lens*, increase the complexity by 1.

*Nimbus:* Adding a (nimbus) talent to the effect increases the complexity by 1.

*Powerful Light:* To apply the effects of a Light talent, increase the complexity by 1. If this talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.



## Mind

**Range:** touch

**Duration:** as charm

**Effect:** Plant a Suggestion in the target's mind, as the base Mind sphere *lesser charm*. The target must be of your own creature type.

### Complexity

*Alternate Charm:* To change the *charm* applied by this effect, increase the complexity by 1.

*Cloud:* When changing the effect to that of a (cloud) talent, the area becomes either a 10-foot radius + an extra 5 feet per caster level, or a 10-foot wide area that extends for a length of 10 feet + 10 feet per caster level. Increase the complexity by +2.

*Open Mind:* To allow this *charm* to affect all creature types (so long as the creature is not immune to mind-altering effects), increase the complexity by 1.

*Mass Charm:* To affect an additional 1 target per 2 caster levels (minimum +1), increase the complexity by 2.

*Greater Charm:* To use a *charm's* greater variant, increase the complexity by 1. To use a *charm's* powerful variant, increase the complexity by 3.

## Nature

**Range:** personal (centered on item)

**Duration:** 1 round/caster level

**Effect:** Produce a *geomancing* effect, as one included in the base Nature sphere. The user is not immune to a *geomancing* effect they create.

### Complexity

*Greater Geomancing:* To change the *geomancing* effect to one granted by a talent, or to add the effects of a talent to this ability, increase the complexity by 1. If the talent or effect would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

*Nature Spirit:* To change the effect to bestowing a *spirit* effect, increase the complexity by 1.

## Protection

### Aegis

**Range:** personal

**Duration:** 1 minute/caster level

**Effect:** Grant the target the benefits of the basic *aegis* granted by the Protection sphere.

### Ward

**Range:** personal (centered on caster)

**Duration:** 1 round/caster level

**Effect:** Create the basic *ward*, as the base Protection sphere.

### Complexity

*Greater Protection:* To change the *aegis* or *ward* granted, or to apply the effects of a Protection talent, increase the complexity by 1. This is in addition to the spell point usually required to create an *aegis*.

*Succor:* When adding a (succor) talent without changing the *aegis* granted, increase the complexity by +1. If adding a *succor*

to replace a granted *aegis*, do not increase the complexity; the *succor* can be activated at any time during the effect's duration.

## Telekinesis

**Range:** personal (item, user, or object attached to item)

**Duration:** 1 round/caster level

**Effect:** You may cause a target to move through space, as the Telekinesis base sphere Sustained Force ability (Will negates). If moved into a square occupied by another object, this may perform a Bludgeon maneuver.

### Complexity

*Greater Telekinesis:* You may apply the effects of any Telekinesis talent to this item by increasing the complexity by 1. If the talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## Time

**Range:** personal

**Duration:** 1 round/caster level

**Effect:** Apply a Haste or Slow to the target, as the base Time sphere.

### Complexity

*Improved Time:* You may change the *alter time* effect granted or apply a Time talent to the effect by increasing the complexity by 1. If the talent or ability would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

## War

**Range:** personal (centered on caster)

**Duration:** 1 round/caster level

**Effect:** Apply the effects of the base *totem* from the War sphere to a stationary 50-foot area centered on the caster.

### Complexity

*Rally:* To use a *rally* on a target instead of creating a *totem*, increase the complexity by +2. If the *rally* costs more than 1 spell point, increase the complexity by +1 for every additional spell point. Change the duration to instantaneous and the activation time to an immediate action. To apply Greater Rally and affect an additional 1 target per 2 caster levels within range, increase the complexity by another +2.

*Greater Totem:* To change the *totem* placed or apply the effects of another War talent, increase the complexity by 1. If the talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

*Mandate:* When changing the granted effect to creating a *mandate* between two people, the range becomes touch and the duration becomes 1 round per caster level.

*Momentum:* When changing the effect to granting the benefits of a (momentum) talent, increase the duration to 1 minute per caster level, and increase the complexity by 1. The item grants a number of *momentum* points equal to the item's caster level.



## Warp

**Range:** personal

**Duration:** instantaneous

**Effect:** *Teleport* the target anywhere within close range that the user can see (Will negates if unwilling).

### Complexity

**Increased Effect:** To increase the range the target is *teleported* (close to medium, medium to long), increase the complexity by 2 for each increase.

**Greater Warp:** To apply the effects of a Warp talent, increase the complexity by 1. If that talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

**Bend Space:** To change the effect to *bending space*, increase the complexity by 1. If the *bend space* effect would normally cost extra spell points, increase the complexity by an additional +1 per spell point required. Change the duration to match the chosen *bend space* effect.

## Weather

**Range:** personal

**Duration:** 1 round/caster level

**Effect:** Change one weather category's severity level as the base Weather sphere within a close-range radius burst.

### Complexity

**Increase Effect:** To increase the size of the area affected (close-range radius burst to medium-range radius burst, medium-range radius burst to long-range radius burst), increase the complexity by 2 for each such increase.

**Greater Weather:** You may apply the effects of a Weather talent by increasing the complexity by 1. If the talent would normally cost extra spell points, increase the complexity by an additional +1 per spell point required.

**Mantles and Shrouds:** When changing the base effect to bestowing a *mantle* or a *shroud*, do not increase the complexity, and change the range to touch.

## Miscellaneous Variables

When creating a magic item, the following options are also available.

**No Space Limitation:** If an item does not need to be worn nor held in hand to be used (for example, a magical tattoo or an orbiting ioun stone), multiply the cost by 2.

**Permanency:** Generally, effects bestowed by magic items are not permanent. When dealing with an exception to this rule (for example, the *love everlasting potion*), the item must have a duration measured at least in hours, a caster level of at least 10, and the complexity must be raised by an additional +2. Permanent effects may be dispelled or removed by the Break Enchantment Life talent, or a similar effect such as the *break enchantment* spell. A GM should be careful when allowing permanent effects.

**Multiple Effects:** It is possible to add two or more effects to the same magic item (for example, an item that both can create a *destructive blast* that also grants its wearer a bonus to Intelligence). When doing so, the crafter must have all of the appropriate item creation feats, and every effect must have

the same caster level (the caster level of the item itself, but can have different complexities. When finished, multiply the cost of every effect except for the most expensive one by 1.5.

**Mixing Effects:** Just as it is possible to add two or more different effects onto the same magic item, it is possible to make an effect that is a combination of two different sphere abilities (for example, instead of a device that can create *darkness* or *destructive blasts*, you could create a device that creates *darkness* and affects everything within that *darkness* with a *destructive blast*). When creating such an effect, calculate each effect separately (they must have the same caster level but can have different complexities), then multiply the cost of every effect except for the most expensive one by 2.

## Intelligent Items

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. While the rules for creating and using intelligent items is mostly the same between the core and spheres magic systems, the following intelligent item powers and dedicated powers may be used to more fully integrate intelligent item creation into the *Spheres of Power* magic system.

### Intelligent Item Powers

Each intelligent item should possess at least one power, although more powerful items might possess a host of powers. To find the item's specific powers, choose or roll on the table below. All powers function at the direction of the item, although intelligent items generally follow the wishes of their owner. Activating a power or concentrating on an active one is a standard action the item takes. The caster level for these effects is equal to the item's caster level. Save DCs are based off the item's highest mental ability score.

**Table: Intelligent Item Powers**

<i>d100</i>	<i>Item Power</i>	<i>Base Price Modifier</i>	<i>Ego Modifier</i>
01-12	Cantrips	+1,000 gp	+1
13-24	Spherecasting (CL 2nd)	+1,200 gp	+1
25-38	Spherecasting (CL 4th)	+2,400 gp	+1
39-50	Item has 5 ranks in one skill <sub>1</sub>	+2,500 gp	+1
51-62	Spherecasting (CL 6th)	+6,000 gp	+1
63-74	Item has 10 ranks in one skill <sub>1</sub>	+10,000 gp	+2
75-86	Item has a fly speed of 30 ft.	+10,000 gp	+2
87-98	Spherecasting (CL 8th)	+12,000 gp	+2
99-00	Spherecasting (CL 10th)	+24,000 gp	+2

*1: Intelligent items can only possess Intelligence-, Wisdom-, or Charisma-based skills, unless they also possess some form of ability to move.*

**Cantrips:** The intelligent item gains the benefits of the Cantrips feat, even if it does not meet the feat's prerequisites. When using the Cantrips feat, the intelligent item has an effective caster level equal to 1/2 its Ego.

**Spherecasting:** Choose a sphere of magic. The intelligent item gains access to this basic sphere, with an effective caster level equal to that listed in the table above and a spell point pool equal to its highest mental ability score modifier (minimum 1), which becomes its casting ability modifier. If spherecasting is selected more than once, use the higher of the two caster levels and may exchange the unused caster levels of the lower spherecasting effect in the following ways: An additional magic talent (for 4 caster levels), an additional spell point (for 2 caster levels). With GM permission, the item may also select a casting tradition.

## Dedicated Powers

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other powers, an intelligent item can refuse to use its dedicated powers even if the owner is dominant. The caster level for these effects is equal to the item's caster level. Save DCs are based on the item's highest mental ability score. See the table below for a list of dedicated powers.

**Table: Special Purpose Item Dedicated Powers**

<i>d100</i>	<i>Dedicated Power</i>	<i>Base Price Modifier</i>	<i>Ego Modifier</i>
01-20	Item can detect any special purpose foes within 60 ft.	+10,000 gp	+1
21-35	Full spherecasting (CL 10)	+56,000 gp	+2
36-50	Wielder gets a +2 luck bonus on attacks, saves, and checks	+80,000 gp	+2
51-65	Full spherecasting (CL 12)	+90,000 gp	+2
66-80	Full spherecasting (CL 14)	+132,000 gp	+2
81-95	Full spherecasting (CL 16)	+182,000 gp	+2
96-100	Item can resurrect its wielder once per month without requiring bodily remains, restoring it to full health with no negative levels.	+200,000 gp	+2

**Full Spherecasting:** Full spherecasting functions similarly to spherecasting, except the intelligent item gains a bonus magic talent and a bonus spell point for every 2 caster levels it possesses. If the intelligent item possesses two dedicated powers that are both spherecasting, it gains keeps highest caster level and gains bonus magic talents and spell points equal to 1/2 the lower dedicated power's caster level.

## New Crafting Feats

The core crafting feats in the Pathfinder Roleplaying Game divides magic item creation into different groups, sometimes relating to the item's function, other times depending on the item slot the magic item uses. In order to make crafting more seamless with the *Spheres of Power* system, the following new crafting feats are used throughout this book. Whenever a character would gain or use a base crafting feat (or if you wish to use the basic crafting feats instead of the new ones listed here), they map to the new crafting feats in the following way:

**Table: Crafting Feats Conversion**

<i>New Crafting Feat</i>	<i>Core Crafting Feat</i>
Capture Spell	Scribe Scroll
Craft Apparatus	Craft Rod
Craft Implement Of Power	Craft Staff
Craft Spell Engine	Craft Wand
Craft Marvelous Item	Craft Wondrous Item
Distill Compound	Brew Potion
Forge Charm	Forge Ring
Forge Construct	Craft Construct
Smith Magical Weapons and Armor	Craft Magical Arms and Armor

### Capture Spell (replaces Scribe Scroll)

**Prerequisites:** Caster level 1st.

**Benefits:** A character who possesses this feat can create scrolls. In addition to ritual scrolls (which function the same as scrolls from the core Pathfinder Roleplaying Game), they can create scrolls using the talent-based item creation system. Scrolls have the same requirements for deciphering and activating as core Pathfinder scrolls, and a creature must possess a scroll's base sphere, or else must activate the scroll through the Use Magic Device skill.

A scroll has a base cost of 25 gp x caster level x complexity.

### Craft Apparatus (replaces Craft Rod)

**Prerequisites:** Caster level 1st.

**Benefits:** This feat allows for the creation of talent-based magic items that require no activation except to hold, wear, or carry them.

Creating an apparatus costs 2,000 gp x caster level x complexity. An item must have an effect measured in hours to be made into an apparatus. Thus, as an example, if making an apparatus of the War sphere *totem* talent-based item creation effect, which is measured in rounds, the effect would need to have its duration increased by 3 steps (+6 complexity) before it could be made into an apparatus.

**Continual Life Sphere Effects:** Creating an apparatus that grants what is normally an instantaneous effect, such as Life sphere effects, has a base complexity of 6. If crafting an apparatus that grants a continual *cure*, the effect becomes instead fast healing 1 (+1 per additional +1 in complexity). If an apparatus grants a continual *restore*, it instead grants immunity to one effect (+1 per additional +1 in complexity; a creature cannot gain

immunity to effects that require a magic skill check to remove or are unaffected by the Life sphere). Temporary hit points cannot be made into a continual effect.

### Craft Implement Of Power (replaces Craft Staff)

**Prerequisites:** Magic skill bonus +3.

**Benefits:** Just as a weapon can grant enhancement bonuses to its wielder's attack and damage rolls, an implement of power serves as a focus for magical power, adding enhancement bonuses to its wielder's caster level with a particular sphere. These bonuses are always enhancement bonuses, and therefore multiple implements benefiting the same sphere do not stack. These bonuses only apply to the wielder; this bonus does not apply to spell engines nor other magic items they might be using. Implements of Conjuration, Death, and Enhancement do not increase the number or statistics of companions, undead, or animated objects; instead, such implements grant circumstance bonuses to the creature's attack rolls and skill checks.

Most implements are staves; 3-5 feet long sticks of wood or metal that the caster holds, but an implement can take any shape. Just like a magical weapon, an implement of power has its cost calculated according to its maximum bonus; an implement of power grants an enhancement bonus from +1 to +5, with a total possible bonus of +10. Just like a magic weapon, an implement costs 2,000 gp x (total bonus) squared.

An implement uses the crafter's MSB rather than their caster level when determining the maximum caster level implement they can create. The item's caster level must be at least 3x the enhancement bonus granted by the implement. If the implement has other magical enchantments placed upon it, use the highest caster level. An implement must have at least a +1 enhancement bonus to have any other implement special abilities.

**Note:** Implements cannot be used to meet caster level prerequisites. If a talent has prerequisites, the user or the staff must have access to all prerequisites to use that talent.

#### Implements and Automatic Bonus Progression

In games making use of the automatic bonus progression rules (*Pathfinder Unchained*), treat implements that grant an enhancement bonus to caster level as weapons for the purpose of attunement bonuses.

### Craft Spell Engine (replaces Craft Wand)

**Prerequisites:** Caster level 1st.

**Benefits:** This feat allows a creature to create spell-trigger items which casters can use as if they were their own sphere abilities. A creature must possess a spell engine's base sphere, or else must activate the spell engine through the Use Magic Device skill.

The most common form of spell engine is a wand; a hand-held stick usually between 5 and 12 inches long that the caster points to direct the magic. However, a spell engine can take any form.

A spell engine contains a limited amount of casting ability, which can be activated by the one wielding the spell engine as a standard action, as if the magic were their own. A spell engine

possesses a base sphere, a caster level, and a small pool of spell points. The spell engine uses its own caster level and spell points to fuel its casting ability; under normal circumstances, a caster cannot spend their own spell points or use their own caster level when activating a spell engine. If a spell engine's effects call for a saving throw, the DC is equal to 10 + 1/2 the item's caster level.

Once per day, a caster whose caster level is at least equal to the spell engine's caster level may spend one of their spell points to restore 1 spell point to the spell engine. A spell engine may only have one spell point per day restored in this fashion, regardless of how many casters attempt to do so.

The simplest spell engine a crafter may create contains a base sphere, 1 spell point, and a caster level of 2. This spell engine has a base price of 1,000 gp. When a crafter increases a spell engine's caster level (to a maximum of their own), for every 2 caster levels a spell engine gains, the crafter may place an additional magic talent into the spell engine, or may increase the spell engine's maximum spell point pool by 1. A crafter must possess each talent to be placed in the spell engine, or else must have access to that talent through another caster. Likewise, if a crafter possesses a sphere-specific drawback for the spell engine's base sphere (or simply wants to create a focused spell engine), that spell engine also possesses that sphere-specific drawback, and gains either a bonus magic talent or a spell point in exchange.

A spell engine may contain an advanced talent, but must possess that talent's minimum caster level, as well as all of its prerequisite talents. A spell engine may be used to meet the prerequisites for creating other magic items.

A spell engine's pricing is determined by comparing it to

**Table: Spell Engine Pricing.**

**Table: Spell Engine Pricing**

Caster Level	# of Additional Magic Talents/Spell Points	Price (gp)
2 (base wand)	0	1,000
4	1	4,000
6	2	9,000
8	3	16,000
10	4	25,000
12	5	36,000
14	6	49,000
16	7	64,000
18	8	81,000
20	9	100,000

### Craft Marvelous Item (replaces Craft Wondrous Item)

**Prerequisites:** Caster level 1st.

**Benefits:** A marvelous item is a device that produces a magical effect that must be activated (usually activated as a standard action) often through the touch of a button, the speaking of a command word, or some other action such as striking the item against the ground, holding it against the intended

target, throwing the item through the air. Marvelous items use the talent-based method of magic item creation. If a wondrous item's effect requires a saving throw from any creature, the DC is equal to  $10 + 1/2$  the item's caster level.

A marvelous item can be used once per day by default, and costs  $400 \text{ gp} \times \text{caster level} \times \text{complexity}$ . Additionally, a marvelous item can possess the following custom multipliers.

**Multiple Uses:** If a marvelous item can be used multiple times per day, multiply the cost by the number of daily uses. If its uses per day is increased to 5, it becomes usable an unlimited number of times per day.

**Limited Uses:** If a marvelous item can be used at will but only a maximum of 50 times before it loses all of its magic, multiply its cost by 2.5.

### Craft Rituals (item creation)

**Prerequisite:** Ritual Caster, casting class feature.

**Benefits:** You may research rituals. See Advanced Magic for more information on researching rituals.

### Distill Compound (replaces Brew Potion)

**Prerequisites:** Caster level 1st.

**Benefits:** A creature with the Distill Compound feat is adept at creating compounds including potions, oils, and powders. Compounds are magical effects stored in physical form; they use the talent-based method of item creation, and are usable only once.

- A potion targets the creature who drinks it, usually as a standard action (one target with a range of personal).
- An oil may be applied to an object or creature within your reach as a standard action. For unwilling targets this requires a melee touch attack that does not provoke an attack of opportunity. You may attempt to apply an oil to a target at range, treating the oil as a splash weapon that only affects the target of a direct

hit. Additionally, if the oil affects creatures but not objects, you may use the oil as a contact poison such as by applying it to a weapon.

- An effect that targets an area can be made into a powder. A powder may be thrown as a splash weapon (centering itself on the square it strikes), or may be spread by hand (centering the effect anywhere between directly on the user and far enough away so the area of effect borders the user's space).
- With GM permission, it is also possible to place a compound-like effect into a different, appropriate item (for example, a jewel that explodes when thrown or an apple that applies a potion-like effect when eaten, etc.).

A compound has a base cost of  $50 \text{ gp} \times \text{caster level} \times \text{complexity}$ . If a compound requires a saving throw, the DC is equal to  $10 + 1/2$  its caster level.

### Forge Charm (replaces Forge Ring)

**Prerequisites:** Magic skill bonus +1.

**Benefits:** A creature with the Forge Charm feat knows how to add permanent enhancements and effects to an item, such that whoever wears or uses that item gains that bonus for as long as they are wearing or using that item.

When forging a charm, the crafter must possess the base sphere associated with the charm to be made. The base cost of a charm, as well as the minimum magic skill bonus required, vary depending on the type of charm being made. As always, crafting a charm costs  $1/2$  the base cost.

A charm uses the crafter's MSB rather than their caster level when determining the maximum caster level charm they can create. The item's minimum caster level is determined by the charm being created, as detailed below. If the item possess multiple charms or other enchantments, use the higher caster level of all included enchantments.

**Table: Charm Bonuses**

Charm	Minimum Caster Level	Required Base Sphere	Maximum Bonus	Base Cost
Grant an enhancement bonus to an ability score	2x enhancement bonus	Enhancement	+6	Bonus squared x 1,000 gp
AC bonus (deflection)	3x bonus	Protection	+5	Bonus squared x 2,000 gp
AC bonus (natural armor)	3x bonus	Alteration	+5	Bonus squared x 2,000 gp
AC bonus (other)	3x bonus	Various <sup>1</sup>	+3	Bonus squared x 2,500 gp
Energy Resistance	1/2 granted resistance	Protection	+30	1,600 x resistance -4,000, resistance 5 minimum
Save bonus (resistance)	3x bonus	Protection	+5	Bonus squared x 1,000 gp
Save bonus (other)	3x bonus	Various <sup>1</sup>	+3	Bonus squared x 2,000 gp
Skill bonus (competence)	1x competence bonus	Mind	+20	Bonus squared x 100 gp
Spell resistance	1/2 granted resistance	Protection	-	10,000 gp per point over SR 12, SR 13 minimum
CMB/CMD (competence, one combat maneuver)	3x bonus	Enhancement	+5	Bonus squared x 1,000 gp

<sup>1</sup>: While uncommon, it is possible to have magic items that grant luck, insight, profane, or sacred bonuses to AC or saving throws, morale bonuses to saving throws, or other bonuses. When applying such benefits through a charm, morale bonuses have Mind as a base sphere, insight bonuses have Divination as a base sphere, and luck, profane, and sacred bonuses have Fate as a base sphere.

### Forge Construct (replaces Craft Construct)

**Prerequisites:** Any two of the following feats: Craft Apparatus, Craft Marvelous Item, Forge Charm, Smith Magical Weapons And Armor; magic skill bonus +5.

This feat is functionally identical to Craft Construct.

### Smith (Magical Weapons And Armor (replaces Craft (Magical Arms or Armor)

**Prerequisites:** Magic skill bonus +3.

**Benefits:** This feat allows the user to craft magical weapons and magical armor. Crafting magical weapons and magical armor follows the same rules as core Pathfinder magical weapons and armor, except that a creature must possess the base sphere associated with any special ability before it can be added. Some core Pathfinder special abilities that can be added to magical weapons or armor carry prices calculated in gp costs rather than bonus increases; some of these special abilities are enchantments more appropriately created through the Craft Marvelous Item or Craft Apparatus feats, which should be used to craft such enchantments.

Magical weapons and armor use the crafter's MSB rather than their caster level when determining the maximum caster level item they can create. The item's caster level must be at least 3x the enhancement bonus of the weapon or armor. If the item has other magical enchantments placed upon it, use the higher caster level. A magical weapon or magical piece of armor must have at least a 1 enhancement bonus to have any other special abilities.

**Table: Magical Weapon and Armor Pricing**

Weapon Bonus	Base Price (gp)	Armor/ Shield Bonus	Base Price (gp)
+1	2,000	+1	1,000
+2	8,000	+2	4,000
+3	18,000	+3	9,000
+4	32,000	+4	16,000
+5	50,000	+5	25,000
+6	72,000	+6	36,000
+7	98,000	+7	49,000
+8	128,000	+8	64,000
+9	162,000	+9	81,000
+10	200,000	+10	100,000

## Light Generation

Light is often a byproduct or sign of an item's magical power: a magical sword shines when it is unsheathed, or a shield's mystic runes glow ominously. Below are different forms of light that magic items might shed, expanding on the light generation rules for magic weapons. While weapons are the most common items to shed light, any magic item that costs at least 1,000 gp can be created to glow in the same manner; items that cost less than 1,000 gp may still be created to glow, but only shed light as a candle and cannot use any of the alternate light generation methods below. Creating an item that generates light does not affect the price or creation of the item, but the decision cannot

be changed once the creator makes it. Only a single form of light generation can be chosen per item. A single use or limited charge item (such as a scroll or wand) that runs out of uses or charges no longer generates light.

**Celestial:** This form of light generation is tied to a time of day. During either the day or night, the item sheds normal light in a 30-foot radius, and increase the level of illumination by one step (to a maximum of normal) in a 60-foot radius. At the opposite time of day it only sheds light as a candle. The time of day the item is attuned to is chosen when it is made, and cannot be changed.

**Lantern:** The item sheds normal light in a 40-foot cone, and increases the level of illumination by one step (to a maximum of normal) in an 80-foot cone. You may change the direction of the cone as a free action once per turn.

**Line:** The item sheds normal light in an 80 feet long, 10 feet wide line, and increases the level of illumination by one step (to a maximum of normal) in a 160 feet long, 20 feet wide line. You may change the direction of the line as a free action once per turn.

**Notes:** The item sheds light as a candle. In addition, it generates four small motes that also shed light as a candle that hover wherever the wielder directs. These motes can be placed anywhere within a 100-foot radius as a free action once per turn.

**Strobe:** Whenever this item is used as part of a standard or longer action (such as attacking with a weapon), or brandished as a move action, it sheds light as a torch until the beginning of your next turn.



**Trail:** Any square the item passes through sheds normal light in a 5-foot radius for one round, and increases the level of illumination by one step (to a maximum of normal) in a 10-foot radius.

**Variable:** The amount of light that the item generates can be adjusted. It can shed normal or dim light in a 10-foot or smaller radius, and you may choose whether or not it also increases the light level up to the same level in a radius twice that size. You may even cause the item to shed no light at all. Adjusting the light the item sheds is a standard action.

**Warning:** Select a creature type (if you select humanoid or outsider, you must also select one subtype). The item sheds light as a torch whenever that category of creatures comes within 100 feet of it.

## Creativity and Custom Magic Items

When creating a custom magic item, the rules explained above are guidelines, and not hard rules. A sword could be enchanted as a wand, a rod could grant ring-like benefits to its holder, or a necklace could hold gemstones that have each been enchanted with potion-like single-use magical effects. In many ways, each item creation feat maps less to a particular type of item, and more to a particular type of enchantment: a caster with Craft Magical Arms And Armor could create a magical frying pan, but it would need to be enchanted as a weapon unless he possessed another item-creation feat.

Likewise, while the above rules are designed to help determine an item's price and powers, in reality the scope of what a magic item can do is limited only by the crafter's imagination. Magic items are at their best when they are unique, wondrous, and personalized, which can mean creating new abilities beyond the scope of the basic spheres. The GM is the final arbiter for determining an item's final market price, and may adjust a price higher, lower, or even disallow any item or option if it becomes unbalancing or disruptive.

## Sample Magic Items

### Apparatus

Apparatuses are talent-based magic items that require no activation except to hold, wear, or carry them.

#### ANIMATE WAND BRACERS

**Aura** faint Enhancement and Mind; **CL** 5th

**Slot** wrist; **Price** 4,200 gp; **Weight** 1 lb.

#### DESCRIPTION

While this appears to be a normal wand bracer, it has been animated to perform its duties automatically, responding to mental signals from their wearer. Drawing and stowing wands from this bracer is a free action that can be performed even when it is not your turn.

#### CONSTRUCTION REQUIREMENTS

Craft Apparatus, Enhancement sphere (Animate Object (enhance)), Mind sphere (Read Mind (charm)); **Cost** 2,200 gp

#### ARCANE ORRERY

**Aura** moderate Illusion; **CL** 10th

**Slot** none; **Price** 10,000 gp; **Weight** 5 lbs.

#### DESCRIPTION

This small leather case can be opened to reveal illusory floating spheres orbiting each other in an indiscernible pattern, tied together with magical texts flowing and shifting, describing their relationships to each other. Setting up the arcane orrery is a standard action. Using it while researching a new ritual or spellcrafting a new spell grants a +5 insight bonus on Spellcraft checks to create the ritual or spell.

#### CONSTRUCTION REQUIREMENTS

Craft Apparatus; Craft Ritual or Spellcrafting; **Cost** 5,000 gp

#### BANDOLIER OF GRENADES

**Aura** faint Destruction; **CL** 3rd; **Scaling** wonder

**Slot** belt or chest; **Price** 900 gp; **Weight** 1 lb.

#### DESCRIPTION

This seemingly common bandolier has 5 empty 'slots' which can each properly store a single alchemical creation (such as an acid flask or alchemist's fire), magical dust, oil, or potion (or another similarly shaped object at the GM's discretion). Objects stored in these slots can be retrieved as a move action.

**6th Level – 4,800 gp:** A special additional slot forms which contains what seems to be an endless supply of grenade-like bombs, which may not be poured out, stored elsewhere, or passed to other creatures for later use (they explode 1 round after leaving the bandolier). A single bomb may be drawn, primed, and thrown as an attack made with a thrown splash weapon with a range increment of 20 feet. A direct hit deals 2d6 slashing, piercing, and bludgeoning damage, ignoring spell resistance, *spell turning*, and can penetrate a *globe of invulnerability*, antimagic field, or similar effects, and is not treated as a spell or magical effect for creatures or classes that gain a bonus to saving throws against magic. Any creature or object within 5 feet of the hit target or square takes 2 points of slashing, piercing, and bludgeoning splash damage affecting them in a similar fashion as if directly hit. These grenades may be used to make full attacks or other attack routines that allow for multiple attacks in a round.

**11th Level – 24,000 gp:** The grenade-like bombs now deal 3d6 damage on a direct hit, with 3 splash damage. The bombs otherwise function as before.

**15th Level – 72,000 gp:** The grenade-like bombs now deal 4d6 damage on a direct hit, with 4 splash damage. The bombs otherwise function as before.

**20th Level – 264,000 gp:** The grenade-like bombs now deal 5d6 damage on a direct hit, with 5 splash damage. The bombs otherwise function as before.

#### CONSTRUCTION REQUIREMENTS

Craft Apparatus, Destruction sphere (Energy Bomb (blast shape)); **Cost** 132,000 gp

**BLUDGEONER'S ROD**

**Aura** strong Destruction; **CL** 15th  
**Slot** none; **Price** 72,305 gp; **Weight** 5 lbs.

**DESCRIPTION**

This rod functions as a +2 *light mace*, but also has a button that, when pressed (a move action), charges the mace head with magical force. The first attack made with this rod before the end of the wielder's turn deals an extra 15d6 bludgeoning damage.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Smith Magical Weapons And Armor, Destruction sphere; **Cost** 36,305 gp

**BONDED NOTEBOOKS**

**Aura** faint Divination; **CL** 5th  
**Slot** none; **Price** 5,000 gp; **Weight** 2 lbs. (set)

**DESCRIPTION**

A set of two identical leather-bound books of modest size, permanently linked to each other when created. Whatever is written in one book instantaneously appears on the corresponding page of the other, so long as they are on the same plane. Each page can hold up to 100 words and each book contains 50 pages. The backs and fronts of pages can be written on. A *bonded notebook* cannot be fitted with new pages; once the space inside has been used, the *bonded notebooks* become virtually worthless.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Divination sphere; **Cost** 2,500 gp

**BONDED QUILLS**

**Aura** faint Creation and Divination; **CL** 5th  
**Slot** none; **Price** 5,000 gp; **Weight** -

**DESCRIPTION**

These feather quills come in pairs. Each quill functions as a quill of endless ink. When both are held by a willing creature, any writing produced by one quill is instantly reproduced by the other, so long as both are on the same plane. A creature holding one quill is always aware if the other quill is being held by a willing creature, though no other information about that creature is gained. This cannot be used to create two copies at once of a scroll, spellbook, or other magical writing.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Creation sphere, Divination sphere; **Cost** 2,500 gp

**BOTTOMLESS FLASK**

**Aura** faint Warp; **CL** 5th  
**Slot** none; **Price** 1,000 gp; **Weight** 2 lbs.

**DESCRIPTION**

This ornate and surprisingly weighty hip flask appears to be made out of silver, and its stopper is decorated with five small gems of different colors. It does not appear to be able to hold more than a pint, but the flask can open into five separate extradimensional spaces, each of which can hold up to 20 gallons. These spaces do not mix or overlap, so the contents are kept separate and uncontaminated; in addition, they can safely

store volatile substances such as acid or alchemist's fire. The different spaces can be accessed by twisting the stopper so that a different gem faces the front of the flask, which can be done as a swift action. The flask can pour out a maximum of one pint per round (or a single flask of an alchemical substance) into a square within the wielder's reach. If broken, the flask is ruined and all contents are lost in extradimensional space.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Warp sphere (Extradimensional Storage (space)); **Cost** 500 gp

**CRIMSON FLASK**

**Aura** faint Blood; **CL** 5th  
**Slot** none; **Price** 2,000 gp (least), 8,000 gp (lesser), 16,000 gp (greater); **Weight** 1 lb.

**DESCRIPTION**

Creatures with the Reservoir feat may spend a full-round action filling this flask with stolen blood, transferring blood points into the flask. The quality of the flask determines how many points it may hold: least - 2, lesser - 4, greater - 6. Reservoir points do not expire while in the *crimson flask*. A creature possessing the flask may open it as a move action. While holding an open flask, the holder may spend reservoir points as if those points were in its reserve.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Blood sphere; **Cost** 1,000 gp (least), 4,000 gp (lesser), 8,000 gp (greater)

**DOOM CANNON**

**Aura** moderate Destruction; **CL** 10th  
**Slot** none; **Price** 50,000 gp; **Weight** 4,500 lbs.

**DESCRIPTION**

A huge cylinder, protecting an array of magically treated focusing crystals, mounted on a wheeled carriage. The *doom cannon* may be moved, aimed, and fired as a mundane fiendsmouth cannon\*, but requires no ammunition or loading. The cannon deals 10d6 untyped damage as per the Disintegration talent with a range of 200 feet with a x2 critical multiplier, or automatically destroys a 10-foot cube of nonliving matter. If a *doom cannon* with the broken condition experiences a misfire, the blast damage is dealt in a 20-foot radius of the cannon and the weapon is destroyed.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Destruction sphere (Disintegrate (blast type)); **Cost** 25,000 gp

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**FIELD RESEARCHER'S LENSES**

**Aura** faint Divination and Destruction; **CL** 10th  
**Slot** eyes; **Price** 15,000 gp; **Weight** -

**DESCRIPTION**

These glasses are sturdier than they look, and stay unnaturally clean as grime slides off them. When worn by someone with the studied strike class feature (such as an investigator), the damage from his or her studied strike increases by 1d6. In

addition, whenever they make a studied strike, they may spend a spell point to double the number of dice rolled.

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#### CONSTRUCTION REQUIREMENTS

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Craft Apparatus; **Cost** 7,500 gp

#### FOLDABLE CIRCLE

**Aura** moderate Conjunction; **CL** 6th

**Slot** none; **Price** Small 2,000 gp, Medium 4,000 gp, Large 8,000 gp, Huge 16,000 gp; **Weight** Small 1 lb., Medium 4 lbs., Large 16 lbs., Huge 64 lbs.

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#### DESCRIPTION

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A heavy cloth mat with a binding circle worked in silver and cold iron threads. A Small circle may be deployed as a standard action (or two creatures performing move actions), a Medium or Large may be deployed as a full-round action (or two creatures performing standard actions or four creatures performing move actions), and a Huge deployed as a 1 round action (or two creatures performing full-round actions or four creatures performing standard actions) and may be gathered and stowed with the same actions. These actions provoke attacks of opportunity.

Once deployed, the circle counts as having a prepared summoning circle made with a successful DC 20 Spellcraft check per the Diagram advanced Conjunction sphere talent. This circle is harder to break than a normal circle, requiring the foldable circle to be moved or destroyed to free the summoned creature, though an object falling across the diagram still disrupts it until it is cleared. A given foldable circle can only be used to hold creatures up to its size. Attempts to hold a larger creature result in not gaining any benefit from the *foldable circle*. A *foldable circle* has hardness 2 and 10 hit points plus 10 hit points per size category above Small.

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#### CONSTRUCTION REQUIREMENTS

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Craft Apparatus, Conjunction sphere (Diagram); **Cost** Small 1,000 gp, Medium 2,000 gp, Large 4,000 gp, Huge 8,000 gp

#### FORCE HOOK

**Aura** faint Telekinesis; **CL** 4th

**Slot** none; **Price** 1,000 gp; **Weight** 1 lb.

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#### DESCRIPTION

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This short metal rod fits well into the hand and is small enough that it is barely longer than a clenched fist. You may activate it as a move action and cause it to telekinetically hook on to a solid, inanimate surface within 200 feet, allowing it to act as if you had a rope securely linked between the rod and that surface. A second move action causes the hook to retract, drawing the rod and its wielder towards the surface at a rate of 50 feet per round. You may also use a free action to disconnect the hook from any surface it is attached to. The hook can support a load of up to Huge size.

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#### CONSTRUCTION REQUIREMENTS

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Craft Apparatus, Telekinesis sphere (Tether); **Cost** 500 gp

#### GLEAM BRUSH

**Aura** faint Light; **CL** 3rd

**Slot** none; **Price** 200 gp; **Weight** —

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#### DESCRIPTION

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A *gleam brush* takes the form of a handheld brush with a wooden handle decorated with colored whorls and spirals. This magic brush is considered a masterwork tool for appropriate Craft skills (such as calligraphy or painting) and creates ink of any color, changing to any color the user imagines as a free action; the ink glows, increasing the light level by one step 5 feet around it. The ink created by a *gleam brush* is nonmagical and permanent, and may be cleaned up or removed from surfaces as normal ink can. A *gleam brush* never runs out of ink.

Different styles of brush can be found and produced, ranging from fine tipped ink brushes to wide, thick paintbrushes, but they are always small enough to be held in one hand.

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#### CONSTRUCTION REQUIREMENTS

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Craft Apparatus, Light sphere (Style); **Cost** 100 gp

#### GREMLIN BELLS

**Aura** faint Fallen Fey and Protection; **CL** 3rd

**Slot** none; **Price** 1,000 gp; **Weight** 1 lb.

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#### DESCRIPTION

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These delicate bells, no more than an inch high each, are crafted from bronze, brass, or other semi-precious metals and strung up over doors, windows, or objects which the owner wishes to keep from gremlins. Gremlins that comes within 20 feet of a set of bells affixed to an object are nauseated and prevented from using any supernatural or spell-like abilities.

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#### CONSTRUCTION REQUIREMENTS

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Craft Apparatus, Fallen Fey sphere, Protection sphere; **Cost** 500 gp

#### GRIG FIDDLE

**Aura** faint Fallen Fey and Mind; **CL** 3rd

**Slot** none; **Price** 8,200 gp; **Weight** 2 lbs.

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#### DESCRIPTION

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This exquisitely made fiddle bears fine carvings depicting fey and mortals cavorting joyously. In addition to being a masterwork stringed instrument, a skilled player can mimic the enchanting music of the grig, compelling those around them to dance. As a standard action, the bearer may play, forcing all creatures within a 20-foot radius to dance and caper unless they succeed on a Will save with a DC equal to 10 + 1/2 the player's rank in Perform (strings) + the player's Charisma modifier. This effect lasts for as long as the creature remains within the area of effect. The bearer may continue to play as a standard action. Treat this effect as being staggered. Once a creature succeeds at the save against a *grig fiddle*, it is immune to that fiddle for 24 hours. This is a sonic mind-affecting compulsion effect.

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#### CONSTRUCTION REQUIREMENTS

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Craft Apparatus, Fallen Fey sphere, Mind sphere; **Cost** 4,200 gp



**KEYHOME****Aura** strong Warp; **CL** 15th**Slot** none; **Price** 40,000 gp; **Weight** —**DESCRIPTION**

Though their shape and style can drastically differ, every *keyhome* takes the form of a key, typically attached to a chain or keyring. As a standard action the key can be turned as if in a lock to open a 10-foot square doorway to an extradimensional space unique to that key. The extradimensional space has a volume of ten 10-foot cubes arranged contiguously, with the exact layout being determined when the *keyhome* is made. Anything placed within the extradimensional space remains there even when the doorway is closed, and travels with the *keyhome*. The key can be used to close the doorway with a standard action. If the doorway is shut from the inside, the doorway remains visible where it was created, but without the key it must be forced open with a Strength check (DC 25) or slipped through with an Escape Artist check (DC 30). Anyone on the inside can force their way out with the same checks even if there is no doorway, appearing in the nearest open space to the key. The extradimensional space takes on some of the properties of the area the key itself is in even when the doorway is shut; air seeps in, and the light level and temperature of the space are often influenced by the outside, though the magic serves to dampen extremes, so that the temperature only ranges between 40 to 90 degrees Fahrenheit (4 to 32 degrees Celsius) and the normal light level is never less than dim or bright enough to prove blinding.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Warp sphere (Extradimensional Room (2x) (space), Extradimensional Storage (space)); **Cost** 20,000 gp

**LANTERN OF FULL SIGHT****Aura** moderate Light; **CL** 9th**Slot** none; **Price** 54,000 gp; **Weight** 4 lbs.**DESCRIPTION**

This lantern creates bright light in a 70-foot radius, and raises the light level by one step to a maximum of normal light for 70 feet beyond this. Any invisible creature within this area of bright light becomes immediately visible, losing all benefits of invisibility.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Light sphere; **Cost** 27,000 gp

**MEDIC SACHEL****Aura** faint Creation; **CL** 2nd; **Scaling** wonder**Slot** belt or chest; **Price** 250 gp; **Weight** 1 lb.**DESCRIPTION**

This white leather satchel is embossed with a healer's insignia (usually the symbol of a deity with the healing domain). The bag has clasps that allow it to be easily attached to either the waist or the chest. Inside the satchel are various bandages normally found inside a healer's kit. A *medic satchel* has enough bandages for 10 uses of a healer's kit (called charges). Unlike the kit however, this satchel regains all charges at the beginning of

each day, and can be fully recharged instantaneously by spending 1 spell point. Also like the healer's kit, the *medic satchel* grants a +2 circumstance bonus to Heal checks, and counts as a healer's kit for the purpose of skills, feats, or abilities.

**3rd Level – 750 gp:** The *medic satchel* now grants a +4 circumstance bonus to Heal checks.

**4th Level – 1,500 gp:** The *medic satchel* now regains its charges 8 hours after the first charge is used.

**5th Level – 2,625 gp:** The *medic satchel* now grants a +6 circumstance bonus to Heal checks.

**6th Level – 4,000 gp:** The *medic satchel* now regains its charges 4 hours after the first charge is used.

**7th Level – 5,875 gp:** The *medic satchel* now grants a +8 circumstance bonus to Heal checks.

**8th Level – 8,250 gp:** The *medic satchel* now regains its charges 2 hours after the first charge is used.

**9th Level – 11,500 gp:** The *medic satchel* now grants a +10 circumstance bonus to Heal checks.

**10th Level – 15,500 gp:** The *medic satchel* now has unlimited charges.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Creation sphere; **Cost** 7,750 gp

**MINIATURE ORRERY****Aura** faint Divination; **CL** 4th**Slot** none; **Price** 1,000 gp **Weight** 1 lb.**DESCRIPTION**

This small brass sphere fits easily into the hand, and with a command becomes transparent, revealing the motes of light moving within it. Each mote represents a celestial body, and put together the lights of a *miniature orrery* accurately depict their current positions in the sky. Using a *miniature orrery* you can always determine the precise time and which direction true north lies in relation to yourself. In addition, it grants a +4 circumstance bonus on Survival checks made to avoid getting lost, and with a DC 20 Knowledge (geography) check you can determine your approximate location in the world and the current date.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Divination sphere, Light sphere; **Cost** 500 gp

**PATCH HOLE****Aura** moderate Warp; **CL** 6th**Slot** none; **Price** 7,500 gp; **Weight** —**DESCRIPTION**

A *patch hole* is a black circle of cloth nearly identical in appearance to a portable hole. It is 6 feet in diameter, can be folded as small as a pocket handkerchief, and lightly adheres to surfaces it is spread against, allowing it to easily be placed on ceilings and walls. When fully spread on a surface it bends space, creating a cylindrical hole 10 feet deep in whatever surface it was placed on. The created hole lasts for 1 minute before reverting to cloth, and may be activated three times per day as a standard action. A *patch hole* otherwise functions as Create Gap.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Warp sphere (Create Gap (space)); **Cost** 3,750 gp

**POCKET OF HOLDING**

**Aura** faint Warp; **CL** 3rd

**Slot** none; **Price** 200 gp; **Weight** 1/2 lb.

**DESCRIPTION**

This small cloth bag easily fits in the hand, but opens into an extradimensional space that can store up to 1 cubic foot of material or 10 pounds. They can also be designed as pockets and sewn into normal or magical clothing.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Warp sphere (Extradimensional Storage (space)); **Cost** 100 gp

**PRIMORDIAL CLAY**

**Aura** faint Creation; **CL** 5th

**Slot** none; **Price** 150 gp per pound; **Weight** 1 lb.

**DESCRIPTION**

This substance has a light gray color and is frequently found in hardened balls. Characters with the Creation sphere quickly recognize what it is. *Primordial clay* is extremely easy to manipulate with magic, and a sphere caster can use it in concert with their Creation sphere abilities. Whenever the sphere caster *creates* an object with weight equal to or less than the amount of *primordial clay* they possess (and wish to use), they may use the clay, forming it into whatever they wish to *create*.

The clay changes shape and even changes what type of matter it is - it can become any material the caster can manipulate, but it can not transform into anything biologically reactive or chemically explosive (like alchemical components or food) or any form of gemstone. When the caster uses the clay this way, it retains its shape indefinitely, or until they use it again. It is trivial for a Creation caster to transform the clay into something wearable, so it is always a free action to draw the clay into their hand.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus; **Cost** 75 gp per pound

**QUILL OF ENDLESS INK**

**Aura** faint Creation; **CL** 1nd

**Slot** none; **Price** 80 gp; **Weight** -

**DESCRIPTION**

This feather quill is perpetually supplied with ink, creating enough to write continuously, though never dripping. The quill usually comes with a small metal carrying case capable of safely holding up to three quills. Some quills are created with special inks; 5 vials of the special ink are consumed in the process of crafting a quill with a special ink. Each quill can only use one type of ink.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Creation sphere; **Cost** 40 gp

**ROD OF SPELL DISRUPTION**

**Aura** faint universal; **CL** 5th

**Slot** none; **Price** 10,000 gp; **Weight** 8 lbs.

**DESCRIPTION**

The length of this cold iron rod is covered in intricate runes. The wielder of this rod may attempt to dispel an ongoing magical effect within 150 feet as per the Counterspell feat. The rod possesses an MSB of +5. This rod may also be used as a readied action to counterspell an effect per the same feat. This rod may be improved, increasing its MSB by +1 for every 2,000 additional gp spent (1,000 gp additional cost when crafting), but its MSB cannot exceed that of the creature crafting or improving it.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Creation sphere; **Cost** 5,000 gp

**SEAMSTRESS CUFFS**

**Aura** faint Creation; **CL** 2nd; **Scaling** prize

**Slot** wrists; **Price** 150 gp; **Weight** 1/2 lb.

**DESCRIPTION**

These intricately made cuffs veil a collection of pearl-headed pins behind beautiful embroidery, and spare needles between the seams. If a pin or needle becomes damaged, or otherwise distances itself from the cuffs for more than 400 feet, the old pin or needle becomes destroyed, and a new one is instantaneously created on the cuff. Pulling on a single thread of the embroidery will cause it to slowly unravel itself until cut, although no more than 400 feet of thread may be produced by the cuffs per day.

**5th Level – 1,825 gp:** The wearer may as a standard action (or immediate action if he spends a spell point) activate the cuffs to create or modify a non-magical set of clothing whose total value cannot exceed that of 10 gp. The *seamstress cuffs* may only create or modify the clothing of a willing creature within range of touch. The created or modified clothing is permanent, but the *seamstress cuffs* can only have up to 2 suits of clothing created or modified in this manner at a time; creating or modifying a suit of clothing beyond this limit causes the oldest suit of clothing to return to disappear/return to its original state.

**7th Level – 3,825 gp:** The *seamstress cuffs* can now create or modify clothing whose total value cannot exceed that of 50 gp, and may have up to 4 suits of created or modified clothing at a time.

**9th Level – 6,225 gp:** The *seamstress cuffs* can now create or modify clothing whose total value cannot exceed that of 100 gp, and may have up to 6 suits of created or modified clothing at a time.

**11th Level – 12,225 gp:** The *seamstress cuffs* can now create or modify clothing whose total value cannot exceed that of 500 gp, and may have up to 8 suits of created or modified clothing at a time.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Creation sphere (Expanded Materials (material), Exquisite Detail); **Cost** 6,112 gp

**SHACKLES OF THE UNBROKEN CIRCLE****Aura** moderate Mind; **CL** 10th**Slot** none; **Price** 4,015 gp; **Weight** 2 lbs.**DESCRIPTION**

These mithril manacles bear intricate, ever-shifting magical runes arranged into impossibly complex knot-work. While they can be used as mundane mithril manacles, their true value is far greater. When multiple creatures with sphere casting ability are cuffed together in a circle (requiring one set of shackles per individual) and at least one possesses the Circle Casting feat, all creatures in the circle are treated as having the Circle Casting feat until the circle is broken. All creatures wearing the shackles gain the entangled condition, though this entanglement does not apply to any checks made as part of casting. Any creature that does not have the Circle Casting feat only counts as half a creature for determining the caster level bonus available from the feat. Creatures without casting ability in the circle prevent its completion and no benefit is gained until they are removed. A creature may don or remove the shackles as a standard action. No creature can move more than 5 feet from the creatures adjacent to it in the circle.

**CONSTRUCTION REQUIREMENTS**Craft Apparatus, Circle Casting; **Cost** 3,015 gp**SPELL WARED BRACE****Aura** overwhelming Protection; **CL** 20th; **Scaling** wonder**Slot** feet, neck, or wrists; **Price** 90 gp; **Weight** 1 lb.**DESCRIPTION**

This brace, while made primarily of adamantine, is also combined with a silver and cold iron alloy. If placed against a



limb of a creature (a touch attack), the brace will go viscous and change size so to fit and latch onto that creature.

The *spell warded brace* is considered a piece of cursed equipment, and may only be magically removed from a creature with a successful use of the Break Enchantment talent (or similar ability). Any spell or sphere ability attempting to remove the brace must succeed on a magic skill check beating a DC 20. The brace has no other effect unless it is attached to a creature of significant level or Hit Dice to unlock its other abilities. The brace, if brought into an antimagic field or similar effect,

hardens and can then be removed by force or finesse. A successful Strength check DC 35 can break free (this does not damage the item), while a successful Escape Artist check DC 40 will allow the equipped creature to slip free of the brace.

**4th level — 1,800 gp:** Any creature attempting to use a magical ability while the *spell warded brace* is equipped, must first succeed on a magic skill check DC 17. Creatures without a magic skill bonus are considered to have a bonus of +0. Failing the check means the magical ability had no effect, wasting any used resources (such as spell points, slots, or daily uses as appropriate).

**8th level — 9,900 gp:** The magic skill check necessary to use magical abilities is increased to a DC 23.

**12th level — 32,400 gp:** The magic skill check necessary to use magical abilities is increased to a DC 29.

**16th level — 94,500 gp:** The magic skill check necessary to use magical abilities is increased to a DC 35.

**20th level — 264,000 gp:** The magic skill check necessary to use magical abilities is increased to a DC 41.

**CONSTRUCTION REQUIREMENTS**Craft Apparatus, Protection sphere (Spell Ward), Counterspell; **Cost** 132,000 gp**STEEL IDOL****Aura** faint Enhancement; **CL** 5th**Slot** none; **Price** 15,000 gp; **Weight** 1 lb.**DESCRIPTION**

This small, metal sculpture is about the same size as a holy symbol, and can be mistaken for such. Any caster who can create sphere effects that cover an area can attach the area of effect to the idol if he is touching it. The resulting area moves with the idol. The caster cannot concentrate on an area attached to a *steel idol*, and an area of effect can not be attached to the idol while another area of effect ability is already attached to it.

**CONSTRUCTION REQUIREMENTS**Craft Apparatus, Enhancement sphere; **Cost** 7,500 gp**STORAGE SPHERE****Aura** faint Warp; **CL** 15th**Slot** none; **Price** see below; **Weight** 1 lb.**DESCRIPTION**

This fist-sized sphere is made of cool, surprisingly sturdy glass, and is used to easily store vehicles and large structures. Spending three rounds pressing a *storage sphere* against an unattended object stores the object, causing a miniature model of the object to appear within the sphere. The wielder can spend another three rounds to remove the object within, placing it in an adjacent unoccupied space. This space must also be a suitably supportive surface for the object: a boat cannot be placed in midair, or a wagon in an ocean. Only one object can be stored in the sphere at a time; any objects in the sphere must be removed before new objects can be stored. The maximum size object a sphere can hold depends on the sphere's type, as shown on the table below.

**Table: Storage Sphere**

<i>Sphere Type</i>	<i>Size Limit</i>	<i>Price</i>
I	Medium	7,500 gp
II	Large	10,000 gp
III	Huge	15,000 gp
IV	Gargantuan	25,000 gp
V	Colossal	40,000 gp
VI	Colossal+	60,000 gp
VII	Colossal++	90,000 gp

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Warp sphere (Extradimensional Space (space), Store Structure); **Cost** 3,725 gp (type I), 5,000 gp (type II), 7,500 gp (type III), 12,500 gp (type IV), 20,000 gp (type V), 30,000 gp (type VI), 45,000 gp (type VII)

**TALISMAN OF LEAD**

**Aura** faint Death; **CL** 5th

**Slot** none; **Price** 6,000 gp; **Weight** -

**DESCRIPTION**

The ashes of a great sage or wise man have been stored in this bauble, allowing a character with the bound nexus class feature to consult with the soul. As a full-round action, the character may telepathically speak to the soul within, and gain a +2 insight bonus to any Knowledge check made that round. In addition, the soul may be expended as any other soul in the character's bound nexus. The soul becomes available again 24 hours later. During that time, the character can not consult with the soul (as it is absent).

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus; **Cost** 3,000 gp

**THUNDER CULVERIN**

**Aura** faint Destruction; **CL** 5th

**Slot** none; **Price** 24,000 gp; **Weight** 4,500 lbs.

**DESCRIPTION**

A large cylinder, one end flared into a dish shape, mounted on a wheeled carriage. The *thunder culverin* may be moved, aimed, and fired as a mundane large cannon, but requires no ammunition or loading. The culverin deals 6d4 sonic damage as the Shattering Blast talent with a range of 160 feet at a x2 critical multiplier. If a *thunder culverin* with the broken condition experiences a misfire, the blast damage is dealt in a 20-foot radius of the *thunder culverin* and the weapon is destroyed.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Destruction sphere (Shattering Blast (blast type, sonic)); **Cost** 12,000 gp

**TOWER OF IMPREGNABLE DEFENSE**

**Aura** strong Destruction, Protection; **CL** 15th

**Slot** none; **Price** 255,000 gp; **Weight** 3 tons

**DESCRIPTION**

This magically-empowered tower generally sits near the entrance to a building, city, or other permanent encampment to defend it against undesirables.

If a target approaches within 60 feet of the tower without speaking the password aloud, the tower immediately erects a force barrier in a circle extending 15 feet around itself. This barrier possesses 150 hit points and has a Break DC of 32. In addition, if the target remains within 60 feet of the tower, they are struck every round for 15d6 electricity damage originating from the tower (Reflex half), which can penetrate the barrier.

The tower can only strike one target per round in this manner, and will always strike the closest undesirable. While the tower's barrier may be erected as many times as necessary during the day, its hit points only replenishes at a rate of 10 per hour. If the barrier is destroyed, it cannot reform for 24 hours.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Destruction sphere, Protection sphere; **Cost** 127,500 gp

**WARG PELT**

**Aura** moderate Alteration; **CL** 6th

**Slot** shoulders; **Price** 8,000 gp **Weight** 1 lb.

**DESCRIPTION**

This cloak, made from the hide of a slain warg, grants the wearer the ability to assume its likeness. This item functions as an apparatus of Alteration with the Animalistic Transformation talent (limited to the shape of a warg) and grants darkvision 60 feet as an additional trait.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Alteration sphere (Animalistic Transformation (transformation)); **Cost** 4,000 gp

**WAYSTONE**

**Aura** strong Warp; **CL** 16th

**Slot** none; **Price** 20,000 gp; **Weight** 200 lbs.

**DESCRIPTION**

A smooth, rounded stone engraved with glowing purple lines, a *waystone* is a useful tool for any practitioner of teleportation magic. As a standard action a spellcaster with the Warp sphere can invest a spell point into a touched *waystone* to gain access to its power. This invested spell point is spent and does not replenish so long as it is invested, though the spellcaster can end their investment with a standard action at any distance from the *waystone*, and an invested spell point only remains invested for up to a year before fading. A spellcaster with a spell point invested in a *waystone* can teleport themselves back to the *waystone* regardless of how far away it is, so long as it is on the same plane. Teleporting back to the *waystone* ends the spell point investment, allowing it to be recovered normally and requiring a new spell point to be invested to use the *waystone* again. Any number of spellcasters can invest a spell point in a *waystone*, and they are often installed in important locations.

**CONSTRUCTION REQUIREMENTS**

Craft Apparatus, Warp sphere (Teleport Beacon (space)); **Cost** 10,000 gp

## Charms

A creature with the Forge Charm feat knows how to add permanent enhancements and effects to an item, such that whoever wears or uses that item gains that bonus for as long as they are wearing or using that item.

Charms are normally made with the Forge Charm feat, but can also be made with the Forge Ring feat if you are not using the new crafting feats.

### ACADEMY UNIFORM

**Aura** faint Creation and Divination; **CL** 1st; **Scaling** bauble  
**Price** 10 gp; **Slot** body; **Weight** —

#### DESCRIPTION

This magic item is designed to be used principally with the *Wizard's Academy* adventure module.

This woolen scholar's outfit is true blue in color, and shifts in length and shape depending upon who attempts to don it so to best accommodate the creature's anatomy. For example, a fenghaung may find it transform into a vest of sorts that will not impede its flight, whereas if an awakened serpent were to don the outfit, it would become a form fitting tube. As the outfit becomes attuned to the wearer over the passage of time, the outfit begins to make slight alterations such as changing the robe's color, texture, etc. to better match the form and disposition of its owner.

**5th Level – 525 gp:** While wearing the outfit, the creature gains a +2 competence bonus to all Spellcraft checks, and a +1 competence bonus to any End of Week Test (and any other appropriate event at GM's discretion).

**9th Level – 2,300 gp:** While wearing the outfit, the creature also gains a +2 competence bonus to all Knowledge checks and may attempt any Knowledge check untrained.

**13th Level – 7,000 gp:** The competence bonus to Spellcraft checks increases to +4, and the competence bonus to any End of Week Test increase to +3.

**17th Level – 20,500 gp:** The competence bonus to Knowledge checks increases to +6, and the wearer may take 10 on any Knowledge check even if stress and distractions would normally prevent the creature from doing so.

#### CONSTRUCTION REQUIREMENTS

Forge Charm, Creation sphere, Divination sphere (Discern Individual (sense)); **Cost** 10,250 gp

### ALABASTER GLOVES

**Aura** strong Life; **CL** 12th  
**Slot** hands; **Price** 40,000 gp; **Weight** —

#### DESCRIPTION

These white gloves channel and focus positive energy along strands of gold weaved into them. Whenever the wearer use a sphere ability or supernatural ability that manipulates positive energy and either heals hit points or does damage, the amount of hit points or damage is increased by +10.

#### CONSTRUCTION REQUIREMENTS

Forge Charm, Life sphere; **Cost** 20,000 gp

### AMULET OF EMOTIONAL WEATHER

**Aura** moderate Weather; **CL** 10th  
**Slot** neck; **Price** 45,000 gp; **Weight** 1 lb.

#### DESCRIPTION

The *amulet of emotional weather* is a beautiful piece crafted from clear diamonds of multiple sizes. However, depending on the wearer's mood, they can change the color to blue (sad), red (angry), green (happy), or yellow (scared). The *amulet of emotional weather* is considered a cursed item, and cannot be taken off except with the aid of magic such as the Break Enchantment talent from the Life sphere.

The emotional state of the wearer of an *amulet of emotional weather* becomes reflected in the weather around them. This is considered a casting of *control weather* with a caster level of 10; the weather within 200 feet of the wearer will change at a rate of 1 severity level per round as normal, until it reaches severity level 5 in the determined category.

If the wearer feels particularly sad, the weather around them becomes Precipitation severity 5. If they feel particularly angry, the weather becomes Heat severity level 5. If they feel particularly happy, the weather becomes Wind severity 5, and if they feel particularly scared, the weather becomes Cold severity 5.

The exact nature of what constitutes a strong emotion is determined by both the player and the GM; if the player says a particular situation would make his character feel happy this would trigger the amulet, and if the GM notes that the character is behaving particularly sad, they might note the amulet has activated. Other situations, such as magic or conditions that alter emotions, would also trigger the amulet; if the character is subject to an effect that renders them shaken, frightened, or panicked, this counts as being scared, while being under a mind-altering effect that grants a morale bonus would count as being happy. Spells such as overwhelming grief would count as being sad, while the rage class feature or the eliciter's touch of rage power would count as being angry.

A character can create an emotional state inside themselves to fool the amulet by attempting a DC 20 Perform (act) check as a move action. In all other cases, the GM is the final arbiter of what constitutes feeling a respective emotion when such things are in dispute.

#### CONSTRUCTION REQUIREMENTS

Forge Charm, Weather sphere (Severe Weather); **Cost** 22,500 gp

### CLEAR GEM

**Aura** moderate Life; **CL** 8th  
**Slot** none; **Price** 75,000 gp; **Weight** —

#### DESCRIPTION

This small, oval gem fits easily into a pocket, and refracts light as if it were a diamond. Whenever a positive energy healing effect occurs within 60 feet of the bearer, they benefit as if they had been targeted by an identical effect. The original targets of the healing effect still benefit. It has been suggested by some that powerful undead may create a corresponding opaque gem which would give the same effect for negative energy.

#### CONSTRUCTION REQUIREMENTS

Forge Charm, Life sphere; **Cost** 37,500 gp

**CONSTELLATION BELT**

**Aura** faint Telekinesis; **CL** 5th  
**Slot** belt; **Price** 2,000 gp; **Weight** 1 lb.

**DESCRIPTION**

When you wear this belt, you store inanimate objects in the air, where they slowly orbit around you until you pick them up again. When you drop an item you are holding you may choose to store it in orbit around you. You may retrieve an object in orbit as a free action. You may only store one object of Small size or smaller in orbit, or a number of smaller objects whose total size category is Small or less. If you possess the Orbit talent the capacity of your Orbit increases by one Small-sized object.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Telekinesis sphere (Orbit); **Cost** 1,000 gp

**DIMLIGHT VEIL**

**Aura** faint Light; **CL** 5th  
**Slot** head; **Price** 1,500 gp; **Weight** -

**DESCRIPTION**

A *dimlight veil* cuts the glare of light and the sun, shielding the eyes. The wearer is immune the dazzled condition, and suffer no ill-effects from light sensitivity. In addition, the wearer gains a +2 bonus on saving throws against Light effects.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Light sphere; **Cost** 750 gp

**DIVINE SYMBOL**

**Aura** faint Fate; **CL** 1st  
**Slot** none; **Price** 500 gp; **Weight** -

**DESCRIPTION**

A *divine symbol* is a holy symbol that is especially attuned to 4-5 domains of a particular deity. To activate the *divine symbol*, the user must possess two or more of the attuned domains and expend a use of channel energy. Activating the *divine focus* will grant a +1 profane or sacred bonus to caster level to the spheres matching the attuned domains for 1 hour. Deities that channel positive energy grant sacred bonuses, while those that channel negative energy grant profane bonuses. Deities that can channel both or either types of energy have their divine symbol's bonus type chosen when it is created. A creature cannot benefit from multiple *divine symbols* at once, even if they grant different bonus types.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, channel energy class feature; **Cost** +250 gp

**FORGER'S GLOVES**

**Aura** moderate Creation; **CL** 10th  
**Slot** hands; **Price** 75,000 gp; **Weight** -

**DESCRIPTION**

These leather workman gloves perpetually look dirty, no matter how well they are cleaned. While worn, these gloves provide the wearer with the ability to forge metal with a touch, as the Forge Creation talent. The target also gains a +10 competence bonus to all Craft checks made involving metal objects.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Craft Apparatus, Creation sphere; **Cost** 37,500 gp

**GLOVES OF AIR MASTERY**

**Aura** faint Destruction; **CL** 5th;  
**Slot** hands; **Price** 4,000 gp (lesser), 16,000 gp (greater);  
**Weight** —

**DESCRIPTION**

The wearer is treated as having the Improved Bull Rush (lesser) or the Improved Bull Rush and Greater Bull Rush (greater) feats for the purposes of using the Air Blast talent. Both gloves must be worn for the magic to be effective. The feat's bonus to CMD applies continuously while the gloves are worn.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Destruction sphere (Air Blast (blast type, air)); **Cost** 2,000 gp (lesser), 8,000 gp (greater)

**GLOVES OF UNSEEN GRIP**

**Aura** moderate Telekinesis; **CL** 8th  
**Slot** hands; **Price** 8,000 gp; **Weight** 1 lb.

**DESCRIPTION**

The wearer of these gloves improves the strength and grip of their *telekinesis*. Add a +2 bonus on their CMB and CMD checks when they use the Telekinetic Maneuver or Steal talents.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Telekinesis sphere (Forceful Telekinesis, Telekinetic Maneuver); **Cost** 4,000 gp

**INTENSIFYING GLOVES**

**Aura** faint Destruction; **CL** 5th  
**Slot** hands; **Price** 4,000 gp (lesser), 16,000 (greater); **Weight** —

**DESCRIPTION**

Each pair of *intensifying gloves* are attuned to a single energy type, either acid, cold, fire, electricity, negative energy, or sonic damage. The wearer's *destructive blasts* ignore either 5 points (lesser) or 10 points (greater) of energy resistance to that type. Both gloves must be worn for the magic to be effective.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Destruction sphere ((blast type) talent matching the chosen energy type); **Cost** 2,000 gp (lesser), 8,000 gp (greater)

**IRONSIDE RING**

**Aura** moderate Alteration and Enhancement; **CL** 8th  
**Slot** ring; **Price** 40,000 gp; **Weight** -

**DESCRIPTION**

This ring is carved from cold iron, and gives its wearer a sense of unbreakable stability. The wearer of the ring gains a +4 enhancement bonus to their Constitution, a +2 natural armor bonus, and a +4 enhancement bonus to their CMD.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Alteration sphere, Enhancement sphere; **Cost** 20,000 gp

**REMNANT OF COURAGE****Aura** faint War; **CL** 10th**Slot** none; **Price** 2,250 gp; **Weight** 0.1 lbs.**DESCRIPTION**

Each remnant is a small piece of metal or fabric fastened to the neck, shirt or wrist. Each has its own history, and many pieces are debris from the armor and uniforms of fallen heroes. Each remnant has an associated *rally*, which the wearer can use on an ally within 30 feet, but not on their self. A single user can not activate more than one remnant in a single 24 hour period, and each remnant can only be used once per 24 hour period.

**CONSTRUCTION REQUIREMENTS**Forge Charm, War sphere; **Cost** 1,125 gp**RING OF CLARITY****Aura** faint Mind; **CL** 5th**Slot** ring; **Price** 2,500 gp; **Weight** -**DESCRIPTION**

This crystal ring is actually somewhat difficult to see. A DC 20 Perception check is required to notice it on someone's finger. Once per day, it allows the wearer to take 10 on a concentration check, even if they are threatened. When used, the ring turns opaque grey-pink until it is ready to be used again.

**CONSTRUCTION REQUIREMENTS**Forge Charm; **Cost** 1,250 gp**RING OF FORCE ARMOR****Aura** faint Protection; **CL** 4th**Slot** ring; **Price** 6,400 gp; **Weight** -**DESCRIPTION**

Twice per day, this ring may be activated to create a suit of armor made of force on the wearer. The suit remains for 4 hours per activation. The wearer must, as part of the activation of the ring, attempt a Craft (armor) check, DC 10 + AC bonus of the armor (maximum +9). Armor created with this ring functions as standard armor (possessing the same armor check penalty and maximum Dexterity bonus) except that its AC bonus also applies against attacks made by incorporeal creatures. Failing the skill check results in the daily usage being wasted with no effect.

**CONSTRUCTION REQUIREMENTS**Craft Marvelous Item, Protection sphere; **Cost** 3,200 gp**RING OF POTENTIAL REALIZED****Aura** strong Fate; **CL** 12th**Slot** ring; **Price** 75,000 gp; **Weight** -**DESCRIPTION**

This ring looks like a simple piece of common iron until slipped onto the finger. Once there, it transmutes to a beautiful ring of precious metal with rare stones that reflect light in impossible ways, its appearance changing depending on who is wearing it.

The ring remains inactive until worn for 24 hours, and remains inactive if the wearer is already wearing a similar ring. When the wearer recovers spell points, the wearer gains

additional spell points equal to their casting ability modifier. If the ring is taken off during the day, these points are lost (the bonus spell points from this ring are always the last points spent).

In addition, once per day the wearer can cast a spell that ignores all limitations placed on them by their casting traditions: a skilled caster does not need to attempt a check, a prepared caster can cast a spell spontaneously (giving up assigned spell points or other spells to do so), a focus caster can cast without their focus, and so forth.

**CONSTRUCTION REQUIREMENTS**Forge Charm; **Cost** 37,500 gp**RING OF SKILLED CASTING****Aura** faint Fate; **CL** 8th**Slot** ring; **Price** 30,000 gp; **Weight** -**DESCRIPTION**

This heavy brass ring is usually worn on the creature's middle (or largest) finger. Whenever the wearer casts a spell that uses a metamagic feat, they may reduce the cost of one metamagic feat by 1 spell point (minimum 0). Other metamagic cost-reducing abilities do not stack with this one.

**CONSTRUCTION REQUIREMENTS**Forge Charm; **Cost** 15,000 gp**SKIMMER****Aura** moderate Telekinesis; **CL** 11th**Slot** none; **Price** 8,000 gp; **Weight** 5 lbs.**DESCRIPTION**

This oval disc is just large enough for a Medium-sized creature to stand on comfortably, and hovers above the ground when its command word is spoken. While standing on a *skimmer* you can move at your normal land speed, but may hover up to 5 feet above the ground. You ignore difficult terrain and can also move over liquid surfaces as if they were solid while hovering. In addition, you may attempt a DC 20 Acrobatics check when you move with a *skimmer* to improve your move speed by 10 feet. Failure by five or more means you fall off the *skimmer* and are prone. A *skimmer* can only support a Medium-sized load or smaller - it will not hover when loaded heavier.

**CONSTRUCTION REQUIREMENTS**Forge Charm, Telekinesis sphere; **Cost** 4,000 gp**TARGETING MONOCLE****Aura** faint Destruction; **CL** 5th**Slot** eyes; **Price** 8,000 gp **Weight** —**DESCRIPTION**

This monocle is worn over one eye, magically analyzing and highlighting the weaknesses of the wearer's enemies. The wearer's *destructive blasts* gain the benefit of the *keen* weapon special ability.

**CONSTRUCTION REQUIREMENTS**Forge Charm, Destruction sphere; Deadly Targeting or Improved Critical; **Cost** 4,000 gp**TASKMIND****Aura** moderate Telekinesis; **CL** 11th**Slot** headband; **Price** 16,000 gp; **Weight** -

**DESCRIPTION**

A *taskmind* can take many different forms, but generally provides a structure seated around the head that amplifies mental powers and allows the wearer to multitask more effectively. A wearer with the Divided Mind talent gains a +4 bonus to caster level when determining the number of items she can lift at once and the combined size she can simultaneously lift (though this does not increase the maximum sized object you can lift: a *taskmind* might allow you to lift two Medium objects, but not one Large object).

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Telekinesis sphere (Divided Mind); **Cost** 8,000 gp

**UMBRAL MANTLE**

**Aura** moderate Dark; **CL** 3rd; **Scaling** wonder

**Slot** shoulders; **Price** 1,500 gp; **Weight** 1/2 lb.

**DESCRIPTION**

This silk cloak seems to fade in and out of the light and grants the wearer a +1 resistance bonus to saving throws.

**5th Level – 3,500 gp:** The wearer may, as a move action, activate the *umbral mantle* to enshroud himself in darkness, gaining concealment (20% miss chance) for a single round. The wearer may activate the *umbral mantle* as an immediate action by spending a spell point, in which case the effects last for 1 minute. Creatures capable of seeing in pure darkness (such as from the Clear sight (meld) talent from the Dark sphere, or with the see in darkness ability) are not subject to this miss chance.

**7th Level – 7,000 gp:** The *umbral mantle* now grants a +2 resistance bonus to saving throws.

**8th Level – 8,500 gp:** The *umbral mantle* when activated grants a 30% miss chance for a single round.

**9th Level – 13,500 gp:** The *umbral mantle* now grants a +3 resistance bonus to saving throws.

**10th Level – 15,000 gp:** The *umbral mantle* when activated grants a 40% miss chance for a single round.

**11th Level – 22,000 gp:** The *umbral mantle* now grants a +4 resistance bonus to saving throws.

**12th Level – 32,500 gp:** The *umbral mantle* now grants a +5 resistance bonus to saving throws. When the *umbral mantle* is activated, it instead grants total concealment (50% miss chance) for a single round.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Dark sphere; **Cost** 16,250 gp

**VEST OF SHAPE STABILIZATION**

**Aura** moderate Alteration; **CL** 6th

**Slot** body; **Price** 8,000 gp; **Weight** 1 lb.

**DESCRIPTION**

Each vest is attuned to one (transformation) talent when created. Any *shapeshift* effect applying that (transformation) talent to the wearer lasts an additional two rounds without concentration and gains a +2 bonus to MSD vs. dispelling effects.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Alteration sphere (Lingering Transformation), creator must possess the (transformation) talent to be attuned; **Cost** 4,000 gp

**Radiant Tattoos**

These tattoos are created from a magical, shining ink that radiates light even from under the skin. No matter the pattern or type of tattoo, radiant tattoos shed normal light in a radius of up to 20 feet (called the primary radius for the purpose of tattoo effects), and increase the light level by one step to a maximum of normal at an equal range. The bearer of a radiant tattoo can choose the radius at which they shed light within the maximum length freely as a free action, even turning it off entirely (or turning it back on). The shape of a tattoo and the color of its light (or multiple colors) are chosen when it is made, but these details may vary even between tattoos of the same effect.

A tattoo is a slotless, weightless item, but a single creature can possess no more than three radiant tattoos.

**DANCING TATTOO**

**Aura** moderate Light; **CL** 6th

**Slot** none; **Price** 7,000 gp; **Weight** -

**DESCRIPTION**

Often worn by performers, a *dancing tattoo* normally takes some sinuous shape like a snake or ribbon, and is often multicolored. As part of attempting a Perform (act) or Perform (dance) check, you may hypnotise anyone in the primary radius of your light who can also see your performance, causing them to gain the fascinated condition for the duration of the performance. Performing this way takes a full-round action each round it lasts. Affected creatures do nothing but sit quietly and watch your performance, and take a -4 penalty to Perception checks. Each creature affected by this may attempt a Will save (DC 10 + 1/2 your ranks in Perform + Charisma modifier) on each of their turns to throw off this effect. Obvious threats and hostile actions automatically breaks the effect. A successful save provides immunity to your *dancing tattoo* for 24 hours.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Light sphere (Hypnotic Pattern (light)); **Cost** 3,500 gp

**ICON TATTOO**

**Aura** moderate Light; **CL** 10th

**Slot** none; **Price** 10,000 gp; **Weight** -

**DESCRIPTION**

An *icon tattoo* often takes the form of a holy symbol or religious imagery, with coloration appropriate to the image or deity. This tattoo can be designed to count as a holy symbol and divine focus for characters that require one (such as characters with the Focus Casting drawback). In addition, all allies within the primary radius of your light gain a +1 morale bonus on all saving throws.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Light sphere (Beacon Of Hope (light)); **Cost** 5,000 gp

**INQUIRY TATTOO**

**Aura** faint Light; **CL** 5th

**Slot** none; **Price** 3,000 gp; **Weight** -



**DESCRIPTION**

*Inquiry tattoos* are most commonly eyes, and stark shades of white and black are frequently used for the light they cast. The light of an inquiry tattoo casts unusual shadows whose movements give clues as to how a creature is feeling and what it is thinking. You gain +4 competence bonus on Sense Motive checks against any creature in the primary radius of your light.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Divination sphere, Light sphere; **Cost** 1,500 gp

**LANTERN TATTOO**

**Aura** faint Light; **CL** 1st

**Slot** none; **Price** 1,500 gp; **Weight** -

**DESCRIPTION**

A *lantern tattoo* is frequently of celestial objects such as the sun, moon or stars, or sometimes of torches or lighthouses. All shades of yellow and white are normally selected for its coloration and glow. A *lantern tattoo* grants you greater control over the light it sheds, allowing you to focus it into a cone of up to 40 feet, or a line of up to 80 feet as a free action instead of shedding light in all directions.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Light sphere (Beam (light)); **Cost** 750 gp

**SANGUINE TATTOO**

**Aura** moderate Light; **CL** 8th

**Slot** none; **Price** 9,000 gp; **Weight** -

**DESCRIPTION**

A *sanguine tattoo* generally depicts scenes of battle and conquest, or of blood and bones; often its light is a shade of red, or sometimes ivory or gray. It grants you a +4 competence bonus to Intimidate checks so long as the tattoo is shedding any amount of light. In addition, you may attempt to demoralize an enemy within the primary radius of your light as a move action.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Light sphere; **Cost** 4,500 gp

**SERENE TATTOO**

**Aura** moderate Light; **CL** 10th

**Slot** none; **Price** 24,000 gp; **Weight** -

**DESCRIPTION**

A *serene tattoo* typically uses imagery of water or nature, favoring soft blues and greens in its coloring. So long as your serene tattoo sheds any amount of light, it grants you a +4 competence bonus to Diplomacy checks. In addition, allies in the primary radius of your light have any fear, confusion, or rage conditions suppressed so long as they remain in the primary radius of your light.

**CONSTRUCTION REQUIREMENTS**

Forge Charm, Light sphere (Beacon Of Hope (light)); **Cost** 12,000 gp

## Compounds

A creature with the Distill Compound feat is adept at creating potions, oils, and powders. Potions, oils, and powders are magical effects stored in physical form; they use the tal-ent-based method of item creation, and are usable only once.

A potion targets the creature who drinks the potion (one target with a range of personal), while oils target the creature or object is applied to (one target with a range of touch), while any effect that targets an area is a powder. It is possible to place a compound-like effect into another item as well (for example, a jewel that explodes when thrown or an apple that applies a potion-like effect when eaten, etc.).

A potion, oil, or powder has a base cost of 50 gp x caster level x complexity. If a potion, oil, or powder requires a saving throw, the DC is equal to 10 + 1/2 its caster level.

Compounds are normally made with the Distill Compound feat, but can also be made with the Brew Potion feat if you are not using the new crafting feats.

**ACORN OF PUMMELING BRANCHES**

**Aura** faint Nature; **CL** 3rd

**Slot** none; **Price** 450 gp; **Weight** -

**DESCRIPTION**

This single acorn, when struck against a hard surface, will activate, instantaneously growing a Medium-sized oak tree. The oak tree, once grown, will proceed to attack any enemies of its user as if under the effects of the Nature sphere ability Pummel from the (plant) package for 3 rounds. The oak sapling has an AC of 7, hardness of 5, and 5 hit points, as well as a Strength score of 13, attack bonus of +4, and deals 1d6+1 bludgeoning damage with a reach of 5 feet.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Nature sphere ((plant) package, Create Nature (geomancing)); **Cost** 225 gp

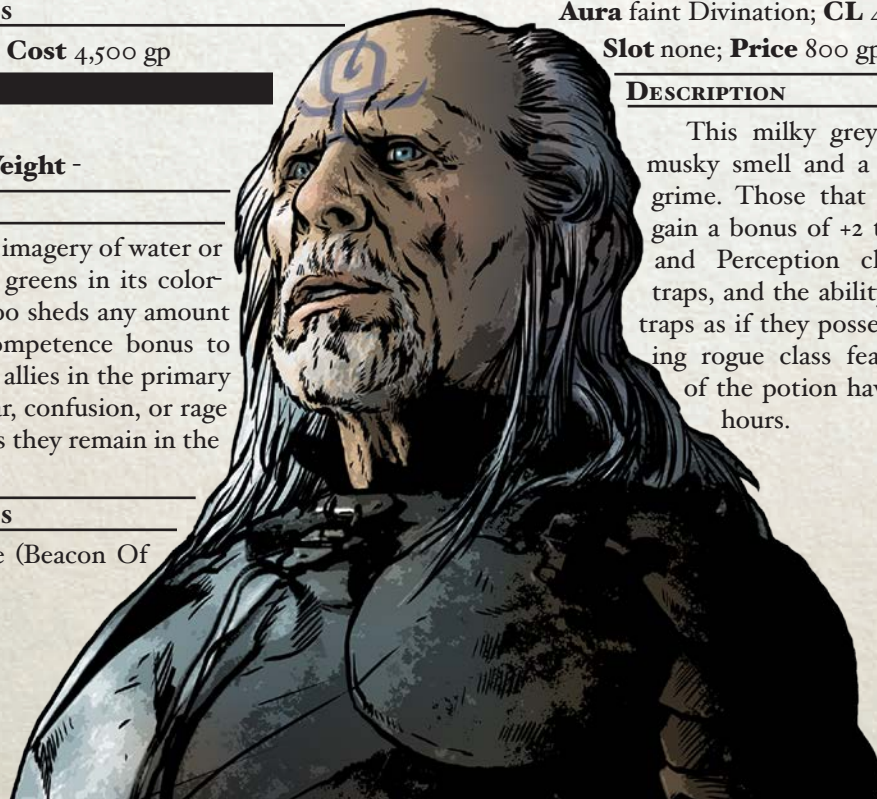
**BREW OF THE DUNGEONEER**

**Aura** faint Divination; **CL** 4th

**Slot** none; **Price** 800 gp; **Weight** -

**DESCRIPTION**

This milky grey substance has a musky smell and a taste of dirt and grime. Those that drink the potion gain a bonus of +2 to Disable Device and Perception checks related to traps, and the ability to disarm magic traps as if they possessed the trapfinding rogue class feature. The effects of the potion have a duration of 4 hours.



**CONSTRUCTION REQUIREMENTS**

Distill Compound, Divination sphere (See Hazard (sense), Trapfinding (sense)); **Cost** 400 gp

**CLEANSING POTION**

**Aura** faint Life; **CL** 1st

**Slot** none; **Price** 50 gp; **Weight** 0.1 lbs.

**DESCRIPTION**

Made from blessed water, a *cleansing potion* removes the fatigued, sickened, and battered conditions, and lessens exhausted and nauseated by one step. If the status conditions healed or lessened are part of an ongoing effect, it only suppresses or reduces the effect for 1 round.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Life sphere; **Cost** 25 gp

**CLEANSING POTION, GREATER**

**Aura** faint Life; **CL** 2nd

**Slot** none; **Price** 200 gp; **Weight** 0.1 lbs.

**DESCRIPTION**

Made from blessed water touched by a feather from an angelic being, this potion *restores* the same effects as the *cleansing potion* as well as completely removing the exhausted and nauseated conditions, and makes check with a +2 bonus against the DC of any poison or disease the target is suffering from, removing the poison or disease if successful.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Life sphere (Restore Health (cure)); **Cost** 100 gp

**COMMON CURE**

**Aura** faint Life; **CL** 1st

**Slot** none; **Price** 50 gp; **Weight** 0.1 lbs.

**DESCRIPTION**

The most common of healing items, this simple vial full of enchanted water tends to be the main tool of low-level adventurers trying to stave off death. A single potion heals 1d8+1 hit points.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Life sphere; **Cost** 25 gp

**CRYSTAL GRENADE**

**Aura** faint Destruction; **CL** 1st

**Slot** none; **Price** 150 gp; **Weight** -

**DESCRIPTION**

This grenade is considered a thrown splash weapon. It deals 1d4 piercing damage in a 10-foot radius burst centered on the target. Any creature receiving damage must succeed at a DC 10 Reflex save or become entangled and unable to move. The affected area becomes overgrown with crystal and counts as difficult terrain. Breaking free of the entangled condition is a move action, requiring either a Strength check or an Escape Artist check against the grenade's save DC. A target may also destroy the crystal on a square or creature by dealing 3 damage per caster level to the crystal. This removes the entangled condition from the creature and destroys the difficult terrain. The crystal disappears after 1 minute.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Destruction sphere (Crystal Blast (blast type, crystal), Explosive Orb (blast shape)); **Cost** 75 gp

**DEATHLESSNESS POTION**

**Aura** faint Protection; **CL** 2nd

**Slot** none; **Price** 200 gp; **Weight** -

**DESCRIPTION**

This liquid has a barely visible pink hue when held to the light, and smells like earth after rainfall. The drinker of this potion gains the benefit of the Deathless *aegis* for 2 hours.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Protection sphere (Deathless (aegis)); **Cost** 100 gp

**ELECTRIC OIL**

**Aura** faint Destruction; **CL** 5th

**Slot** none; **Price** 750 gp; **Weight** 0.1 lbs.

**DESCRIPTION**

This oil may be applied to a weapon as a poison. If used to successfully strike a creature before 1 round passes, the weapon explodes with a burst of lightning, dealing an additional 5d6 electricity damage to the target. If a weapon coated in this oil is used to attack a target made from metal or wearing metal armor, the attack is made with a +3 bonus.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Destruction sphere (Electric Blast (blast type, electricity)); **Cost** 375 gp

**FIRE POISON**

**Aura** moderate Destruction; **CL** 7th

**Slot** none; **Price** 700 gp; **Weight** .5 lbs.

**DESCRIPTION**

This vial contains a fiery red liquid that bubbles in its container. When a creature drinks fire poison (either willingly or when eating or drinking something secretly containing the potion), they suffer 7d6 fire damage and catch fire, suffering 1d6 damage per round until the fire is extinguished. A successful Fortitude save (DC 13) halves the damage and stops the target from catching fire.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Destruction sphere (any (blast type) talent from the fire blast type group); **Cost** 350 gp

**FORM BREAKER OIL**

**Aura** moderate Alteration; **CL** 5th

**Slot** none; **Price** 125 gp **Weight** 1/2 lb.

**DESCRIPTION**

A sticky concoctions of colloidal silver, wolfsbane, and cold iron, vials of form breaker oil may be thrown as splash weapons. You may attempt a magic skill check with an MSB of +5 to dispel any Alteration sphere or polymorph effects on affected creatures. A creature that sustain a direct hit and has an effect dispelled cannot be affected by polymorph effects for 5 rounds or until it spends a standard action scraping the residue off. Stronger versions of this potion may be made with higher MSB.

**CONSTRUCTION REQUIREMENTS**

Distill Compound; Counterspell or Form-Breaker mystic combat; **Cost** 75 gp

**HALFLING BLACK BREAD**

**Aura** faint Life; **CL** 2nd

**Slot** none; **Price** 100 gp; **Weight** 1 lb.

**DESCRIPTION**

This bread is originally an invention of halflings who made it 'with love'. Halfling love turned out to be a powerful combination of fermented herbs. A single slice of this bread is enough to grant the eater fast healing 1 for 2 minutes, and counts as a full meal for anyone that eats it.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Life sphere, creator must be a halfling; **Cost** 50 gp

**INCENDIARY GRENADE**

**Aura** faint Destruction; **CL** 5th

**Slot** none; **Price** 1,000 gp; **Weight** -

**DESCRIPTION**

This grenade is thrown as a thrown splash weapon. It deals 5d6 fire damage in a 15-foot radius burst centered on the target. Any target or object that takes damage must succeed on a DC 12 Reflex save or catch on fire, taking 1d6 fire damage per round until extinguished or takes no damage for 2 consecutive rounds. Each round the target may attempt another Reflex save to extinguish the flames. Rolling on the ground or using a blanket to smother the flames (a full-round action) grants the target a +4 bonus to that round's saving throw.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Destruction sphere (Explosive Orb (blast shape), Fire Blast (blast type, fire)); **Cost** 500 gp

**INFILTRATION POTION**

**Aura** moderate Alteration; **CL** 6th

**Slot** none; **Price** 900 gp; **Weight** -

**DESCRIPTION**

This thick, mud-like slop is odorless and tasteless until prepared for consumption, which is done by adding a sample of a specific individual (usually a hair clipping). After adding the creature sample, the brew begins to bubble forth odors like unto the creature. Those that drink this potion will find themselves under the effects of the Alteration *shapeshift* ability modified by the Perfect Imitation talent for 1 hour. However, if the sample added is not of a humanoid, they instead find themselves under the effects of the Alteration *shapeshift* ability with the form granted by the Anthropomorphic Transformation talent for 1 hour, choosing traits from whichever (body) or (transformation) talent best mimics the chosen creature.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Alteration sphere (Perfect Imitation); **Cost** 450 gp

**LIGHT OF TRUE MAGIC**

**Aura** faint Protection; **CL** 5th

**Slot** none; **Price** 2,500 gp; **Weight** 0.1 lbs.

**DESCRIPTION**

This gemstone glows faintly with ethereal light. It is made of pure magic, which reacts violently with anti-magical effects. When brought into a Spell Ward, antimagic field or similar effect, it immediately evaporates, and its energy fills the void the effect creates. No damage is done, but the effect is destroyed, or suppressed for 1d4 minutes if it is a permanent effect or a magic item. The gem does not need to be deliberately used - a character need merely have it in their possession and enter a magic suppressing field for it to function. A character with multiple gemstones will find that they all evaporate upon entering a field. The exception is extradimensional spaces - a *light of true magic* in a bag of holding or another extradimensional space will not activate if the bag is brought into an antimagic field or similar, as it is not truly in the field. Pulling a *light of true magic* out of such an extradimensional space, however, which are rendered inaccessible within antimagic fields, can be its own ordeal.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Protection sphere (Spell Ward (aegis, ward)); **Cost** 1,250 gp

**LOVE EVERLASTING POTION**

**Aura** moderate Mind; **CL** 10th

**Slot** none; **Price** 4,000 gp; **Weight** .5 lbs.

**DESCRIPTION**

This potion causes any creature who drinks it to fall madly in love with the first creature he or she perceives. The drinker's attitude toward that creature becomes helpful. If a romantic attraction is possible toward the first person viewed, the drinker falls in love with that person. Otherwise, the drinker's love is a platonic adoration. The effects of this potion are permanent unless removed by the Counterspell feat, the Break Enchantment talent, or through some similar means.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Mind sphere; **Cost** 2,000 gp

**MAGICAL COMPETENCE DUST**

**Aura** faint Divination; **CL** 1st

**Slot** none; **Price** 50 gp; **Weight** -

**DESCRIPTION**

This silvery dust which is normally kept in small black velvet pouches are most often used by wizards and inquisitors. While wizards use this powder on guild applicants before allowing apprenticeship, inquisitors utilize this item as evidence, misleading or not, of witchcraft. As a standard action, you may make a ranged touch attack against a square within 30 feet. All visible creatures within 10 feet of the affected area radiate as if under the effects of Detect Spellcaster for 1 round. Alternatively, you may choose to pour the powder on an immobilized target; if you do the effects of Detect Spellcaster will continue to linger for 1 minute before fading away.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Divination sphere (Detect Spellcaster (divine)); **Cost** 25 gp

**MONSTROUS TRANSFORMATION POTION**

**Aura** moderate Alteration; **CL** 5th

**Slot** none; **Price** 750 gp; **Weight** .5 lbs.

**DESCRIPTION**

This potion transforms the drinker into a ferocious monster, granting them a bite attack and 2 claw attacks for 5 minutes.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Alteration sphere; **Cost** 375 gp

**MOTHER'S MERCY**

**Aura** faint Life; **CL** 2nd

**Slot** none; **Price** 200 gp; **Weight** 0.1 lbs.

**DESCRIPTION**

Originally passed off as nothing more than snake oil due to its difficulty in use, this small bottle of seven secret ingredients has life-saving properties. Once imbibed, it restores 1d8+2 hit points. If poured down the throat of a creature that has died in the previous round, it restores the same number of hit points, and if the target's new hit point total is greater than the negative of its Constitution score, then it comes back to life and stabilizes at its new hit point total. Otherwise, the creature remains dead. Creatures brought back to life in this manner gain a temporary negative level.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Life sphere (Resuscitate); **Cost** 100 gp

**PHYSICIAN'S DUST**

**Aura** faint Divination; **CL** 1st

**Slot** none; **Price** 50 gp; **Weight** -

**DESCRIPTION**

As a standard action, you may make a ranged touch attack against a square within 30 feet. All visible living creatures within 10 feet of the affected area have their afflictions and wounds glow as if under the effects of Divine Life for 1 round and they stabilize if dying. Alternatively, you may choose to pour the dust over a single living creature, if you do, the effects of the dust linger for 1 minute, granting fast healing 1 for the duration.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Divination sphere, Life sphere (Revitalize); **Cost** 25 gp

**PEERLESS COURAGE POTION**

**Aura** faint Mind; **CL** 5th

**Slot** none; **Price** 1,000 gp; **Weight** .5 lbs.

**DESCRIPTION**

This potion fills the drinker with an overwhelming sense of power, wiping away their ability to feel fear and filling them with confidence. The drinker gains a +2 morale bonus to attack rolls, ability checks, skill checks, and saving throws. In addition, the target gains immunity to fear and 5 temporary hit points. These benefits last 5 minutes after drinking.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Mind sphere; **Cost** 500 gp

**PROTECTION POTION**

**Aura** faint Protection; **CL** 1st

**Slot** none; **Price** 50 gp; **Weight** -

**DESCRIPTION**

This off-white creamy fluid smells like flowers and has a slightly sweet taste. When imbibed, the potion gives the drinker a +1 deflection bonus to their AC for 1 hour.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Protection sphere; **Cost** 25 gp

**QUINTESSENTIAL OIL**

**Aura** faint Enhancement; **CL** 1st

**Slot** none; **Price** 500 gp; **Weight** -

**DESCRIPTION**

This is a thick, clear-ish oil that takes on a color when imbued with a sphere ability. Any sphere caster can imbue this oil with a sphere ability that affects a single creature. Doing so uses any spell points required. The next creature to touch the oil becomes subject to that effect. Imbuing the oil takes as long as using the sphere ability, and once imbued, the oil remains effective for 4 hours; if not used on a target before the time expires, the oil congeals and becomes useless.

The oil is thick enough and potent enough to be used as a contact poison, and may be applied to a weapon.

**CONSTRUCTION REQUIREMENTS**

Distill Compound; **Cost** 250 gp

**RENEWAL ELIXIR**

**Aura** faint Enhancement and Life; **CL** 1st

**Slot** none; **Price** 250 gp; **Weight** -

**DESCRIPTION**

This potion is much sought after not because of its power, but because of its legendary sweet taste which leaves the drinker euphoric afterward. Its low combustion temperature makes it unsuitable for use in baking, but it is often used to flavor the drinks of the very rich.

When a person drinks the elixir, they regain 2 spell points that can only increase their current spell point pool to a maximum of 4 (or up to their true maximum, if that is lower). Drinking the elixir also causes the drinker to be dazed for one round. A drinker can only benefit from this potion once per day.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Enhancement sphere, Life sphere;; **Cost** 125 gp

**SAVING STONE**

**Aura** faint Protection; **CL** 2nd

**Slot** none; **Price** 200 gp; **Weight** 0.1 lbs.

**DESCRIPTION**

This small, glass-like sphere can be thrown as an improvised weapon, but the target of its effect is always the environment, not whomever might be present when it breaks. Once broken, it creates a *ward*, chosen at the time of creation. The *ward* has a duration of 2 minutes.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Protection sphere, creator must possess the talent to be granted; **Cost** 100 gp

**SEED OF LIFE**

**Aura** moderate Life; **CL** 10th

**Slot** none; **Price** 5,000 gp; **Weight** 0.1 lbs.

**DESCRIPTION**

This seed (harvested from a dryad's tree) is attuned to the forces of life, and if carefully prepared and planted inside the heart of a creature that died within 24 hours, can even return them to life. The seed quickly grows into a tree that consumes the target's body, but produces a large seed pod after 24 hours that produces a complete copy of that body, returned to life (if the target's soul is willing to return). A body returned to life in this fashion suffers no negative levels, but is inflicted with weakness as their body returns to normal; they gain the sickened condition for 1 week which nothing, not even magic, can remove. A target can be returned to life only once with a *seed of life*; if a second seed is used on the same creature, the second, plant-born body cannot fully nourish a tree of life, causing the seed to die. This restriction ends after 1 year.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Life sphere (Resurrection, Resuscitate), creator must have 5 ranks in Knowledge (nature); **Cost** 2,500 gp

**SPELL CLEANSING ELIXIR, LESSER**

**Aura** faint Life; **CL** 5th

**Slot** none; **Price** 250 gp; **Weight** -

**DESCRIPTION**

An emergency tool for removing enchantments in a hurry. When a person drinks the elixir, he may choose a single ongoing magical effect affecting him. The elixir attempts a magic skill check with an MSB of +5 to dispel the effect, as the Counterspell feat.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Life sphere (Break Enchantment); **Cost** 175 gp

**SPELL CLEANSING ELIXIR, GREATER**

**Aura** moderate Life; **CL** 10th

**Slot** none; **Price** 1,000 gp; **Weight** -

**DESCRIPTION**

An emergency tool for removing enchantments in a hurry. When a person drinks the elixir, he may choose up to 3 ongoing magical effects affecting him. The elixir attempts a magic skill check with an MSB of +10 to dispel the effects, as the Improved Counterspell feat.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Life sphere (Break Enchantment); **Cost** 500 gp

**SPHERE FOCUS STIMULANT**

**Aura** faint Enhancement, moderate other (depends on the affected sphere); **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), 15th (+5)

**Slot** none; **Price** 100 gp (+1), 400 gp (+2), 900 gp (+3), 1,200 gp (+4), 1,500 gp (+5); **Weight** -

**DESCRIPTION**

This thick, opaque brew comes in different swirling colors, the combination of which represents the specific sphere that it affects. The stimulant grants the drinker an enhancement bonus to the caster level of a specific sphere for one minute. The crafter must possess a caster level of at least 3x the enhancement bonus granted, and cannot exceed an enhancement bonus of +5.

**CONSTRUCTION REQUIREMENTS**

Distill Compound; **Cost** 50 gp (+1), 200 gp (+2), 450 gp (+3), 600 gp (+4), 750 gp (+5)

**SPLINTER ORB**

**Aura** faint Death; **CL** 1st

**Slot** none; **Price** 150 gp; **Weight** -

**DESCRIPTION**

*Splinter orbs* (sometimes called "bone balls") are roughly the size of an apple consisting of hundreds of shards of bone worked into a sphere. To use it one simply smashes the orb, which immediately reforms into a Medium-sized skeleton, ready for reanimation. These skeletons are most commonly human (or whatever race the creator belong to), but the bones of more exotic creatures are certainly usable, provided such a corpse is available during creation. Necromancers who want readily available minions but are for whatever reason unable to bring them out in the open sometimes coat these balls with a thin layer of clay which is then decorated further to disguise them, and sometimes even incorporated into other things like clothing. Since these items use a single corpse, the bodies of specific individuals can be broken down for ease of transport and then remade at a later date.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Death sphere (Corpse Manipulation), one dead body; **Cost** 75 gp

**TROLL'S CLARET**

**Aura** moderate Life; **CL** 10th

**Slot** none; **Price** 1,500 gp; **Weight** 0.1 lbs.

**DESCRIPTION**

Typically found in red mason jars and not to be used by the squeamish, this combination of troll's blood, root of a living tree, and several other alchemical reagents is a powerful salve when used correctly. When applied on the target, *troll's claret* grants the target fast healing 1 for 10 minutes, and they are healed of all broken bones, severed body parts (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), and ruined organs. This also restores sight, hearing, and other permanent loss of senses. If body parts to be reattached are not present, they require 2d10 rounds to regrow. This cannot bring a creature back from the dead nor function on a creature that is already dead.

**CONSTRUCTION REQUIREMENTS**

Distill Compound, Life sphere (Break Enchantment, Make Whole, Restore Senses (cure), Restore Spirit (cure), Revitalize); **Cost** 750 gp

**VITALIST'S SECRET TONIC****Aura** faint Life; **CL** 5th**Slot** none; **Price** 1,250 gp; **Weight** 0.1 lbs.**DESCRIPTION**

The formula for this varies wildly, as it has been discovered and rediscovered numerous times over the years. Drinking this can heal many conditions, provided those conditions have not been allowed to linger for more than 24 hours. It heals dazed, shaken, staggered, battered, fatigued, sickened, and heals 1d4 points of ability damage to the most damaged ability score. It also lessens panicked, frightened, exhausted, and nauseated by one step.

**CONSTRUCTION REQUIREMENTS**Distill Compound, Life sphere; **Cost** 625 gp**Implements**

Just as a weapon can grant enhancement bonuses to its wielder's attack and damage rolls, an implement of power serves as a focus for magical power, adding enhancement bonuses to its wielder's caster level with a particular sphere. These bonuses are always enhancement bonuses, and therefore multiple implements benefiting the same sphere do not stack. These bonuses only apply to the wielder themselves; this bonus does not apply to spell engines nor other magic items they might be using. When a sphere effect grants the ability command minions (such as Conjunction's companions or Death's undead), the caster level bonus provided by an implement of that sphere does not increase the Hit Dice or the caster's maximum number of controlled Hit Dice of creatures commanded through those effects. Instead, implements grant a circumstance bonus to attack rolls and skill checks for controlled creatures equal to the enhancement bonus provided by the implement.

Just like a magical weapon, an implement of power has its cost calculated according to its maximum bonus; an implement of power grants an enhancement bonus from +1 to +5, with a total possible bonus of +10. Just like a magic weapon, an implement costs 2,000 gp x (total bonus) squared.

An implement uses the crafter's MSB rather than their caster level when determining the maximum caster level implement they can create. The item's caster level must be at least 3x the enhancement bonus granted by the implement. If the implement has other special abilities applied to it, use the highest caster level. An implement must have at least a +1 enhancement bonus to have any other implement special abilities.

Aside from other special abilities, implements can also provide access to specific talents or grant their bonus to one or more additional spheres.

They are normally made with the Craft Implement Of Power feat, but can also be made with the Craft Staff feat if you are not using the new crafting feats.

**Note:** Implements cannot be used to meet caster level prerequisites. If a talent has prerequisites, the user or the implement must have access to all prerequisites to use that talent.

**BLASTER'S BRACERS****Aura** moderate Destruction; **CL** 6th**Slot** wrists; **Price** 8,000 gp **Weight** 1 lb.**DESCRIPTION**

Each pair of *blaster's bracers* are a +1 *Destruction implement* and are imbued with one (blast shape) talent when created. The wearer may treat this talent as a talent known while wearing the bracers. Both bracers must be worn to have any effect and they require a 24 hours attunement period before use.

**CONSTRUCTION REQUIREMENTS**

Craft Implement Of Power, Destruction sphere, creator must possess the talent to be granted; **Cost** 4,000 gp

**ENERGY GRAPPLE****Aura** moderate Destruction; **CL** 9th**Slot** wrists; **Price** 16,000 gp **Weight** 1 lb.**DESCRIPTION**

These bracers have a projection point just under the wearer's palms, allowing them to grab strands of coherent energy. While wearing the *energy grapple*, the wearer gains access to the Energy Tether (blast shape) talent and the Tether Adept feat. If the Energy Tether talent is already possessed, the wearer instead gains the bounding tether mystic combat ability, even if possessing no kinetic scourge levels. If both the Energy Tether talent and the Tether Adept feat are possessed, the wearer gains the bounding tether and dual tether mystic combat abilities. Unlike most implements, these do not grant an enhancement bonus to a sphere.

**CONSTRUCTION REQUIREMENTS**

Craft Implement Of Power, Destruction sphere (Energy Tether (blast shape)), Tether Adept, mystic combat class feature; **Cost** 8,000 gp

**GHOST STAFF****Aura** moderate Death; **CL** 10th**Slot** none; **Price** 50,000 gp; **Weight** 5 lbs.**DESCRIPTION**

This long pale staff is a +3 *Death implement* that also contains the Project Spirit advanced Death talent.

**CONSTRUCTION REQUIREMENTS**

Craft Implement Of Power, Death sphere (Project Spirit); **Cost** 25,000 gp

**GLOVES OF THE TRICKSTER****Aura** faint Illusion and Telekinesis; **CL** 8th**Slot** hands; **Price** 20,000 gp; **Weight** —**DESCRIPTION**

These fingerless white leather gloves are usually form fitting, and slip on with ease. While worn separately, they grant the wearer either a +1 enhancement bonus to caster level with the Illusion or Telekinesis spheres (chosen at random each time they put the glove on). If both are worn by the same creature however, they grant a +2 enhancement bonus to caster level with both the Illusion and Telekinesis spheres. *Gloves of the trickster* are crafted as a set, and are thus only bought and sold in pairs.

**CONSTRUCTION REQUIREMENTS**

Craft Implement Of Power, Illusion sphere, Telekinesis sphere; **Cost** 10,000 gp

**HIDDEN BLADE****Aura** moderate Illusion; **CL** 10th**Slot** none; **Price** 49,000 gp; **Weight** 5 lbs.**DESCRIPTION**

This +3 *glamered longsword* also functions as a +3 *Illusion implement*.

**CONSTRUCTION REQUIREMENTS**

Craft Implement Of Power, Smith Magical Weapons and Armor, Craft Apparatus, Illusion sphere, masterwork longsword; **Cost** 24,500 gp

**MASTER OF CREATIVE ARTS****Aura** strong Creation; **CL** 15th**Slot** hands; **Price** 50,000 gp; **Weight** 0.5 lbs.**DESCRIPTION**

The *master of creative arts* is a metallic glove-like object that covers the fingers with several rings attached to each other by chains. When worn, the glove functions as a +1 *Creation implement*, and grants the wearer the Exquisite Detail and Forge talents.

**CONSTRUCTION REQUIREMENTS**

Craft Implement Of Power, Creation sphere (Exquisite Detail, Forge (alter)); **Cost** 25,000 gp

**MENHIR****Aura** depends on granted sphere and granted bonus; **CL** 3x the granted bonus**Slot** none; **Price** 5,000 gp (+1), 20,000 gp (+2), 45,000 gp (+3), 80,000 gp (+4), 125,000 gp (+5); **Weight** 5 lbs.**DESCRIPTION**

These Large-sized and larger, upright standing stones mark areas of great importance and are commonly enchanted by members of the nature community such as druids, nymphs, shamans and treants. Like implements, every standing stone is associated with a base sphere, which the crafter must possess in order to create the standing stone, either on their own or through another caster. The standing stone usually has an enhancement bonus ranging from +1 to +5.

When standing adjacent to the standing stone and using a sphere ability from the stone's base sphere, the caster adds the standing stone's enhancement bonus as a temporary increase to their caster level for that ability. You may only benefit from one *menhir* at a time. Unlike other implements, this applies not only to magic used by the caster herself, but also to spell engines or other magic items the caster is wielding. *Menhir* normally do not function unless the standing stone is in contact with the earth, and if moved does not function until placed in a single location for 24 hours.

A *menhir's* weight is 5,000 lbs. (Large, enhancement bonus +1 or +2), 10 tons (Huge, enhancement bonus +3 or +4), or 50 tons (Gargantuan, enhancement bonus +5).

**Menhir, Greater (Trilithon):** A trilithon (or trilith), is a magical structure consisting of two vertical *menhir* of the same size (posts) supporting a third *menhir* set horizontally across the top (lintel). The three *menhir* that make up the trilithon must all share an association with the same base sphere. When

standing adjacent to a trilithon and using a sphere ability from the shared stone's base sphere, the caster only gains the enhancement bonus from the weakest *menhir* of the trio to that sphere effect.

In addition, the caster gains two temporary talents from the stone's base sphere (chosen at the beginning of any turn the caster begins adjacent to the trilithon). Unlike with most temporary talents, effects created with the trilithon does not end when the caster loses these talents. A caster may only benefit from one trilithon at a time. Unlike implements, this applies not only to magic used by the caster herself, but also to spell engines or other magic items the caster is wielding. Trilithon, like *menhir*, normally do not function unless the two posts are in contact with the earth.

A trilithon's base price is equal to the total cost of the three *menhir* that make it up. To create a trilithon, one must simply place two *menhir* standing adjacent to each other, placing a third horizontally across the top.

**CONSTRUCTION REQUIREMENTS**

Craft Implement Of Power, any base sphere; **Cost** 2,500 gp (+1), 10,000 gp (+2), 22,500 gp (+3), 40,000 gp (+4), 62,500 gp (+5) gp

**STAFF OF GREAT CONTROL****Aura** faint Conjunction and Death; **CL** 12th**Slot** none; **Price** 32,000 gp; **Weight** -**DESCRIPTION**

The *staff of great control* is carved from cherrywood and is adorned with a perfectly-preserved human skull at the top. This implement grants the user a +2 enhancement bonus to caster level with the Conjunction and Death spheres, as well as a +2 bonus to the saving throws and damage rolls of the bearer's controlled undead and companions.

**CONSTRUCTION REQUIREMENTS**

Craft Implement Of Power, Conjunction sphere, Death sphere; **Cost** 16,000 gp

**STAFF OF SANDS AND STORMS****Aura** strong Weather; **CL** 20th;**Slot** none; **Price** 200,000 gp; **Weight** 100 lbs.**DESCRIPTION**

This staff is carved from ancient wood, petrified with age until it is almost stone. The staff itself is supernaturally heavy; simply holding it and carrying it can be incredibly difficult. For those who can bear its weight and speak its command word, however, they find that an entire world's-worth of energy appears to be stored within it.

The *staff of sands and storms* is a +5 *Weather implement* in any hands, but it also holds up to 10 charges within it; the staff can be recharged at a rate of one charge per day by a caster holding it and spending a spell point. As a standard action its wielder can speak a command word to expend one charge, tapping into and unleashing the writhing energy stored inside the staff. Upon doing so, the staff unleashes a 1,200-foot cone of severity level 7 weather of either Cold, Heat, Precipitation, or Wind (wielder's choice), which persists for 20



rounds. This weather is not considered created by the wielder's *control weather*, and cannot be combined with talents such as Storm Lord that add effects to the wielder's created weather. However, this extreme weather counts as a use of *control weather* with a caster level and MSB of 20 and an MSD of 31 for the purposes of battling for control with another caster.

A *staff of sands and storms* can be used for a retributive strike, requiring it to be broken by its wielder as a standard action. (This purposeful breaking does not require a Strength check.) The weather within 1,200 feet of the staff becomes severity level 7 Precipitation, Wind, and either Cold or Heat (50% chance of either) for 1 hour, and all creatures and objects within 2 squares of the broken staff take an amount of electricity damage equal to 20 x the number of charges in the implement. Creatures and objects 3 or 4 squares away take an amount of electricity damage equal to 15 x the number of charges, and those 5 or 6 squares away take an amount of electricity damage equal to 10 x the number of charges. All those affected can attempt DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence (01—50 on a d%), but if she does not, the explosive release of spell energy instantly destroys her. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

#### CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Weather sphere (Cold Lord, Heat Lord, Rain Lord, Wind Lord); **Cost** 100,000 gp

#### STAFF OF THE SNIDE SERVANT

**Aura** moderate Conjunction; **CL** 9th

**Slot** none; **Price** 18,000 gp; **Weight** 5 lbs.

#### DESCRIPTION

This +1 *Conjunction implement* contains a single invisible servant inside it that can be *summoned* as a standard action. This servant has an indefinite duration, and can be called and dismissed (also a standard action) as much as desired. The servant is a companion from the Conjunction sphere with no (form) talents and indeed cannot gain any. The invisible servant will perform services for the wielder of the staff, but it refuses to fight and will dismiss itself if ever asked to perform any dangerous task (fighting, stealing, or other such behaviors).

Additionally, the invisible servant has a terrible attitude, and will subtly mock and insult the wielder of the staff at every opportunity.

#### CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Conjunction sphere, Illusion sphere (Suppression (glamer)); **Cost** 9,000 gp

## Implement Special Abilities

The following special abilities can be applied to implements.

### Abjuring

While wielding this implement, the caster may spend a spell point as an immediate action to grant spell resistance to himself and all friendly creatures within 30 feet against a single spell or sphere ability. The resistance then ends. The value of this spell resistance is equal to the Protection caster level of the wielder + 10.

**Aura** moderate Protection; **CL** 10th; Craft Implement Of Power, Protection sphere; **Cost** +3 bonus

### Aggressive

This special ability may only be applied to implements which give a caster level bonus to sphere effects from the War sphere.

The bearer and all allies within 30 feet gain an insight bonus to initiative equal to the implement's enhancement bonus.

**Aura** moderate War; **CL** 8th; Craft Implement Of Power, War sphere; **Cost** +1 bonus

### Aiming

When using a sphere effect from a sphere to which this implement grants its enhancement bonus, you may apply the implement's enhancement bonus to any attack and damage rolls granted by the sphere effect. This includes indirect attack rolls, such as hitting something with a Bludgeon through *telekinesis* or dropping a created object on something.

**Aura** faint Divination; **CL** 5th; Craft Implement Of Power, Divination sphere; **Cost** +1 bonus

### Alerting

This special ability may only be applied to implements which give a caster level bonus to sphere effects from the War sphere.

Whenever you roll initiative, you may spend a spell point to allow allies within 30 feet to use your initiative count (if it is higher than their own). You still act before them, and others use their original initiative order to settle the tie.

**Aura** strong War; **CL** 15th; Craft Implement Of Power, War sphere; **Cost** +3 bonus

### Attendant

This special ability may only be applied to any handheld magic item, including weapons, shields, or implements.

An *attendant* item springs to hand when you send for it. As a swift action you can call for an *attendant* item, and if it is within 50 feet it attempts to leap to your hand. If it is currently held by another creature or trapped or bound in some way it fails to arrive, though it can extricate itself from a backpack or sheathe. You must possess an *attendant* item for at least 24 hours before you can use this function, and only one creature can have the ability to use this function at a time.

**Aura** faint Telekinesis; **CL** 5th; Craft Implement Of Power or Smith Magical Weapons And Armor, Telekinesis sphere (Whirlwind Assembly); **Cost** +500 gp

### Capacitance

You may cast sphere effects into this implement, storing them for a short time before discharging them simultaneously. This casting spends any spell points required at the time it is performed. You may cast sphere effects into the implement with total spell point cost not exceeding the implement's enhancement bonus and total caster level not exceed three times your caster level (use the highest caster level for the effects stored if you have multiple caster levels). Once an effect is cast into the implement, it dissipates harmlessly after 1 minute. All stored effects may be released as a 1 round action, choosing targets for each stored effect individually within the parameters of that effect.



**Aura** faint Time; **CL** 5th; Craft Implement Of Power, Time sphere; **Cost** +2 bonus

### Carved

This special ability may only be applied to implements which give a caster level bonus to sphere effects from the War sphere.

This implement has been enchanted to conduct primal energies through channels engraved in it. The caster may use a swift action to move any *totem* they own within long range so that it is centered at their current location.

**Aura** moderate War; **CL** 6th; Craft Implement Of Power, War sphere; **Cost** +1 bonus

### Equitable

This special ability may only be applied to an implement that grants a bonus to the Life sphere.

This implement can be used to remove a condition that the bearer can not normally restore, provided a basic Life talent exists that can perform the function. The implement may be used this way a maximum number of times per day equal to the caster level bonus it grants. The bearer must still pay the spell point cost of the ability.

**Aura** moderate Life; **CL** 6th; Craft Implement Of Power, Life sphere; **Cost** +1 bonus

### Erudite

While using this implement, the caster may apply its enhancement bonus to certain skills, determined by what sphere(s) the implement normally applies an enhancement bonus to. If the implement has multiple spheres, then more skills might be affected. The skills affected (by sphere) are:

**Table: Erudite Skills**

Sphere	Associated Skills
Alteration	Disguise and Survival
Blood	Heal and Survival
Conjuration	Handle Animal and Ride
Creation	Craft (any) and Knowledge (engineering)
Dark	Knowledge (dungeoneering) and Stealth
Death	Knowledge (planes) and Knowledge (religion)
Destruction	Intimidate and Knowledge (engineering)
Divination	Perception and Sense Motive
Enhancement	Spellcraft and Use Magic Device
Fallen Fey	Diplomacy and Knowledge (nature)
Fate	Knowledge (arcana) and Knowledge (history)
Illusion	Bluff and Disguise
Life	Heal and Knowledge (religion)
Light	Knowledge (geography) and Perception
Mind	Diplomacy and Sense Motive
Nature	Knowledge (nature) and Survival
Protection	Escape Artist and Survival
Telekinesis	Fly and Sleight of Hand
Time	Knowledge (history) and Knowledge (nobility)
War	Diplomacy and Intimidate
Warp	Knowledge (geography) and Knowledge (planes)
Weather	Fly and Knowledge (nature)

**Aura** faint Divination; **CL** 5th; Craft Implement Of Power, Divination sphere; **Cost** +2,000 gp

### Exacting

If this implement is used to cast a spell which is a ranged attack or ranged touch attack from a sphere to which it applies its enhancement bonus, the caster does not take the standard -4 penalty for attacking an opponent engaged in melee.

**Aura** faint Divination; **CL** 5th; Craft Implement Of Power, Divination sphere; **Cost** +6,000 gp

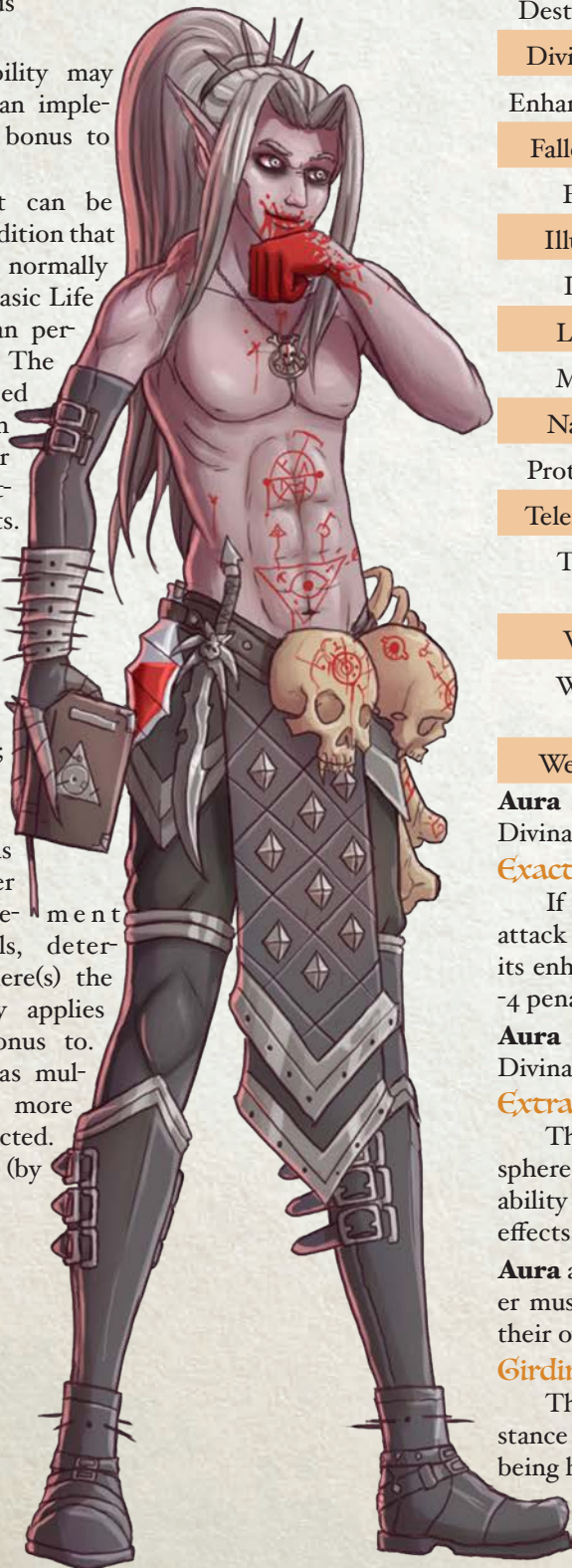
### Extra Sphere

The implement provides an enhancement bonus to a sphere other than its base sphere, chosen when this special ability is gained. This benefit may be taken up to 5 times. The effects stack.

**Aura** as sphere; **CL** 5th; Craft Implement Of Power, the crafter must have access to the sphere to be enhanced, either on their own or through another caster; **Cost**: +1 bonus

### Girding

This Protection implement gives its wielder a circumstance bonus to AC equal to its enhancement bonus while it is being held.



**Aura** faint Protection; **CL** 10th; Craft Implement Of Power, Protection sphere; **Cost** +2 bonus

### Magic Talent

Any caster wielding the implement gains access to a magic talent contained within the implement. If this talent is a (form) Conjunction talent, it may be applied to any companion the caster summons, but no more than one creature at any given time. To contain an advanced talent, an implement needs a minimum caster level equal to that talent's prerequisite caster level, and must contain all of that talent's prerequisite talents. An implement may gain this special ability multiple times.

**Aura** as sphere; **CL** 5th; Craft Implement Of Power, see below; **Cost**: +2 bonus

The crafter must have access to the magic talent to be included, either on their own or through another caster. The talent must belong to the implement's base sphere. A caster wielding the implement counts as possessing that magic talent when meeting the prerequisites for creating other magic items.

### Meditation

When casting a spell or sphere effect to which the implement's enhancement bonus applies, the wielder adds twice the implement's enhancement bonus as an enhancement bonus to concentration checks relating to that spell or sphere effect.

**Aura** faint Mind; **CL** 5th; Craft Implement Of Power, Mind sphere (Powerful Charm); **Cost** +1,000 gp

### Desmerism

While wielding an implement with this benefit, a caster with access to the Mind sphere gains access to a gaze attack capable of affecting creatures within close range.

At first this gaze attack does nothing apart from making others who meet your gaze feel unsettled (an effect that those with the Subtlety talent may suppress if they choose). This effect can be suppressed or resumed as a free action. The gaze attack's effect can shift to be that of any *lesser* or *greater charm* from the Mind sphere that the implement's wielder possesses as a talent; shifting the gaze to a *lesser charm* can be done indefinitely (though it does not change the fact that a creature can only usually be affected by any given caster's *lesser charms* once per day).

Shifting the gaze attack to a *greater charm* costs 1 spell point, and the effect lasts for 1 round per point of casting ability modifier (at which point the wielder must either pay another spell point, shift to a different ability, or end the ability as a free action).

**Aura** faint Mind; **CL** 9th; Craft Implement Of Power, Mind sphere (Mass Charm, Project Thoughts (charm)); **Cost** +3 bonus

### Sunset

This special ability may only be applied to an implement of the Light sphere. When the wielder of an implement with this special ability causes one of their *glow* effects to shed bright light by concentrating on it, they may choose for that bright light to persist one round after they stop concentrating on it.

If the wielder of this implement also possesses the Lingering Glow talent, the effects stack, allowing bright light to persist for three rounds after they stop concentrating on it.

**Aura** faint Light; **CL** 4th; Craft Implement Of Power, Light sphere (Lingering Glow); **Cost** +1 bonus

### Sustaining

This special ability may only be applied to an implement of the Telekinesis sphere.

You may delegate a *telekinetic* effect to a sustaining implement. This effect works like the Sustained Force use of *telekinesis*, except that you do not need to spend a spell point, and your implement may only sustain a single effect at a time. If you delegate concentration to your implement while it is already sustaining a *telekinetic* effect, the previous effect ceases and all lifted objects are released.

**Aura** moderate Telekinesis; **CL** 8th; Craft Implement Of Power, Telekinesis sphere; **Cost** +2 bonus

### Vital

This special ability may only be applied to an implement that grants a bonus to the Life sphere.

The bearer of this implement and all creatures within 60 feet receive a bonus to their saving throws equal to its enhancement bonus against the Death sphere, negative energy, and death effects. The bearer of this implement gain the benefits of the Counterspell feat, which may only be used to counter or dispel Death sphere abilities. Those wielding the implement may add the implements enhancement bonus to their magic skill bonus when using the implement this way.

**Aura** faint Life and universal; **CL** 4th; Craft Implement Of Power, Life sphere, Counterspell; **Cost** +2 bonus

### Wand Chambered

This implement may absorb a single wand of a sphere to which its enhancement bonus applies as a standard action. The wand may also be removed as a standard action. While absorbed, the implement's wielder is treated as wielding this wand and the implement's enhancement bonus applies to the wand's caster level. This only applies to implements that are welded; pieces of equipment or slotless items given implement special abilities cannot gain this benefit.

**Aura** faint Enhancement; **CL** 5th; Craft Implement Of Power, Enhancement sphere; **Cost** +500 gp

### Watchful

This special ability may only be applied to implements which give a caster level bonus to magical sphere effects from the War sphere.

With this implement, you may *rally* an ally (but not yourself) as a free action once per round. You may take this action even when it is not your turn, but not if you are unable to use immediate actions. You must pay the normal spell point costs required by the *rally*.

**Aura** moderate War; **CL** 10th; Craft Implement Of Power, War sphere; **Cost** +2 bonus

### Wellspring

This special ability may only be applied to an implement that grants a bonus to the Life sphere.

When the bearer of this implement uses a *cure* effect, they may tap into the reserve of this implement and add extra hit points to the *cure*. A maximum of 20 hit points per +1 caster level bonus of the implement per day can be provided by the implement, and can be delivered in any combination of *cure* effects. These extra hit points return over night.

**Aura** moderate Life; **CL** 8th; Craft Implement Of Power, Life sphere (Fount Of Life); **Cost** +1 bonus

## Marvelous Items

A marvelous item is a device that produces a magical effect that must be activated (usually activated as a standard action), often through the touch of a button, the speaking of a command word, or some other action such as striking the item against the ground, holding it against the intended target, throwing the item through the air. Marvelous items use the talent-based method of magic item creation. If a wondrous item's effect requires a saving throw from any creature, the DC is equal to 10 + 1/2 the item's caster level.

### Eyes Slot

#### CONTRAST SPECTACLES

**Aura** faint Divination; **CL** 3rd

**Slot** eyes; **Price** 2,000 gp

#### DESCRIPTION

The light pair of wire-rimmed lenses reveal natural levels of illumination from unnatural, even in conditions where the wearer can not otherwise see. *Contrast spectacles* instantly reveal the location and boundaries of all areas of *darkness*, *blot*, and *glow*, even if they do not change the ambient lighting conditions. As a swift action the wearer may attempt a Spellcraft check to identify any active (darkness), (blot), (glow), and (nimbus) talents. This does not grant low-light vision or darkvision, nor does it allow the wearer to notice magical lighting conditions through physical barrier to vision. The Obfuscation talent thwarts the effects of *contrast spectacles*.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Divination sphere; **Cost** 1,000 gp

#### GOGGLES OF MAGIC SIGHT

**Aura** faint Divination; **CL** 1th

**Slot** eyes; **Price** 1,200 gp; **Weight** 1 lb.

#### DESCRIPTION

These goggles look like simple goggles used by fliers, but closer inspection reveals that the glasses can be rotated. Moving both glasses to the right position provides the effects of the standard *divine* effect of the Divination sphere. The effect persists until the user ceases concentration, after which both glasses snap back to their original position. These goggles can be used 3 times per day.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Divination sphere; **Cost** 600 gp

### Feet Slot

#### EARTH WARRIOR'S BOOTS

**Aura** faint Life; **CL** 2nd

**Slot** feet; **Price** 4,000 gp; **Weight** —

#### DESCRIPTION

These sturdy leather boots are prized by mercenaries who may not have healers available when they most need them. When standing upright on solid soil or stone, slamming the heel of either boot into the ground (a free action) will grant the wearer fast healing 1 for 2 minutes. Each boot can be used once per day, and can be used at the same time or separately (the effect stacks with itself). Both boots must be worn for the magic

to be effective. The boots also grant DR 5/magic vs. anything harmful that the wearer steps on that are environmental in nature, or traps that attack from beneath the wearer.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Life sphere (Revitalize); **Cost** 2,000 gp

### Hands Slot

#### ENTROPIC GLOVES

**Aura** moderate Destruction; **CL** 12th

**Slot** hands; **Price** 60,000 gp; **Weight** —

#### DESCRIPTION

Once per round, when you use a sphere ability that deals hit point damage, you do an extra point of damage per caster level.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Destruction sphere; **Cost** 30,000 gp

#### LIGHT OF IRIS

**Aura** moderate Light and Fate; **CL** 8th

**Slot** hand; **Price** 32,000 gp; **Weight** 0.5 lbs.

#### DESCRIPTION

The *light of iris* is a silver eye that is worn like a glove so that the eye is over the person's palm. When different creatures are within 100 feet of the one wearing the *light of iris*, the eye glows dimly in a variety of colors. If multiple creatures are within range, it will alternate its glow every second between the different types that are within range. If the wearer chooses he may consciously exclude a creature he can see from those the light of iris detects (such as his party members). Excluding or re-including a creature in this manner is a standard action.

Creature Type	Glow Color
Goblinoids (goblins, orcs, etc.)	blue
Undead	red
Oozes	orange
Aberrations	green
Outsiders	white
Dragons	purple
Fey, gnomes, or elves	yellow

Additionally, twice per day when the hand is empty and the hand opened completely, the wearer may spend a standard action to cause the *light of iris* to unleash a 60 ft. cone of bright light for one round. Once during this round, each ally within this bright light may roll an attack roll, skill check, ability check, or saving throw twice and take the better result. This only functions if they are within the area of bright light.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, Light sphere (Style), Fate sphere (Bless); **Cost** 16,000 gp

**SHADOW-DIPPING GLOVES****Aura** weak Dark; **CL** 5th**Slot** hands; **Price** 5,000 gp**DESCRIPTION**

These skin-tight kid gloves look more like a coating of liquid pitch than a typical article of clothing. Donning a pair of *shadow-dipping gloves* allows the wearer to attempt Sleight of Hand checks and Steal combat maneuvers in order to take items stored in another person's *shadow stash* or to surreptitiously deposit items into it. The gloves grant the wearer the ability to use her own shadow as a *shadow stash* with a caster level of 5th, even if she does not have access to the Dark sphere and Shadow Stash talent. If she has the Shadow Stash talent, she is treated as if she has taken it a second time. If she has taken the Shadow Stash talent twice, *shadow-dipping gloves* provide no benefit.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Dark sphere (Shadow Stash); **Cost** 2,500 gp

**Headband Slot****HEADBAND OF ILL FORTUNE****Aura** faint Fate; **CL** 5th**Slot** headband; **Price** 10,000 gp; **Weight** -**DESCRIPTION**

When a creature wears this headband, once per day they may look at a creature within close range and curse them as an immediate action, forcing them to roll an attack roll, skill check, ability check, or saving throw twice and take the lower result.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Fate sphere; **Cost** 5,000 gp

**Neck Slot****AMULET OF PRIMAL PROTECTION****Aura** faint Enhancement and Protection; **CL** 5th; **Scaling** wonder**Slot** neck; **Price** 3,150 gp; **Weight** 0.1 lbs.**DESCRIPTION**

This amulet appears to be small shield made of teeth, and is often found in the possession of the holy warriors of the primal world. The wearer gains the benefit of the Improved Unarmed Strike feat.

**6th Level - 4,800 gp:** The amulet grants the wearer a +4 bonus on saving throws against all forms of poison and disease.

**7th Level - 7,050 gp:** The amulet grants a +1 natural armor enhancement bonus.

**8th Level - 9,900 gp:** The amulet grants an enhancement bonus of +1 on attack and damage rolls with unarmed attacks and natural weapons.

**9th Level - 13,800 gp:** The amulet grants the wearer a +4 bonus on saving throws against all forms of fear.

**10th Level - 18,600 gp:** The amulet grants a +2 natural armor enhancement bonus.

**11th Level - 24,600 gp:** The amulet grants an enhancement bonus of +2 on attack and damage rolls with unarmed attacks and natural weapons.

**12th Level - 32,400 gp:** The amulet grants the wearer immunity to all forms of poison and disease.

**13th Level - 42,000 gp:** The amulet grants a +3 natural armor enhancement bonus.

**14th Level - 55,500 gp:** The amulet grants an enhancement bonus of +3 on attack and damage rolls with unarmed attacks and natural weapons.

**15th Level - 72,000 gp:** The amulet grants the wearer immunity to all forms of fear.

**16th Level - 94,500 gp:** The amulet grants a +4 natural armor enhancement bonus.

**17th Level - 129,000 gp:** The amulet grants an enhancement bonus of +4 on attack and damage rolls with unarmed attacks and natural weapons.

**18th Level - 159,000 gp:** The amulet grants the wearer the stalwart class feature.

**19th Level - 205,500 gp:** The amulet grants a +5 natural armor enhancement bonus.

**20th Level - 264,000 gp:** The amulet grants an enhancement bonus of +5 on attack and damage rolls with unarmed attacks and natural weapons.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Enhancement sphere (Natural Enhancement), Protection sphere (Inner Peace (aegis)), Improved Unarmed Strike; **Cost** 132,000 gp

**AMULET OF THE REVEALING EYE****Aura** faint Divination and Light; **CL** 3rd**Slot** neck; **Price** 10,800 gp; **Weight** -**DESCRIPTION**

Three times per day, you may activate this amulet as a standard action. Doing so produces a 60-foot cone of bright light for 3 rounds that reveals all hidden creatures and objects as well as anything expressly designed to be hidden. Creatures and objects lose all the benefits of invisibility for as long as they are within the area of bright light. Hidden objects include secret doors, hidden caches, and secret compartments. Not only does this detect the presence of such secrets, but it also gives you knowledge of their trigger mechanisms. This only detects doors, passages, and openings specifically designed to avoid detection. The orientation of the cone may be changed once per turn as a free action.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Light sphere, Divination sphere (Detect Secrets (divine)); **Cost** 5,400 gp

**NECKLACE OF THE HEALED SOUL****Aura** faint Fate and Life; **CL** 3rd; **Scaling** prize**Slot** neck; **Price** 400 gp; **Weight** 1/2 lbs.**DESCRIPTION**

This necklace, is a thin platinum chain interwoven with small diamonds with a single charge that refreshes each day. The wearer as a standard action, may use the *restore Life* sphere ability by spending a single charge. When using sphere talents or abilities from the necklace they are considered to have CL 1st.

**4th Level - 900 gp:** The wearer of the *necklace of the healed soul* can now use *restore* with the Restore Health talent. The wearer uses the necklace sphere talents or abilities at CL 2nd.

**7th Level - 3,525 gp:** The wearer of the *necklace of the healed soul* can now use *restore* with the Restore Health and Restore Senses talents. The wearer uses the necklace sphere talents or abilities at CL 4th.

**10th Level - 9,300 gp:** The wearer of the *necklace of the healed soul* can now use *restore* with the Restore Health, Restore Senses, and Restore Spirit talents. The wearer uses the necklace sphere talents or abilities at CL 6th.

**12th Level - 16,200 gp:** The wearer of the *necklace of the healed soul* can now use *restore* with the Break Enchantment, Restore Health, Restore Senses, and Restore Spirit talents. The wearer uses the necklace sphere talents or abilities at CL 8th.

**14th Level - 27,750 gp:** The wearer of the *necklace of the healed soul* can use the *Freedom word* from the Fate sphere by spending a single charge. The wearer uses the necklace sphere talents or abilities at CL 10th.

**15th Level - 36,000 gp:** As an immediate action, the wearer of the necklace can use the *Bless word* from the Fate sphere by spending a single charge. The wearer uses the necklace sphere talents or abilities at CL 12th.

**16th Level - 47,250 gp:** The necklace has 2 charges which refresh daily. The wearer uses the necklace sphere talents or abilities at CL 14th.

**17th Level - 61,500 gp:** The necklace has 3 charges which refresh daily. The wearer uses the necklace sphere talents or abilities at CL 16th.

**18th Level - 79,500 gp:** The necklace has 4 charges which refresh daily. The wearer uses the necklace sphere talents or abilities at CL 18th.

**19th Level - 102,750 gp:** The necklace has 5 charges which refresh daily. The wearer uses the necklace sphere talents or abilities at CL 20th.

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#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Craft Apparatus, Life sphere (Break Enchantment, Restore Health (cure), Restore Senses (cure), Restore Spirit (cure)), Fate sphere (Bless (word), Freedom (word)); **Cost** 51,375 gp

#### OBSIDIAN KEY

**Aura** weak Dark; **CL** 5th

**Slot** neck; **Price** 3,000 gp; **Weight** -

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#### DESCRIPTION

This faceted key is carved from volcanic glass and hangs around the wearer's neck on thread of spider silk. Each obsidian key must be attuned to a particular Dark sphere user in a ritual using a small sample of the caster's blood, hair, or similar token piece of her body. Once attuned, a creature donning the *obsidian key* is treated as having the Clearsight and Darkvision melds with respect to the attuned Dark sphere user's areas of *darkness* or *blot*. As a swift action, the wearer may immediately dispel all ongoing *darkness*, *blot*, or *shadow* effects within medium range that were created by the attuned caster, at which time the *obsidian key* becomes non-magical.

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#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Dark sphere (Clearsight (meld)); **Cost** 1,500 gp

#### TOKEN OF FEY AFFECTION

**Aura** moderate Warp; **CL** 10th

**Slot** neck; **Price** 20,000 gp; **Weight** -

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#### DESCRIPTION

This small necklace contains a single, small gemstone, and is often given by Fey creatures to their mortal lovers or champions. Once per day, when the wearer of the token is reduced to 0 hit points or fewer (or, when the wearer simply desires it), they are instantly teleported to the creature who gave them the token, provided they are on the same plane of existence.

Only the creature to whom this token is given may use the token, and only to teleport to the creature who presented it to them. While it is possible to find or steal a token, the token will not work properly until it has been presented to a creature, and then may only be used to teleport to the side of the one who presented it to them.

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#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Warp sphere (Teleport Beacon (space)); **Cost** 10,000 gp

#### Shoulders Slot

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#### DASHING CLOAK

**Aura** faint Warp; **CL** 5th

**Slot** shoulders; **Price** 5,200 gp; **Weight** 1 lb.

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#### DESCRIPTION

The silver embroidery on this fine purple cloak seems to twist and shift in the light. A *dashing cloak* has five charges which are renewed each day at dawn, represented by five symbols in the embroidery. Spending 1 or more charges causes one of the symbols to grow still and allows the wearer to teleport to any place they have line of effect and line of sight to, up to a maximum range of 30 feet. The action it takes to teleport depends on how many charges are spent.

- **1 charge:** Standard action
- **2 charges:** Move action
- **3 charges:** Swift action

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#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Warp sphere (Quick Teleport); **Cost** 2,600 gp

#### Slotless

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#### BANNER OF THE WARLORD

**Aura** moderate War; **CL** 10th

**Slot** none; **Price** 30,000 gp; **Weight** 0.1 lbs.

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#### DESCRIPTION

This ornate strip of cloth is small enough to tie around a weapon but colorful enough to be seen easily from a distance. Although worn and frayed around the edges, the cloth is magically clean and its colors never run. It has 10 hit points but, impossibly, has a hardness of 30.

Each *banner of the warlord* is imbued with a *totem*, chosen when it is made. Its *totem* does not change. It can be activated

by tying it to a pole (or polearm) and openly displayed. It continues to be effective, whether carried, wielded as part of a weapon, or planted on the battlefield. Whether the banner can be actually seen is not important, only that it is not being hidden.

Before being used, it must be attuned to a creature who will determine who its allies and enemies are. It takes a standard action to attune the banner, and all it requires is for the holder to hold it aloft and make a brief (but stirring) speech, or just screaming really loud.

If it is lost, either by having its owner die or having a non-ally take away the banner physically, another creature can attune it as a standard action. The banner remains attuned to the original owner as long as no one else attunes to it.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, War sphere, totem to be imbued;  
**Cost** 15,000 gp

#### BANNER OF THE WARLORD, MAJOR

**Aura** strong War; **CL** 20th

**Slot** none; **Price** 60,000 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

This is the same as a *banner of the warlord*, but its effective caster level is 20.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, War sphere, totem to be imbued;  
**Cost** 30,000 gp

#### BANNER OF THE WARLORD, MINOR

**Aura** moderate War; **CL** 5th

**Slot** none; **Price** 15,000 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

This is the same as a *banner of the warlord*, but its effective caster level is 5.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, War sphere, totem to be imbued;  
**Cost** 7,500 gp

#### DOWSING RODS

**Aura** moderate Divination; **CL** 11th

**Slot** none; **Price** 1,000 gp; **Weight** 0.1 lbs.

#### DESCRIPTION

This pair of rods is used in divining the location of various objects, such as gems, metals or even water. *Dowsing rods* are made with a specific purpose upon its creation - see the table below for examples of available *dowsing rods*.

As a full-round action, you may attempt to cross the rods, which depending upon the results determine the direction or location of the nearest target. If the ends of the rods cross, you are either directly above or below a location where the target is within close range. If the rods remain parallel, you are facing the general direction where the nearest target may be found. If the rods repel each other, the nearest source of the target is not in that general direction. The larger the target, the stronger the pull of the rods. The rods will only become parallel if the target is within 1 mile of the rods.

Most *dowsing rods*, once they cross, lose the ability to find new targets, but may be used like a compass to find the old target. However, *dowsing rods* which divine for life necessities such as food, water, or habitable shelter may be used multiple times to find new targets (even after their rods have crossed if so desired). PCs seeking treasure in the form of precious metal ore or gem deposits to find such worth totaling roughly 500 gp (not including any wealth of any denizens who may be guarding it). *Dowsing rods* are thus not so much a means for PCs to get rich quick, but rather a tool that can be utilized to help move the story along.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Divination sphere (Dowsing (divine)); **Cost** 500 gp

Roll	Dowsing Rod Example Table
1	<i>Dowsing rod of beasts</i> (divines the location of the nearest animal, usually with a minimum Hit Dice or specific type)
2	<i>Dowsing rod of breathable air</i>
3	<i>Dowsing rod of copper deposits</i>
4	<i>Dowsing rod of diamonds</i>
5	<i>Dowsing rod of dragons</i> (divines the location of the nearest dragon)
6	<i>Dowsing rod of gold deposits</i>
7	<i>Dowsing rod of goblinoids</i> (divines for the location of the nearest goblinoid)
8	<i>Dowsing rod of iron deposits</i>
9	<i>Dowsing rod of leylines</i> (divines the location of the nearest leyline)
10	<i>Dowsing rod of lead deposits</i>
11	<i>Dowsing rod of nutrition</i> (divines for edible plants)
12	<i>Dowsing rod of outsiders</i> (divines the location of the nearest outsider of a specific subtype)
13	<i>Dowsing rod of platinum deposits</i>
14	<i>Dowsing rod of poison detection</i> (divines the presence of poison)
15	<i>Dowsing rod of saturation</i> (divines the presence of drinkable water)
16	<i>Dowsing rod of shelter</i> (divines the presence of habitable shelter)
17	<i>Dowsing rod of silver deposits</i>
18	<i>Dowsing rod of undeads</i> (divines the location of the nearest undead)
19	<i>Dowsing rod of vermin</i> (divines the location of the nearest vermin)
20	<i>Dowsing rod of the woodlands</i> (divines the location of the nearest grove of trees)

**FOCUS OF THE DIVINER**

**Aura** faint Divination; **CL** 2nd; **Scaling** prize  
**Slot** none; **Price** 150 gp; **Weight** 1 lb.

**DESCRIPTION**

This particular focus is made and sold in various different shapes, the most common of which is a wooden box containing either a complete deck of harrow cards or set of runes. If any of the harrow cards or runes move more than 400 feet from the box or becomes damaged those cards or runes rematerialize inside the box undamaged.

**4th Level – 900 gp:** While the owner is touching a harrow card or rune, she gains a +1 enhancement bonus to her caster level with Divination sphere talents and abilities.

**6th Level – 2,400 gp:** While the owner is in possession of the *focus of the diviner*, she gains the benefits of the Deadly Dealer feat, even if she does not meet the feat's prerequisites. Thrown cards and runes are treated as darts, but cannot be imbued with additional power except as listed below unless the owner also has the Arcane Strike feat. This otherwise functions as the Deadly Dealer feat.

**8th Level – 4,950 gp:** The enhancement bonus increases to +2.

**10th Level – 9,300 gp:** The owner, if she throws harrow cards or runes may add the enhancement bonus with the Divination sphere to her attack and damage rolls with the harrow cards or runes.

**12th Level – 16,200 gp:** The enhancement bonus increases to +3.

**14th Level – 27,750 gp:** The cards and runes gain a +1 ranged weapon special ability of your choice, such as *distance*, *flaming*, or *ghost touch*.

**16th Level – 47,250 gp:** The enhancement bonus increases to +4.

**18th Level – 79,500 gp:** The cards and runes gain your choice of an additional +2 ranged weapon special ability or two +1 ranged weapon special abilities of your choice.

**20th Level – 132,000 gp:** The enhancement bonus increases to +5.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Divination sphere, Enhancement sphere; **Cost** 66,000 gp

**LAST MUSICBOX**

**Aura** moderate Fate; **CL** 10th  
**Slot** none; **Price** 20,000 gp; **Weight** 2 lbs.

**DESCRIPTION**

This small mechanical box plays a haunting melody when opened, and is decorated with images of angels and demons locked in combat. Whenever a creature within 50 feet of the music box hears the melody for at least one uninterrupted minute, one of the following happens:

If the creature is good, they gain a +2 sacred bonus to attack rolls, saving throws, and skill checks for 10 minutes.

If the creature is evil, they gain a +2 profane bonus to attack rolls, saving throws, and skill checks for 10 minutes.

If the creature is neither good nor evil, they suffer a -2 penalty to all attack rolls, saving throws, and skill checks for 10 minutes.

The music box can only be played once per day. If a creature opens the box a second time in a day, no music plays, and instead every creature within 50 feet becomes sickened for 1 hour.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Fate sphere; **Cost** 10,000 gp

**NECROTIC MARIONETTE**

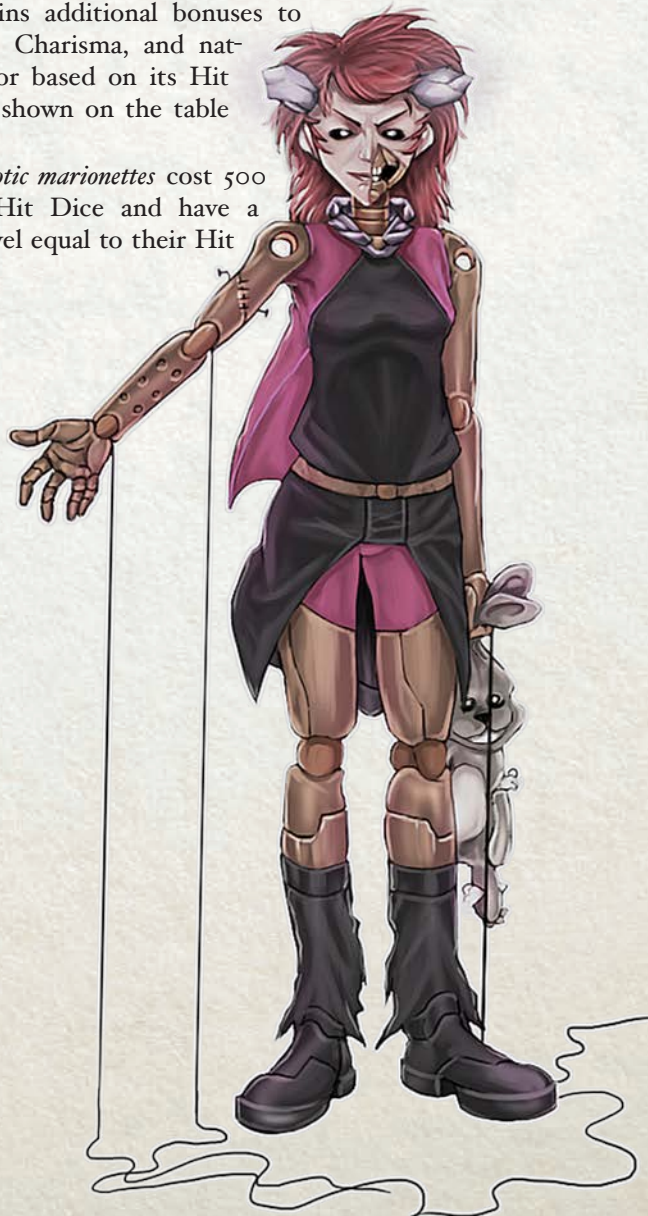
**Aura** strong Death; **CL** varies  
**Slot** none; **Price** varies; **Weight** 100 lbs.

**DESCRIPTION**

A creation of necromancers unwilling or unable to secure bodies for reanimation, a *necrotic marionette* is a puppet that functions as a corpse for the purposes of any Death talent - it can be reanimated, absorbed by Tomb Of Flesh, detonated by Corpse Bomb, repaired by Corpse Manipulation, and so on. *Necrotic marionettes* count as twice their Hit Dice against the total amount you may have reanimated at once.

A *necrotic marionette* has the following ability scores when raised as an undead: **Str** 12, **Dex** 14, **Con** -, **Int** 7, **Wis** 10, **Cha** 13. It gains additional bonuses to Strength, Charisma, and natural armor based on its Hit Dice, as shown on the table below.

*Necrotic marionettes* cost 500 gp per Hit Dice and have a caster level equal to their Hit Dice.



**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Death sphere, creator must have a CL equal to or greater than the Hit Dice of the *necrotic marionette*; **Cost** 250 gp per Hit Die.

**Table: The Necrotic Marionette**

Hit Dice	Str/Cha Bonus	Natural Armor Bonus
1	+0	+0
2	+1	+0
3	+1	+2
4	+2	+2
5	+2	+2
6	+3	+4
7	+3	+4
8	+4	+4
9	+4	+6
10	+5	+6
11	+5	+6
12	+6	+8
13	+6	+8
14	+7	+8
15	+7	+10
16	+8	+10
17	+8	+10
18	+9	+12
19	+9	+12
20	+10	+12

**OBDURATE DOUTER**

**Aura** moderate Dark; **CL** 7th

**Slot** none; **Price** 5,000 gp; **Weight** 2 lbs.

**DESCRIPTION**

The soot-stained bell of this ornate silver candle snuffer seems immune to cleaning, but closer examination reveals that the metal has somehow been contaminated with darkness. As a standard action, an *obdurate douter* can be used to snuff out any source of non-magical light or fire within 40 feet as per the Extinguish talent. For diffuse light sources and conflagrations, it can extinguish up to one 5-foot square per turn. Magical fires with a duration longer than instantaneous can be extinguished with a successful magical skill check with a +7 modifier. If the *obdurate douter* is plunged directly into the magical flame the magical skill check is made with a +10 modifier, but the wielder takes damage from the magical fire should the attempt fail.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Dark sphere (Extinguish); **Cost** 2,500 gp

**ORIGAMI CHARM**

**Aura** faint Enhancement; **CL** 1nd

**Slot** none; **Price** 75 gp; **Weight** -

**DESCRIPTION**

A sheet of parchment of assorted colors that requires a Craft (art) check DC 15 to use as a full-round action. If successful, the crafted origami becomes an awakened Diminutive animated object for 1 hour, utilizing the stat-block provided below. If the Craft check was unsuccessful or the animated object is destroyed before the duration expires, the wondrous item is consumed and drained of all magical power becoming nothing more than a pile of paper confetti. If the duration expires before the animated object is destroyed, the origami reverts back to a sheet of parchment and may be used again.

**Special:** Characters with the Object Familiar feat may select *origami charm* as their familiar instead of a Tiny animated object. *Origami charms* who are made into familiars are not consumed by an unsuccessful Craft (art) check, but rather become inert for 24 hours or until the character regains their spell pool (whichever comes first), at which time the character regains the ability to reanimate the *origami charm*.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Enhancement sphere; **Cost** 37.5 gp

**Origami Charm (CR 1/8)****XP 50**

N Diminutive construct

**Init** +3, **Senses** darkvision 60 ft., low-light vision; Perception +0

**DEFENSE**

**AC** 19, touch 17, flat-footed 12 (+3 Dex, +2 natural, +4 size)  
hp 2 (1d0)

**Fort** +0, **Ref** +3, **Will** +0

**Defensive Abilities** hardness 0, **Immune** construct traits

**Weakness** fire vulnerability

**OFFENSE**

**Speed** 10 ft.

**Melee** slam (1d1-3)

**Space** 1 ft., **Reach** 0 ft

**STATISTICS**

**Str** 4, **Dex** 16, **Con** -, **Int** -, **Wis** 11, **Cha** 11

**Base Atk** +1, **CMB** -6, **CMD** 7

**Languages** Common

**SQ** 3 construction points (+2 from flaws)

**SPECIAL ABILITIES****Construction Flaws (Ex)**

*Cloth* (+1 CP) The *origami charm* is made of cloth-like parchment decreasing its hardness by 5.

*Flammable* (+1 CP) The *origami charm* has vulnerability to fire.

**Familiar**

If the *origami charm* is a familiar, it may change out its construction points by attempting a Craft (art) check DC 15 + 1 per construction point changed. Flaws may not be changed or traded out with others.



**POWER CHARM\* OF THE ELEMENTALIST****Aura** faint Destruction; **CL** 5th**Slot** none; **Price** 2,000 gp; **Weight** —**DESCRIPTION**

The wearer treats his elemental level as 4 higher for the purposes of determining the bonus damage from the favored element class feature. This bonus does not grant early access to increased multipliers.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, favored element class feature; **Cost** 1,000 gp

\*For information on power charms, see *Steelforge by Dreamscarred Press*.

**STONE HEMISPHERES****Aura** strong War; **CL** 15th**Slot** none; **Price** 27,500 gp (per pair); **Weight** 0.5 lbs. each**DESCRIPTION**

Each of these stones starts out as a smooth sphere engraved with geometric patterns that has been splintered into two pieces. When the stones are carried by two separate individuals, they benefit from a specific *mandate*, determined when the stone was created. There is no range limit on how far apart the stones can be and still function, provided both stones are still on the same plane of existence.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, War sphere, the *mandate* to be granted; **Cost** 13,750 gp (per pair)

**TWIN CASKETS****Aura** moderate Warp; **CL** 6th**Slot** none; **Price** 6,000 (for a pair) gp; **Weight** 15 lbs. (each).**DESCRIPTION**

Made in pairs, these caskets are spatially linked. So long as a set of caskets are on the same plane, the contents of the caskets can be swapped by speaking a command word. Only inanimate objects can be transferred this way. Each casket can be used once per day.

A casket can hold 1 cubic foot of material, and is typically fitted with a lock.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Warp sphere (Teleport Beacon (space), Teleport Object); **Cost** 3,000 gp

**WALL SLAT****Aura** faint Creation; **CL** 4th**Slot** none; **Price** 320 gp; **Weight** 1 lb.**DESCRIPTION**

This deceptively simple trinket was supposedly developed by a thieves guild, giving them a quick and easy means of securing an escape route. It consists of a thin, flat 7 inch long piece of black wood with glyphs covering the length of it and one short end a lighter shade than the rest. To activate it, the user snaps up the lighter end and places it on the ground (a move action). The following round the slat expands into a 10-foot-by-10-foot stone wall that is 2 inches thick, growing in the same directions

that the slat is placed. This wall lasts for 4 minutes and is a single-use item. Stronger and longer-lasting versions of this item exists, but this is the most commonly found type.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Creation sphere (Expanded Materials (material)); **Cost** 160 gp

**WHITE LOTUS SEAL****Aura** faint Death; **CL** 2nd**Slot** none; **Price** 1,600 gp; **Weight** —**DESCRIPTION**

This strip of parchment has transcribed on it various verses of scripture laid out in pentacle form. The *white lotus seal* has been alchemically treated to work equally well against incorporeal as well as corporeal undead. In place of an attack, the character may make a melee touch attack against an undead creature placing the *white lotus seal* upon them. Undead who have the seal attached to them must attempt a Will save (DC 11 + the user's Wisdom modifier). Undead who fail their save become helpless until attacked or the seal is removed as a move action.

**CONSTRUCTION REQUIREMENTS**

Craft Marvelous Item, Death sphere (Command Undead (ghost strike)); **Cost** 800 gp

**WIZARD'S CUBE OF GAMING****Aura** strong Creation; **CL** 12th**Slot** none; **Price** 20,500 gp; **Weight** 1 lb.**DESCRIPTION**

This small ebony box looks like a beautiful, if simple, container for a deck of cards, the holy symbol of a deity of luck being the only design on the exterior of the lid. When the lid is opened and the command word spoken a table grows out of the box and expands or shrinks as necessary with an appropriate number of chairs around it. The table can expand to support up to 8 players sitting comfortably, or be small enough for just one. While the table exists, the true nature of the box can be revealed by the one who spoke the command word. By focusing on the box and speaking aloud the name any type of board, card, or dice game that they know the rules of, they can cause the table to alter its form to suit the game and conjure all of the relevant pieces to play in their starting positions. These pieces are physically real and can be made of any common wood, stone, metal, or mineral depending on the specific box in question, and they may be moved conventionally or verbally commanded and move autonomously, but regardless of material each piece is very fragile and destroyed by any amount of damage or by moving more than 10 feet away from the box at any time. Destroyed pieces reform when a new game is declared. Sliding the lid closed dismisses the table and any extant pieces.

Different games require differing amounts of time to play and have various rules, but most games require at least 5 times 1d4 per player minutes to complete and can be shortened down to an opposed skill or ability check appropriate to the declared game (including but not limited to Sleight of Hand to cheat at cards or reposition chess pieces, Bluff to force a fold or fake a strategy that you do not truly understand, or a relevant profession that allows you insight into how the game is played).

If the game declared requires more players than are present, the *wizard's cube of gaming* plays on its own in place of the missing players. It never cheats and has a +5 bonus to Intelligence- or Wisdom-based checks and a +0 bonus to Charisma-based checks. If the *wizard's cube of gaming* is playing and perceives cheating, the game ends with no winner, but if it is not playing in place of a player, cheating does not automatically end any ongoing game.

A *wizard's cube of gaming* is a test of skill, luck, and cunning, and rewards those who do well playing it. The most recent victor of any completed game played using the *wizard's cube of gaming* gains a +1 insight bonus on saving throws, ability checks, and skill checks. If the winning player won by pure luck (1d20 with no modifier), this is a luck bonus instead. This bonus lasts until another player wins on that particular *wizard's cube of gaming*, at which point the bonuses granted to the previous winner immediately cease. The game looks down on those who would simply let themselves lose, however, and intentionally losing a game results in the winner receiving no bonus and the loser taking a -1 penalty on saving throws, ability checks, and skill checks for 24 hours.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Creation sphere, Fate sphere; **Cost** 10,250 gp

#### WIZARD'S CUBE OF GAMING, GREATER

**Aura** strong Creation; **CL** 17th

**Slot** none; **Price** 85,000 gp; **Weight** 1 lb.

#### DESCRIPTION

A *greater wizard's cube of gaming* functions as a wizard's cube of gaming except that the game has a +8 bonus to Intelligence-, Wisdom-, and Charisma-based checks, the bonus for winning and penalty for intentionally losing increases to +2 and -2 respectively. Additionally, once per day a wager can be declared with another command word. Every loser of the game that a wager is declared in is immediately subject to the Greater Geas talent as if cast by the winner. A game that a wager was declared on must be played to completion and everyone who sat down to play is immediately subject to a Greater Geas to play the game to completion.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Creation sphere, Fate sphere (Geas (word), Greater Geas); **Cost** 47,500 gp

#### WIZARD'S CUBE OF GAMING, LESSER

**Aura** moderate Creation; **CL** 7th

**Slot** none; **Price** 500 gp; **Weight** 1 lb.

#### DESCRIPTION

A *lesser wizard's cube of gaming* functions as a wizard's cube of gaming except that the game only has a +3 bonus to Intelligence- and Wisdom-based checks, and winning only provides a +1 bonus to the skill or ability check used to win the game (or a +1 luck bonus to all ability checks if the game is won with luck).

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Creation sphere, Fate sphere; **Cost** 250 gp

## Scrolls

### SCROLL OF FREEZE

**Aura** faint Destruction; **CL** 5th

**Slot** none; **Price** 625 gp; **Weight** -

#### DESCRIPTION

This scroll creates a *frost blast*, dealing 5d6 cold damage to everything within a 15-foot radius burst centered within close range. A successful Reflex save halves the damage. Targets who fail their save are also staggered for 1 round.

#### CONSTRUCTION REQUIREMENTS

Capture Spell, Destruction sphere (Frost Blast (blast type, cold)); **Cost** 312.5 gp

### WIZARD'S GREAT ESCAPE

**Aura** moderate Creation and Warp; **CL** 10th

**Slot** none; **Price** 3,250 gp; **Weight** -

#### DESCRIPTION

This scroll houses a complicated formula that, when read, *teleports* its reader instantly anywhere he can see, up to a distance of 800 feet. At the same time, a large iron wall is summoned where the reader originally was. This wall is comprised of 10 sections of wall, each 10 feet tall, 10 feet wide, and 2 inches thick, arranged contiguously anywhere, so long as at least part of the wall inhabits the square the caster originally stood in when using this scroll. This wall lasts 10 rounds before disappearing completely.

#### CONSTRUCTION REQUIREMENTS

Capture Spell, Creation sphere, Warp sphere; **Cost** 1,625 gp

## Spell Engines

Craft Spell Engine allows a creature to create spell-trigger items, known as spell engines, which casters can use as if they were their own sphere abilities. A creature must possess a spell engine's base sphere, or else must activate the spell engine through the Use Magic Device skill.

The most common form of spell engine is the wand; a thin baton designed to be held in the hand. While spell engines, like many magic items, can be made in profoundly different shapes, some items and equipment (such as a wand bracer or a wand turret) only works for spell engines of that particular shape.

A spell engine contains a limited amount of casting ability, which can be activated by the one wielding the spell engine as a standard action, as if the magic were their own. A spell engine possesses a base sphere, a caster level, and a small pool of spell points. The spell engine uses its own caster level and spell points to fuel its casting ability; under normal circumstances, a caster cannot spend their own spell points or use their own caster level when activating a spell engine. If a spell engine's effects call for a saving throw, the DC is equal to 10 + 1/2 the item's caster level.

Once per day, a caster whose caster level is at least equal to the spell engine's caster level may spend one of their spell points to restore 1 spell point to the spell engine. A spell engine may only have one spell point per day restored in this fashion, regardless of how many casters attempt to do so.

Spell engines are normally made with the Craft Spell Engine feat, but can also be made with the Craft Wand feat if you are not using the new crafting feats.

#### DUNGEONEER'S BOX

**Aura** faint Divination; **CL** 8th

**Slot** none; **Price** 16,000 gp; **Weight** 0.5 lbs.

#### DESCRIPTION

This peculiar box has a small screen with a mechanical dial, which is powered by magic. This device may be activated by spending one of its two spell points, which will grant one of the following benefits, each of which have a duration of eight hours:

- Grant those holding the device the ability to read magic, as per the Divination sphere ability.
- Grant those holding the device a free Perception check to notice traps and hazards when they are within 10 feet of them, be they mechanical (trip wires, dart throwers, etc.), magical (rune spells, sigils, etc.), or natural (quicksand, pit falls, etc.). This does not give the wielder insight into disabling such traps or hazards.
- Grant those holding the device a +4 bonus to Disable Device and Perception checks related to traps. In addition, those holding the device may disable traps as a rogue.

#### CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Divination sphere (See Hazard (sense), Trapfinding (sense)); **Cost** 8,000 gp

#### HORN OF THE FALLEN BASTION

**Aura** moderate Destruction; **CL** 8th

**Slot** none; **Price** 16,000 gp **Weight** 5 lb.

#### DESCRIPTION

A curled ram's horn fitted with a mouthpiece, inlaid in silver with a scene of a crumbling castle as it is overrun. Sounding the horn creates a wave of destruction, pulverizing anything in its way. The horn functions as a caster level 6th spell engine of Destruction with the Shattering Blast and Sculpt Blast talents as well as the Energy Focus (sonic) drawback and a spell point capacity of 2.

#### CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Destruction sphere (Sculpt Blast (blast shape), Shattering Blast (blast type, sonic)); **Cost** 8,000 gp

#### WAND OF CANTRIPS

The handle of this mahogany wand has the words "fortune favors the bold" engraved in sylvan.

**Aura** faint Fallen Fey; **CL** 1st

**Slot** none; **Price** 500 gp; **Weight** 0.5 lbs.

#### DESCRIPTION

This spell engine creates random minor magical effects each time it is used, utilizing the Cantrips Wild Magic table from Wild Magic (or casts a random level 0 spell of the GM's choice). Alternatively, the wand's wielder may choose to spend 1 spell point from the spell engine to cast any level 0 spell (from any spell list).

#### CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Cantrips; **Cost** 250 gp

#### WAND OF CAPACITY

**Aura** faint Divination; **CL** 1st; **Scaling** wonder

**Slot** none; **Price** 100 gp; **Weight** 0.5 lbs.

#### DESCRIPTION

This peculiar wand has no base sphere, but may still store 1 spell point. Once the wand has become attuned to a character (which is performed by the user expending the spell engines spell pool completely at the rate of 1 spell point per standard action spent) of sufficient level, new abilities may unlock. A single individual may only be attuned to a single wand of capacity per 24-hour period. *Wands of capacity* count as spell engines and may be refilled as other spell engines created using the *Spheres of Power* crafting system.

**3rd Level — 1,000 gp:** Choose a specific sphere you possess. You may draw spell points from this wand to use the chosen sphere's abilities as if drawing from your own spell pool. However, your caster level when using such abilities may be no higher than 3rd. When you rest to regain spell points, you may change the chosen sphere.

**5th Level — 4,000 gp:** The wand's spell pool increases to be able to store a maximum of 2 spell points. However, your caster level when drawing spell points from the wand instead of your own spell pool may be no higher than 5th.

**7th Level — 9,000 gp:** You may choose up to two spheres you possess. You may draw spell points from this wand to use the chosen spheres' abilities as if drawing from your own spell pool. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 7th. When you rest to regain spell points, you may change the chosen spheres.

**9th Level — 16,000 gp:** The wand's spell pool increases to be able to store a maximum of 3 spell points. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 9th.

**11th Level — 25,000 gp:** You may choose up to three spheres you possess. You may draw spell points from this wand to use the chosen spheres' abilities as if drawing from your own spell pool. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 11th. When you rest to regain spell points, you may change the chosen spheres.

**13th Level — 36,000 gp:** The wand's spell pool increases to be able to store a maximum of 4 spell points. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 13th.

**15th Level — 64,000 gp:** You may choose up to four spheres you possess. You may draw spell points from this wand to use the chosen spheres' abilities as if drawing from your own spell pool. The wand's spell pool increases to store a maximum of 5 spell points. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 15th. When you rest to regain spell points, you may change the chosen spheres.

**17th Level — 120,000 gp:** You may choose up to five spheres you possess. You may draw spell points from this wand

to use the chosen spheres' abilities as if drawing from your own spell pool. The wand's spell pool increases to store a maximum of 6 spell points. However, your caster level with sphere talents or abilities which the wand provides spell points for may be no higher than 17th. When you rest to regain spell points, you may change the chosen spheres.

**19th Level — 200,000 gp:** You may now draw spell points from this wand to use any sphere you possess, not just the five chosen. The wand's spell pool increases to store a maximum of 10 spell points. However, your caster level with sphere talents or abilities which the wand provided spell points for may be no higher than 19th.

#### CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Divination sphere (Detect Spellcaster (divine)); **Cost** 100,000 gp

#### WAND OF COUNTERSPELLING

**Aura** faint universal; **CL** 5th; **Scaling** wonder

**Slot** none; **Price** 3000 gp; **Weight** 0.5 lbs.

#### DESCRIPTION

Instead of having a base sphere, this rowan wand grants its wielder the benefits of the Counterspell feat and has stored within it 2 spell points. Only spell points from the wand may be used to counter or dispel magical effects with the granted feats. In addition, when using the wand to counter or dispel magic, the wand attempts magic skill checks as if the wielder possesses a MSB of +5 (even if the wielder's MSB would normally be higher or lower). Wands of counterspelling count as spell engines and may be refilled as other spell engines created using the *Spheres of Power* crafting system.

**7th Level — 7,000 gp:** The wand now also grants its wielder the benefits of the Counterspell Mastery feat. The wand attempts magic skill checks as if the wielder possesses a MSB of +9 (base +7 plus an additional +2 because of Counterspell Mastery). The number of spell points the wand has stored within it increases to 3.

**10th Level — 18,600 gp:** The wand now also grants its wielder the benefits of the Improved Counterspell feat. The wand attempts magic skill checks as if the wielder possesses a MSB of +12 (base +10 plus an additional +2 because of Counterspell Mastery). The number of spell points the wand has stored within it increases to 5.

**15th Level — 72,000 gp:** The wand now also grants its wielder the benefits of the Greater Counterspell feat. The wand attempts magic skill checks as if the wielder possesses a MSB of +17 (base +15 plus an additional +2 because of Counterspell Mastery). The number of spell points the wand has stored within it increases to 7.

**20th Level — 250,000 gp:** The wand attempts magic skill checks as if the wielder possesses a MSB of +22 (base +20 plus an additional +2 because of Counterspell Mastery) or the wielder's own MSB, whichever is higher. The number of spell points the wand has stored within it increases to 10.

#### CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Counterspell, Counterspell Mastery, Greater Counterspell, Improved Counterspell; **Cost** 125,000 gp

#### WAND OF MANA SIPHONING

**Aura** faint Destruction; **CL** 2nd

**Slot** none; **Price** 1,000 gp; **Weight** 0.5 lbs.

#### DESCRIPTION

This elmwood wand has dwarven runes carved into the handle which translate to "mage anathema". This wand of Destruction lacks the base *destructive blast* ability of the Destruction sphere, but is enchanted with the Mana Siphon (blast type) talent which allows wielders of the wand to make a ranged touch attack dealing 1d4 nonlethal damage. Those hit with the ray must succeed at a DC 11 Fortitude save or lose 1 spell point. Any spell points drained from a creature in this fashion are granted to the wand as temporary spell points which last for 2 rounds. Alternatively, the wand's wielder may choose to spend 1 spell point (or a temporary spell point) from the wand to increase the nonlethal damage from 1d4 to 2d4 damage.

#### CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Destruction sphere (Mana Siphon (blast type, force)); **Cost** 500 gp

#### WAND OF TROLL'S VIGOR

**Aura** moderate Life; **CL** 8th

**Slot** none; **Price** 16,000 gp; **Weight** 0.5 lbs.

#### DESCRIPTION

This ash wand is stained in troll's blood, which never seems to completely dry. This spell engine of Life lacks the *restore* ability of the Life sphere, but wielders of the wand may spend one of its four spell points to either instantaneously heal a touched target 1d8+8 hit points or grant a touched target fast healing 1 for eight minutes. Alternatively, the wand may grant a target 8 temporary hit points (which may not exceed their maximum) for 1 hour; using the wand this way does not expend a spell point.

#### CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Life sphere (Revitalize); **Cost** 8,000 gp

#### WAND OF UNERRING BOULDER

**Aura** moderate Destruction; **CL** 6th

**Slot** none; **Price** 9,000 gp; **Weight** 0.5 lbs.

#### DESCRIPTION

This oak wand lacquered in xorn fat is adorned with a quartz handle, which glows as a candle while possessing a charge. This spell engine of Destruction deals 3d6 bludgeoning damage as a melee or ranged touch attack. The wand is also enchanted with the Guided Strike (blast shape) and Stone Blast (blast type) talents, and holds a single spell point any of which may be used to augment the *destructive blast*.

#### CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Destruction sphere (Guided Strike (blast shape), Stone Blast (blast type, stone)); **Cost** 4,500 gp

## Weapons

### BLADE OF THE INSPIRING HERALD

**Aura** strong Mind; **CL** 14th

**Slot** none; **Price** 98,000 gp; **Weight** 4 lbs.

#### DESCRIPTION

A fine steel blade with gold filigree inlaid at the handle bearing a crest from a noble house, the *blade of the inspiring herald* is a +1 courageous rapier that also grants its user a +5 enhancement bonus to caster level with the Mind sphere.

#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Implement Of Power, Mind sphere; **Cost** 49,000 gp

### DRAGONBONE PISTOL

**Aura** moderate Enhancement; **CL** 10th

**Slot** weapon; **Price** 33,300 gp; **Weight** 4 lbs.



#### DESCRIPTION

A *dragonbone pistol* is a +1 *flaming pistol* that appears to be mostly carved from a single piece of bone, with small pieces made of other bone fragments. Draconic runes are inscribed along its barrel, and a DC 20 Heal check will reveal that it is alive. In fact, if damaged or even destroyed, the weapon will regenerate in 1d6 hours.

A *dragonbone pistol* can be used to deliver sphere effects. The spell must have a single target, require an attack roll, and must have a range beyond touch, such as a *destructive blast* (Destruction sphere) or *ghost strike* (Death sphere). When used to deliver magical sphere effects this way, an attack is made as part of the casting, and if it hits, the target takes the effects of the spell and of being hit with the firearm. The firearm must fire a single shot as part of the spell, the charge can not be held and used later. A critical hit does not change any damage the sphere ability might do.

A misfire with a *dragonbone pistol* causes the spell to be immediately lost. The enhancement bonus from a dragonbone pistol increases the caster level of a spell used with it in the

same way an implement would, and the bonus from an implement does not stack with the bonus from this weapon.

#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Implement Of Power, Destruction sphere (Fire Blast (blast type, fire)), Enhancement sphere; **Cost** 17,300 gp

### GHOST GRIP GAUNTLETS

**Aura** moderate Death; **CL** 10th

**Price** 30,304 gp; **Weight** 1 lb.

#### DESCRIPTION

These +1 *cold iron ghost touch gauntlets* allow the wearer to ignore the immunity to tripping and grappling granted by the incorporeal property. The wearer may treat attacks made with these gloves as unarmed strikes if beneficial.

#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Warp sphere, **Price** 15,304 gp

### HORROR'S RUIN

**Aura** moderate Fate; **CL** 3rd; **Scaling** wonder

**Slot** none; **Price** 1,375 gp; **Weight** 20 lbs.

#### DESCRIPTION

This articulately made cane unsheathes a masterwork sword cane pistol made of mithril.

**5th Level – 3,375 gp:** The blade portion of the weapon gains a +1 enhancement bonus.

**7th Level – 7,625 gp:** The pistol portion gains a +1 enhancement bonus. In addition, once per round the pistol will reload itself after it has been shot, if commanded to do so as a free action.

**9th Level – 13,625 gp:** The blade gains the *greyflame* weapon special ability.

**11th Level – 19,625 gp:** The pistol gains the *distance* weapon special ability.

**13th Level – 39,625 gp:** The blade gains the *ghost touch* weapon special ability. The pistol gains the *reliable* weapon special ability.

**15th Level – 67,625 gp:** The blade gains the *undead-bane* weapon special ability. The pistol gains the *aberration-bane* weapon special ability.

**17th Level – 103,625 gp:** Both the blade and the pistol gain the *evil-outsider-bane* weapon special ability. The pistol if commanded to reload itself, will proceed to do so for the entire round (not just once).

#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Enhancement sphere, Fate sphere; **Cost** 51,812.5 gp

Name	Cost	Dmg (S)	Dmg (M)	Crit	Range	Misfire	Capacity	Weight	Type
Pistol, sword cane	775	1d3	1d4	x3	10 ft.	1 (5 ft.)	1	20 lbs.	B and P

**POLE OF UNLIFE**

**Aura** moderate Death and Fate; **CL** 6th  
**Slot** none; **Price** 32,100 gp; **Weight** 4 lbs.

**DESCRIPTION**

This quarterstaff is topped with a multitude of what appear to be burning wax candles, except these candles never burn out, and are as hard as steel when used in combat.

This implement functions as both a +2 grayflame quarterstaff and a Death spell engine with 3 spell points. The implement cannot create a *ghost strike*, but it may *reanimate* a touched creature of 6 Hit Dice or less, may control a total of 12 Hit Dice of creatures at once, and has access to the Expanded Necromancy talent.

**CONSTRUCTION REQUIREMENTS**

Smith Magical Weapons And Armor, Craft Spell Engine, Death sphere, Fate sphere, masterwork quarterstaff; **Cost** 15,750 gp

**POUCH OF MANY STARS**

**Aura** faint Enhancement and Warp; **CL** 1st; **Scaling** prize  
**Slot** none; **Price** 100 gp; **Weight** 1 lb.

**DESCRIPTION**

This pouch which is usually strapped to the waist or thigh has two flaps that open from the top, which each hold a set of 5 masterwork shuriken, which may be drawn as a free action. If any of these 10 shuriken strike a target or the ground (such as on a miss), become damaged, or move more than 400 feet from the pouch, those shuriken rematerialize instantaneously inside the pouch undamaged.

**3rd Level – 400 gp:** The two sets of shuriken each gain a +1 enhancement bonus to attack and damage rolls.

**5th Level – 1,600 gp:** The enhancement bonus of the shuriken increases to +2.

**7th Level – 3,600 gp:** The enhancement bonus of the shuriken increases to +3.

**9th Level – 6,400 gp:** The enhancement bonus of the shuriken increases to +4.

**11th Level – 10,000 gp:** The enhancement bonus of the shuriken increases to +5.

**CONSTRUCTION REQUIREMENTS**

Smith Magical Weapons And Armor, Enhancement sphere, Warp sphere; **Cost** 5,000 gp

**Ammunition****LIVING CRYSTAL BULLET**

**Aura** moderate Destruction; **CL** 9th  
**Slot** none; **Price** 160 gp; **Weight** —

**DESCRIPTION**

This +1 *firearm bullet* deals normal damage, but when it hits a creature or object, it spreads quickly, covering the target in crystal. The target must succeed at a DC 14 Reflex save or be entangled and immobilized as by a caster level 9th *crystal blast*.

**CONSTRUCTION REQUIREMENTS**

Smith Magical Weapons And Armor, Destruction sphere (Crystal Blast (blast type, crystal)); **Cost** 80 gp

**New Weapon Special Abilities****Arcing**

This special ability may only be applied to ranged weapons.

You may alter the trajectory of your attack once when making a ranged attack with an *arcing* weapon. Rather than having your attack travel in a straight line, you may have it make a single turn of up to 90 degrees, and determine the effects of cover from the square in which your attack turns. You may even use this to attack a target that would normally be behind total cover. However, you still determine line of sight from your own square, suffering concealment normally.

**Aura** faint Telekinesis; **CL** 5th; Smith Magical Weapons And Armor, Telekinesis sphere; **Price** +1 bonus

**Attendant**

See *attendant* under implements.

**Avalanche**

This special ability may only be applied to a non-light melee weapon. Like the avalanche of a mountain, *avalanche* weapons apply the power of momentum from the wielder's full body to the attack instead of its Strength. A wielder of an *avalanche* weapon can choose to apply her Constitution modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons.

**Aura** moderate Enhancement; **CL** 7th; Smith Magical Weapons And Armor, Enhancement sphere (Physical Enhancement); **Price** +1 bonus

**Blast Vessel**

A *blast vessel* weapon may be imbued with a (blast type) talent that the wielder possesses as a standard action. Once imbued, it deals 1 die of bonus damage, with die size, damage type, and additional effects as appropriate to the blast type. The weapon keeps this blast type for 24 hours or until another blast type is imbued. The save DC of any additional effects are equal to that of the creature imbuing the weapon. Blast type talents that carry an SP cost cannot be imbued.

**Aura** moderate Destruction; **CL** 10th; Smith Magical Weapons And Armor, Destruction sphere; **Price** +2 bonus

**Blood Dowsing**

This special ability may only be applied to melee weapons. Whenever a *blood dowsing* weapon is used to deal damage to a creature, as a free action the wielder may attune the weapon to the damaged creature. A willing creature can be attuned by using the weapon to inflict 1 point of damage on themselves.

Once attuned, the wielder can spend a full-round action to have the weapon point in the direction of the attuned creature. This effect has a range of 1 mile per point of enhancement bonus of the weapon. A *blood dowsing* weapon may be attuned to a number of creatures equal to its enhancement bonus; if the wielder attempts to attune additional creatures beyond this limit, he may choose which previously attuned creature to become unattuned. This is a (divine) effect but is not blocked by wood or stone, though is still blocked by lead.

Any creature that wields the weapon becomes aware of the creature type and age of any attuned creatures as well as how long ago they were attuned, but not any further information.

**Aura** faint Divination; **CL** 5th; Smith Magical Weapons And Armor, Divination sphere (Dowsing (divine)); **Price** +6,000 gp

### Conscription

A *conscription* weapon forces enemies to become allies, often turning the tide of battle in wars where such weapons are common. Creatures who take damage from *conscription* weapons must attempt a DC 17 Will save. Failure means that the creature must cease attacking the weapon's wielder or known allies of the weapon's wielder. The creature is then under the influence of the Command *powerful charm*, as if cast by the wielder of the sword. This control lasts for 12 rounds, but the creature may attempt a saving throw at the end of its turn every round to try and shake off the effect. Similarly, if the sword leaves the wielder's possession, the effect immediately ends. When the weapon successfully conscripts a creature in this fashion, the weapon's power cannot be used again for 1d6+1 rounds.

**Aura** moderate Mind; **CL** 9th; Smith Magical Weapons And Armor, Mind sphere (Command (charm), Powerful Charm); **Price** +3 bonus

### Courageous

This special ability may only be applied to melee weapons. A *courageous* weapon fortifies the wielder's courage and morale in battle. The wielder gains a morale bonus on saving throws against fear equal to the weapon's enhancement bonus. In addition, any morale bonus on saving throws against fear the wielder gains from any other source is increased by half the weapon's enhancement bonus (minimum 1).

**Aura** faint Mind; **CL** 3rd; Smith Magical Weapons And Armor, Mind sphere; **Price** +1 bonus

### Crackling

While wielding a *crackling* weapon in Precipitation of severity level 4 or higher, the wielder may hold it aloft as a full-round action, causing the weapon to be struck by lightning. For 1 round per enhancement bonus, attacks with the weapon deal an extra 1d6 electricity damage per severity level above 3, to a maximum of 1d6 per +1 enhancement bonus the weapon has.

**Aura** faint Weather; **CL** 5th; Smith Magical Weapons And Armor, Weather sphere (Storm Lord); **Price** +2,500 gp

### Decisive

This special ability may only be applied to melee weapons. As a standard action, the wielder of this weapon may make an attack on a creature not native to the current plane of existence. If the attack hits, in addition to normal damage, the outsider must attempt a Will saving throw against a DC equal to 10 + 1/2 the Hit Dice of the attacker + their Charisma modifier. If they fail, they are forced to return to their home plane of existence. If the attack is a critical hit, they must save against this ability twice.

**Aura** moderate Protection; **CL** 5th; Smith Magical Weapons And Armor, Protection sphere; **Price** +2 bonus

### Destructive Focus

A *destructive focus* weapon allows the wielder to transfer the weapon's enhancement bonus to the *destructive blasts* of the wielder. As a free action, at the start of her turn before using her weapon, the wielder chooses how to allocate her weapon's enhancement bonus, either to his attack with the weapon or his *destructive blast*. The bonus to the *destructive blast* lasts until

the weapon's wielder's next turn. The enhancement bonus from the weapon applies to attack rolls and damage of the *destructive blast*.

**Aura** faint Destruction; **CL** 5th; Smith Magical Weapons And Armor, Destruction sphere; **Price** +1 bonus

### Destructive Focus, Greater

A *greater destructive focus* functions as a *destructive focus* weapon, but half of the transferred enhancement bonus also applies to save DCs of the *destructive blast*.

**Aura** moderate Destruction; **CL** 10th; Smith Magical Weapons And Armor, Destruction sphere; **Price** +2 bonus

### Dimensional

A *dimensional* weapon warps space, allowing it to slash through two places at once. Whenever a *dimensional* weapon is used to make an attack action, it can issue the same attack against another creature standing within 5 feet of the intended target; attack rolls are applied to both targets, though damage is rolled separately.

**Aura** faint Warp; **CL** 5th; Smith Magical Weapons And Armor, Warp sphere (Quick Teleport); **Price** +4 bonus

### Dispelling

The wielder of a *dispelling* weapon may store a spell point or dispel magic spell into the weapon, as if using a spell storing weapon. Just as with a spell storing weapon, the wielder may expend the spell or spell point to perform a targeted dispel against a target damaged by the weapon. However, the magical skill check to dispel gains an additional bonus equal to the weapon's enhancement bonus. This bonus also applies to a magus's *dispelling* strike arcana or a barbarian's spell sunder or sunder enchantment combat maneuver check.

**Aura** faint Life; **CL** 5th; Smith Magical Weapons And Armor, Life sphere; **Price** +1 bonus

### Dispelling Burst

A *dispelling burst* weapon functions like a *dispelling* weapon but may store greater dispel magic spells or up to 2 spell points, which may be spent jointly as if using the Improved Counterspell feat. In addition, the spell or spell point may be discharged when the wielder of a *dispelling burst* weapon confirms a critical hit. When the wielder does so, the bonus to the check made to dispel (including from dispelling strike, spell sunder, or sunder enchantment) increases by an amount equal to the weapon's enhancement bonus or the weapon's critical multiplier (whichever is higher).

If a *dispelling burst* weapon confirms a critical hit while it is not currently storing a spell point or dispel magic or greater dispel magic spell, yet if the wielder has the Counterspell feat or either spell prepared (or is a spontaneous caster able to cast either spell), she may cast either spell into the weapon as a swift action or place 1 or 2 spell points into the weapon as a swift action, and then immediately discharge it into the target as a free action.

**Aura** moderate Life; **CL** 10th; Smith Magical Weapons And Armor, Life sphere; **Price** +2 bonus

### Entangling

When a weapon with this special ability scores a critical hit on a target, it also bestows the entangled condition to that target. A creature entangled by this special ability may, on its turn, attempt to break free as a move action, attempting a Strength

or Escape Artist check against a DC equal to 15 + twice the weapon's enhancement bonus. The entangled condition ends on its own after 1 minute.

**Aura** faint Nature; **CL** 5th; Smith Magical Weapons And Armor, Nature sphere ((plant) package); **Price** +1 bonus.

### Fey-Forged

This special ability may only be applied to a light or one-handed melee weapon. A wielder of a *fey-forged* weapon can choose to apply her Charisma modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed light weapons nor reduced for off-hand weapons. If a *fey-forged* weapon is used to attack a creature with the fey creature type, the attacker suffers a -2 penalty to attack rolls and damage rolls.

**Aura** moderate Mind; **CL** 7th; Smith Magical Weapons And Armor, Enhancement sphere (Mental Enhancement); **Price** +1 bonus.

### Howling

While wielding a *howling* weapon in Wind of severity level 3 or higher, the wielder may hold it aloft as a full-round action. All creatures within 10 feet + 10 feet per Wind severity level above 3 must succeed at a saving throw against a DC of 10 + 1/2 the wielder's Hit Dice + the Wind severity level or become frightened for 1 round.

**Aura** faint Weather; **CL** 5th; Smith Magical Weapons And Armor, Weather sphere (Wind Lord); **Price** +1 bonus

### Hungry

This special ability may only be applied to a melee weapon or a piece of ammunition. A *hungry* weapon has been enchanted with a mouth; when this weapon strikes a target, the weapon bites and tears its flesh. A *hungry* weapon deals bludgeoning, piercing, and slashing damage. Additionally, the *hungry* weapon can roar and snarl, granting the wielder of the *hungry* weapon a circumstance bonus to Intimidate checks equal to the enhancement bonus of the *hungry* weapon.

**Aura** faint Alteration; **CL** 5th; Smith Magical Weapons And Armor, Alteration sphere (Object Transformation (transformation)); **Price** +1 bonus

### Hypochondriac

Injuries made by this weapon seem worse than they actually are. Creatures damaged by this weapon take nonlethal bleed damage equal to twice the weapon's enhancement bonus. Unlike normal bleed damage, this can only be ended if the creature succeeds at a Will save DC 15 + the weapon's enhancement bonus. Afflicted creatures are allowed a save every time they take damage from this effect. This is a mind-affecting effect.

**Aura** faint Illusion or faint Mind; **CL** 5th; Smith Magical Weapons And Armor, Illusion sphere or Mind sphere; **Price** +1 bonus

### Invisible

*Invisible* weapons can only be seen by creatures making physical contact with the weapon, or if no creature is making physical contact with the weapon. Being stowed in a worn pocket, bag, sheath or similar arrangement counts as physical contact for the purpose of this special ability. The first attack each round made with an invisible weapon denies the target their Dexterity bonus to AC. This special ability interacts with

spells and sphere effects as the glammer version of Suppression when cast upon an object.

**Aura** moderate Illusion (concealed aura MSD 19); **CL** 8th; Smith Magical Weapons And Armor, Illusion sphere (Manipulate Aura (sensory, magic), Suppression (glammer)); **Price** +3 bonus (+4 for firearms)

### Leaping

This special ability may only be applied to thrown weapons. When you make a full attack, you may direct a *leaping* weapon to perform as many of those attacks as you desire. A *leaping* weapon can focus all of your attacks on a single target, or may move up to its range increment between each attack. At the end of your full-attack action it drops in the square it made its last attack in.

**Aura** faint Telekinesis; **CL** 5th; Smith Magical Weapons And Armor, Telekinesis sphere (Dancing Weapon, Mobile Bludgeon); **Price** +1 bonus

### Phasic

A weapon with this special ability can bend its way through space, bypassing barriers between itself and its target. Attacks from this weapon bypass all cover. If the attacker cannot see the target on the other side of the cover, then the attack suffers a 50% miss chance as if the target were invisible. Only a single object that provides cover can be bypassed by a weapon with this special ability, with a thickness of no more than 2 feet (thus, while a bow with this enhancement could fire through a wall to hit a target on the other side, it could not bypass an entire house, which contains several walls).

**Aura** faint Warp; **CL** 5th; Smith Magical Weapons And Armor, Warp sphere; **Price**: +2 bonus

### Plasma Blade

A *plasma blade* weapon has its significant portion transformed into magical energy, this reduces the weight of the weapon by 80% and the weapon deals half electric and half fire damage though it uses the base weapon's damage dice, critical threat range, and critical multiplier. Treat this damage as an energy sword's, bypassing electric and fire resistance but not immunity.

**Aura** moderate Creation; **CL** 9th; Smith Magical Weapons And Armor, Creation sphere (Plasma Production (materials)); **Price** +3 bonus

### Preventative

Whenever you hit a creature with this weapon, you receive a circumstance bonus to your AC against that creature equal to this weapon's enhancement bonus for 1 minute or until you strike a different creature with this weapon.

**Aura** faint Protection; **CL** 5th; Smith Magical Weapons And Armor, Protection sphere; **Price** +1 bonus

### Radiant Edge

This special ability may only be applied to melee weapons. A *radiant edge* weapon projects deadly light from its edge when wielded correctly, allowing its wielder to make attacks as if their reach was 5 feet longer than normal. However, it takes specific motions and precise setup to use this effectively and so this does not increase the wielder's threatened area, only their reach when making attacks on their own turn.

In addition, you can use a *radiant edge* weapon much like a torch. It sheds normal light in a 20-foot radius and increases



the light level for an additional 20 feet by one step, up to normal light. You may turn this light on or off as a free action.

**Aura** faint Light; **CL** 5th; Smith Magical Weapons And Armor, Light sphere; **Price** +2 bonus

### Sail Torch

This special ability makes siege weapon ammunition more effective against sails and rigging, creating a burst of flame upon striking its target to ignite what it does not tear apart. This special ability may be applied to a single piece of siege weapon ammunition. Upon striking a target the ammunition releases a burst of flame, which deals 3d6 fire damage in a 15-foot burst. Any creature or object that takes damage must succeed at a DC 12 Reflex save or catch fire, taking 1d6 fire damage per round. This fire damage ignores the hardness of normal sails and rigging.

**Aura** faint Destruction; **CL** 5th; Distill Compound, Destruction sphere (Explosive Orb (blast shape), Fire Blast (blast type, fire)); **Price** +500 gp

### Shade-Hexed

A *shade-hexed* weapon feeds on darkness and is more powerful when wielded inside it, but is weaker when in areas of illumination. When in areas of darkness, *shade-hexed* weapons gain a +1 to their enhancement bonus (maximum +5), but they suffer a -1 to their enhancement bonus when wielded in areas of bright light. In areas of dim light or normal light their enhancement bonus is unchanged. A *shade-hexed* weapon with an effective enhancement bonus of 0 no longer counts as a magic weapon for bypassing damage reduction, but retains its +1 bonus to hit as a masterwork weapon.

**Aura** faint Dark; **CL** 5th; Smith Magical Weapons And Armor, Dark sphere; **Price** +5,000 gp

### Shadowstrike

*Shadowstrike* weapons allow you to assail unaware targets through their shadows. Attacks against flanked targets or targets denied their Dexterity bonus to AC resolve as touch attacks. Any creature damaged by such an attack becomes immune to this weapon special ability regardless of source for 1d4 rounds.

**Aura** moderate Illusion or moderate Dark; **CL** 8th; Smith Magical Weapons And Armor, Dark sphere; **Price** +2 bonus (melee weapon) or +3 bonus (ranged weapon or ammunition)

### Shadow Wake

*Shadow wake* weapons leave a short-lived trail of unstable shadowstuff when used in an attack. This quasi-real energy deals an additional 1d6 nonlethal damage. If an attack with a shadow wake weapon misses but would have hit the touch AC of the target the target still takes 1d6 nonlethal damage.

**Aura** faint Illusion; **CL** 5th; Smith Magical Weapons and Armor, Divination sphere (Dowsing (divine)); **Price** +1 bonus

### Skeptical

*Skeptical* weapons help their wielder combat magical trickery. The wielder adds the weapon's enhancement bonus to Will saves and MSD against illusions as well as opposed skill checks against skills augmented by illusion magic. Attacks made with a *skeptical* weapon also attempt to attempt a dispel check against all illusions within 10 feet of the target with an MSB equal to 5 + twice the weapon's enhancement bonus.

**Aura** moderate Divination; **CL** 8th; Smith Magical Weapons and Armor, Divination sphere; **Price** +1 bonus

### Spell Stealing

This special ability may only be applied to melee weapons. A *spell stealing* weapon allows its wielder to siphon protective magic from a target and transfer it to herself. When the wielder rolls a critical threat against a target, she can forgo confirming the critical hit and instead automatically learn which magical effects are active upon the target. The wielder may then attempt a magic skill check to steal her choice of one of those effects, using the spell stealing weapon's caster level plus its enhancement bonus against the effect's MSD. If the check succeeds, the target immediately loses the benefits of that effect and the wielder gains the effect for 1 minute (or until the effect expires, whichever comes first). If the *spell stealing* weapon has a critical multiplier greater than x2, the wielder may attempt to steal one additional effect per additional multiple beyond x2 (two effects for x3, and so on).

**Aura** moderate Destruction; **CL** 9th; Smith Magical Weapons And Armor, Destruction sphere; **Price** +3 bonus

### Spell Storing

This special ability may only be applied to melee weapons. A *spell storing* weapon allows a caster to store a single targeted sphere effect that does not cost a spell point, or a spell of up to 3rd level, in the weapon itself. (The spell or sphere effect must have a casting time of 1 standard action.) Anytime the weapon strikes a creature and the creature takes damage from it, the weapon can immediately use the sphere effect or cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that creating a magical effect from an item takes at least as long as creating the magical effect normally.) Once the spell or sphere effect has been cast from the weapon, a caster can cast another targeted spell or sphere effect into it that fits the criteria listed above. The weapon magically imparts to the wielder the name and nature of the spell or effect currently stored within it. A randomly rolled spell storing weapon has a 50% chance of having a magic effect stored in it already.

**Aura** faint Destruction + aura of any spell or sphere effect currently stored; **CL** 5th; Smith Magical Weapons And Armor, Destruction sphere; **Price** +1 bonus

### Tenebrous

A *tenebrous* weapon can be stored in your shadow as if you possessed the Shadow Stash talent. It may be stored and retrieved at any time at the same action cast as drawing the weapon normally. If you already possess the Shadow Stash talent, you may store or retrieve it as a free action. Weapons with the *tenebrous* special ability can be used to make disarm or sunder attempts against items stored in a *shadow stash*.

**Aura** faint Dark; **CL** 5th; Smith Magical Weapons And Armor, Dark sphere (Shadow Stash); **Price** +4,000 gp

### Thirsty

This special ability may only be applied to any melee weapon that deals piercing or slashing damage. When confirming a critical hit with a *thirsty* weapon against a creature that is not immune to bleed damage, the wielder may cause the weapon to absorb a portion of the creature's blood as a free action. The wielder may instead expend a blood point from the Reservoir

feat to fill the weapon as a full-round action. This stored blood counts as having a blood point as per the Reservoir feat and may be spent per that feat. A *thirsty* weapon may store a number of blood points equal to its enhancement bonus. Blood points stored in the weapon last indefinitely.

**Aura** faint Blood; **CL** 5th; Smith Magical Weapons And Armor, Blood sphere; **Price** +1 bonus

### Umbral Edged

An *umbral edged* weapon's blade is particularly effective at severing a target's shadow. A creature using an *umbral edged* weapon only has to threaten a critical hit in order to activate the talent thief's shadow theft ability (unchained rogue archetype) rather than successfully confirm a critical threat.

**Aura** faint Dark; **CL** 5th; Smith Magical Weapons And Armor, Dark sphere; **Price** +1 bonus

### Wild Fang

Weapons with this special ability usually appear to have claw, horn, or antler worked into their hilts or shafts. The bearer of a weapon with this special ability may apply any enhancement bonus or other magic special abilities of this weapon to a single natural weapon while in a wild shape or under the effects of the Alteration sphere's *shapeshift* and the chosen natural weapon can bypass material-based damage reduction as if it were made of the same material as the weapon. While the bearer is in a wild shape or *shapeshift*, the weapon cannot be seen. Ranged weapon special abilities do not apply to melee natural attacks and melee weapon special abilities do not apply to ranged natural attacks.

**Aura** faint Alteration; **CL** 5th; Smith Magical Weapons And Armor, Alteration sphere or baleful polymorph; **Price** +1 bonus

### Windblast

This special ability may only be applied to melee weapons. On a successful critical hit with a *windblast* weapon, the wielder may make a bull rush attempt as a free action against the target and every creature in a 15-foot cone originating from the wielder that includes the target. This bull rush is made at range, does not provoke an attack of opportunity, nor can the wielder move with the target. The weapon's enhancement bonus, along with any feats or talents the wielder has that modify bull rushes, applies to the bull rush.

**Aura** faint Weather; **CL** 5th; Smith Magical Weapons And Armor, Weather sphere (Squamish (shroud, wind)); **Price** +2 bonus

## New Armor

### AEGIS OF SAKURA

**Aura** moderate Nature; **CL** 2nd; **Scaling** wonder  
**Slot** armor; **Price** 2,500 gp; **Weight** 20 lbs.

#### DESCRIPTION

This set of light armor appears to be a +1 *greenwood leaf armor* made from the animated living wood and leaves of the cherry tree. Each spring, the *aegis of sakura* becomes alive with beautiful cherry blossoms.

**5th Level – 3,500 gp:** The armor also grants whoever wears it access to the Nature ((plant) package) sphere (which the wearer may cast at CL 2nd). In addition, like a spell engine, the suit also provides a single temporary spell point which must be recharged. This spell point may only be used to power any sphere talents or abilities which the *aegis of sakura* provides.

**7th Level – 6,500 gp:** Any sphere talent or ability which the *aegis of sakura* provides is now cast at CL 4th. In addition to the Nature ((plant) package) sphere, the wearer is also granted access to the Nature's Carapace talent.

**9th Level – 14,500 gp:** The *aegis of sakura* becomes a +1 *light fortification greenwood leaf armor*. In addition to the Nature ((plant) package) sphere and Nature's Carapace talent (which the wearer may cast at CL 6th), the armor now provides two temporary spell points which must be recharged after use.

**12th Level – 35,500 gp:** The *aegis of sakura* becomes a +2 *light fortification greenwood leaf armor*. In addition to the Nature ((plant) package) sphere and Nature's Carapace talent, the armor now provides access to both the Alteration sphere and the Plant Body (body) talent, which are cast at CL 10th.

**14th Level – 66,500 gp:** The *aegis of sakura* becomes a +2 *moderate fortification greenwood leaf armor*. The armor grants access to the Alteration sphere, the Plant Body (body) talent, the Nature ((plant) package) sphere, Create Nature and Nature's Carapace talents (which the wearer may cast at CL 13th). In addition, the armor now provides three temporary spell points which must be recharged after use.

**16th Level – 71,000 gp:** The *aegis of sakura* becomes a +2 *heavy fortification greenwood leaf armor*. The armor grants access to the Alteration sphere, the Plant Body (body) talent, the Nature ((plant) package) sphere, Create Nature and Nature's Carapace talents (which the wearer may cast at CL 16th). In addition, the armor now provides four temporary spell points which must be recharged after use.

**18th Level – 146,500 gp:** The *aegis of sakura* becomes a +3 *heavy fortification greenwood leaf armor*. The armor grants access to the Alteration sphere, the Plant Transformation talent, the Nature ((plant) package) sphere, Create Nature and Nature's Carapace talents (which the wearer may cast at CL 18th). In addition, the armor now provides five temporary spell points which must be recharged.

**20th Level – 238,250 gp:** The *aegis of sakura* becomes a +5 *heavy fortification greenwood leaf armor*. The armor grants access to the Alteration sphere, the Plant Body talent, the Nature ((plant) package) sphere, Create Nature, Nature's Carapace, and Rejuvenation talents (which the wearer may cast at CL 20th). The armor now provides five temporary spell points which must be recharged. In addition, three times per day you may cast any of the sphere talents or abilities granted by the *aegis of sakura* as if they were extended as though using the Extend Spell feat. This does not increase the casting time or spell point expenditure.

#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Alteration sphere (Plant Body (body)), Nature sphere (Create Nature (geomancing), Nature's Carapace (spirit), Rejuvenation (spirit)); **Cost** 119,125 gp

Name	Cost	AC Bonus	Max Dex	ACP	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight
Leaf armor	500	+3	+5	0	15%	30 ft.	20 ft.	20 lbs.

### ARMOR OF THE UNSTOPPABLE WARRIOR

**Aura** faint Enhancement and Life; **CL** 6th; **Scaling** prize  
**Slot** armor; **Price** 2,650 gp; **Weight** 50 lbs.

#### DESCRIPTION

This +1 *full plate* is functional and plain. It bears no identifying marks, and resizes to fit any creature between Small and Large size categories. The armor itself is made of polished steel that never tarnishes, and when struck, it sheds light as a torch.

**7th Level - 3,525 gp:** Once per day as a standard action, the wearer of the armor can grant themselves fast healing 1 for 2 minutes.

**8th Level - 4,950 gp:** The armor becomes +2 *full plate*. Additionally, the wearer may use the *restore* of the Life sphere as a 1st level caster twice per day.

**9th Level - 6,900 gp:** The ability gained at 7th level can be used three times per day.

**10th Level - 9,300 gp:** The armor becomes +3 *full plate*.

**11th Level - 12,300 gp:** Once per day as a standard action, the wearer of the armor may touch a target that died within the last round and heal  $1d8+12$  hit points. If the target's new hit point total is at a negative amount greater than its Constitution score, then it comes back to life and stabilizes at its new hit point total. Otherwise the target remains dead. Creatures brought back to life in this manner gain a temporary negative level.

**12th Level - 16,200 gp:** The armor becomes +4 *full plate*.



**13th Level - 21,000 gp:**

Once per day, the armor restores 50 hit points to the wearer in response to the wearer's death. If the wearer's new hit point total is at a negative amount greater than its Constitution score, then it comes back to life and stabilizes at its new hit point total. Otherwise the target remains dead. Creatures brought back to life in this manner gain a temporary negative level.

**14th Level - 27,750 gp:** The armor grants fast healing 1 at all times.

**15th Level - 36,000 gp:** The armor becomes +5 *full plate*.

**16th Level - 47,250 gp:** The armor becomes +5 *light fortification full plate*.

**17th Level - 61,500 gp:** The armor becomes +5 medium fortification full plate.

**18th Level - 79,500 gp:** The armor becomes +5 heavy fortification full plate.

**19th Level - 102,750 gp:** The wearer of the armor becomes immune to ability damage and ability drain.

**20th Level - 152,500 gp:** The wearer of the armor becomes immune to fear effects and energy drain.

#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Apparatus, Craft Marvelous Item, Enhancement sphere, Life sphere (Restore Health (cure), Restores Senses (cure), Restore Spirit (cure), Resuscitate, Revitalize); **Cost** 76,250 gp

### Dancing Scarves

Light Armor

**Cost** 150 gp; **Weight** 8 lbs.

**Armor Bonus** See text; **Max Dex Bonus** -; **Armor Check Penalty** 0

**Arcane Spell Failure Chance** -; **Speed** 30 ft./20 ft.

This set of colorful scarves is made of heavy silk and reinforced with leather straps.

As you move, they flutter and flow, obscuring your shape and protecting against enemy attacks. Dancing scarves provide no benefit while you are standing still. Whenever you move at least 10 feet during your turn, you gain a +2 armor bonus to AC until the beginning of your next turn. Dancing scarves add their enhancement bonus to this armor bonus instead of providing a constant benefit; other magical enhancements (such as light fortification) apply whether or not you are moving. In addition, dancing scarves provide a +2 circumstance bonus on Bluff checks made to feint in combat.

### DOUBLET OF THE ELEMENTALIST

**Aura** moderate Destruction and Nature; **CL** 8th

**Slot** chest; **Price** 38,400 gp; **Weight** —

#### DESCRIPTION

This doublet is crafted from brown/grey wool, with mountain scenery embroidered on its back. It grants the wearer a +3 enhancement bonus to their caster level with both the Nature

sphere and the Destruction sphere. Additionally, once per day the wearer can transform themselves into a tree; they can become up to 1 size larger or smaller and lose the ability to take any physical actions but can still think and observe the world around them. They gain hardness 5 and take half damage from energy attacks but gain no increased hit points. They can remain a tree for up to 8 hours at a time, but can return to their normal form as a move action; being a tree for 8 hours counts as resting for the purpose of regaining spell points and other benefits, although the tree-character remains conscious the entire time.

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#### CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Craft Marvelous Item, Destruction sphere, Nature sphere; **Cost** 19,200 gp

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#### FRIENDLY SCARVES

**Aura** moderate Enhancement; **CL** 6th  
**Slot** armor; **Price** 18,300 gp; **Weight** 8 lbs.

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#### DESCRIPTION

This set of +2 *dancing scarves* have been animated in such a way that they seem to blow in the wind even when no wind is present, granting the wearer half their armor bonus even on rounds when the wearer has not moved at least 10 feet. They also add their enhancement bonus to Bluff checks made to feint in combat, which stacks with the circumstance bonus dancing scarves always grant.

Additionally, the wearer may use the scarves as a set of extra hands; the scarves cannot handle weapons or shields well enough to make attacks or provide bonuses, nor can they perform most skill checks or somatic casting components, but they can hold up to 2 hands-worth of items and can grab items within reach or retrieve small, stowed objects carried on the wearer as a swift action. Switching an item from the scarves to a free hand is a free action.

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#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Apparatus, Enhancement sphere (Animate Object (enhance)); **Cost** 9,375 gp

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#### WEeping DEMON

**Aura** strong Blood; **CL** 12th  
**Slot** armor; **Price** 76,180 gp; **Weight** 20 lbs.

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#### DESCRIPTION

The *weeping demon* is a +4 *studded leather armor* that bears the shape of a face on its front, as if the whole thing were crafted from the hide of an enormous demonic creature.

It is possible for the wearer of the *weeping demon* armor to feed blood to the demonic face on the front of the armor; if the wearer has scored a critical hit or dealt bleed damage to a target or is suffering bleed damage themselves, they can feed the blood on their weapon or from their bleeding body to the armor as a standard action, or they can cut themselves with a slashing or piercing weapon and feed it to the armor as a full-round action, dealing 1d4 damage to themselves in the process. Feeding blood to the armor consumes the blood; this ability can be used as often as the wearer desires, but only if they can produce new fresh blood for each use.

When the *weeping demon* is fed blood in this manner, it cries blood from its eyes and wails an otherworldly shriek for 12 rounds; stealth becomes all but impossible, and all living creatures who come within 60 feet of the wearer (except for the wearer itself) must succeed at a DC 16 Fortitude save or begin to cry blood from their own eyes; They become blinded until the end of the armor's effect duration. Targets who come within 60 feet of the target during their turn or begin their turn within this area must attempt this save, and creatures who succeed at their save and continue to remain within the affected area must attempt new saves on future rounds.

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#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Blood sphere (Eye Bleed); **Cost** 38,180 gp

## New Shields

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#### SHIELD OF BLESSINGS AND CURSES

**Aura** moderate Enhancement; **CL** 10th  
**Slot** shield; **Price** 2,659 gp; **Weight** 2 lbs.

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#### DESCRIPTION

The *shield of blessings and curses* is a +2 *light steel shield* that can resize itself for whatever creature is wearing it. Whenever the creature wearing the shield is missed by a physical attack by 3 or less (the AC bonus provided by the shield), the shield has blocked the attack and a random wild magic event happens.

The character rolls using whichever source of wild magic the GM chooses to use, such as the universal chart from the *Wild Magic Handbook*, a *rod of wonder* chart, or another source. However events are determined, the wearer of the shield is considered the caster and the striker of the shield is considered the intended target, if such things are important to the wild magic event created.

A character may create a wild magic effect by striking the shield himself or having an ally do so intentionally.

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#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, able to cast sphere effects with a wild magic chance; **Cost** 1,409 gp

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#### SHIELD OF CLOSE CALLS

**Aura** faint Enhancement and Life; **CL** 5th; **Scaling** prize  
**Slot** shield; **Price** 1,575 gp; **Weight** 5 lbs.

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#### DESCRIPTION

This +1 *buckler* is thin and light, and has a pair of bronze dice embossed on the front of it. As a move action, the shield of close calls can be changed into an equivalent heavy steel shield and vice versa.

**6th Level - 2,400 gp:** Once per day as an immediate action, the shield restores 1d8+2 hit points to the wearer in response to the wearer's death. If the wearer's new hit point total is at a negative amount greater than its Constitution score, then he comes back to life and stabilizes at his new hit point total. Otherwise the wearer remains dead. Creatures brought back to life in this manner gain a temporary negative level.

**7th Level - 3,525 gp:** The shield becomes a +2 *buckler*.

**9th Level - 6,900 gp:** The shield becomes a +3 *buckler*.

**10th Level - 9,300 gp:** Once per day as an immediate action, the wearer of the shield can reroll a failed saving throw. The wearer must take the results of the second roll, even if it is worse.

**11th Level - 12,300 gp:** The shield becomes a +4 *buckler*.

**12th Level - 16,200 gp:** The ability gained from 6th level now restores 1d8+10 hit points, rather than 1d8+2. The ability gained from 10th level is now usable three times per day.

**13th Level - 21,000 gp:** The shield becomes a +5 *buckler*.

**15th Level - 36,000 gp:** The ability gained from 6th level now heals 1d8+30 hit points, rather than 1d8+10.

**16th Level - 47,250 gp:** The shield becomes a +5 *moderate fortification buckler*.

**17th Level - 61,500 gp:** The shield becomes a +5 *heavy fortification buckler*.

**18th Level - 79,500 gp:** Once per day in response to the wearer's death, the shield can revive the wearer on the end of their next round as if the wearer had Greater Resurrection cast on them. This is only used after the ability gained from 6th level has already been used for the day, or if it fails to restore enough hit points.

**19th Level - 102,750 gp:** When using the ability gained from 18th level, the wearer of the shield also restores 1d8+100 hit points.

**20th Level - 150,575:** The ability gained at 10th level is now usable at will, as is the ability gained at 15th level.

#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Apparatus, Craft Marvelous Item, Enhancement sphere, Life sphere (Break Enchantment, Greater Resurrection, Make Whole, Restore Senses (cure), Restore Spirit (cure), Resurrection, Resuscitate), Protection sphere (Luck (succor)), War sphere; **Cost** 75,287.5 gp

#### SOULEATER

**Aura** moderate Death; **CL** 10th

**Slot** shield; **Price** 68,000 gp; **Weight** -

#### DESCRIPTION

*Souleater* is a +3 *heavy wooden shield* with the *ghost touch* special ability; indeed, the shield itself is weightless and transparent and appears to be ethereal, although it can be touched by corporeal hands without issue.

Whenever the bearer of *souleater* strikes a melee blow to a target that kills it (such as through a coup de grace), the target must succeed at a DC 17 Will save or have their soul become trapped within the shield. Only one soul can be trapped within the shield at a time; trapping another soul cause the first one to go free, returning it to the afterlife where it belongs.

The wearer of the shield can use the Summon Spirit advanced Death talent upon the soul trapped within the shield; this can be done at will and requires only a full-round action rather than an hour, and is always successful. The wearer of *souleater* can return the summoned soul to the shield or release it into the afterlife as a free action.

#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Creation sphere (Expanded Materials (material)), Enhancement sphere; **Cost** 34,000 gp

#### STOPGAP

**Aura** moderate Creation and Enhancement; **CL** 10th

**Slot** shield; **Price** 10,170 gp; **Weight** 5 lbs.

#### DESCRIPTION

*Stopgap* is a +2 *heavy steel shield* which can, upon command, grow to an increased size. The shield becomes a 10-foot-by-10-foot wall that is 1 inch thick; if it is in a space where it cannot grow to its full size, then it grows to the largest size that it can, completely plugging the allotted space.

It is possible to use the shield's wall form to attack creatures in one of two ways; either by flattening them underneath the wall when it is created, or by attempting to trap them with the edge of the shield by pushing them against a wall when the shield grows to its full size and plugs the available space. In both cases any creatures within the affected area are allowed a DC 15 Reflex save to avoid being struck. If they fail they either become trapped by the shield's wall against another wall (unable to move but still able to act), or suffer 6d8 bludgeoning damage from the falling wall and become prone; they are trapped under the wall and cannot move, but can escape through a DC 20 Escape Artist check.

When the shield has grown into a wall, it is virtually immovable. It has 14 hardness and 25 hit points, and a Break DC of 28.

A creature must be wearing *stopgap* in order to grow or shrink the shield (a standard action either way). If the wearer removes the shield once it has been grown it remains in its wall form until someone straps the shield on and commands the shield to shrink. If the shield is broken while in wall form, it remains broken when returned to its shield form and cannot return to its wall form until repaired.

#### CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Creation sphere (Expanded Materials (material)), Enhancement sphere; **Cost** 5,170 gp

## New Armor and Shield Special Abilities

### Anti-Ballistic

This armor or shield is designed specifically against more powerful projectile weapons. Whenever a projectile weapon is used against the wearer, the full AC bonus of the armor and any enhancement bonus it possesses are applied to the touch AC of the wearer.

**Aura** faint Protection; **CL** 5th; Smith Magical Weapons And Armor, Protection sphere; **Price** +1 bonus

### Anti-Spell

This armor or shield is laced with metals that give it limited anti-magic properties. Whenever the wearer attempts a saving throw vs. a spell or sphere ability that is hindered by spell resistance, they receive a circumstance bonus to their saving throw equal to the enhancement bonus of their armor.

**Aura** faint Protection; **CL** 5th; Smith Magical Weapons And Armor, Protection sphere; **Price** +2 bonus

### Attendant

See *attendant* under implements.

## Collapsible

Armor or shields with this special ability uses a specialized extradimensional space that allows it to be collapsed down to a single piece with negligible weight, such as one gauntlet, a buckle, or a band of metal, chosen when the armor is enchanted. As a full-round action the wearer can touch their armor to collapse it or expand it to full size, either placing it in their square or causing it to appear on themselves as if they had donned it. If collapsible armor is dispelled or otherwise loses the collapsible special ability while it is collapsed, it immediately expands to its full size.

**Aura** faint Warp; **CL** 5th; Smith Magical Weapons And Armor, Warp sphere; **Price**: +1,000 gp

## Deflecting (shield only)

The shield's shield bonus to AC now also applies against ranged touch attacks.

**Aura** moderate Protection; **CL** 10th; Smith Magical Weapons And Armor, Protection sphere; **Price** +1 bonus

## Focusing (armor only)

A suit of *focusing* armor is endowed with a semblance of a mind that connects to the mind of its wearer. When the wearer casts a magical effect with a duration of concentration, the suit of armor may concentrate on the magical effect in the wearer's place on subsequent rounds. The armor can only concentrate for a total number of rounds equal to its enhancement bonus, after which the effect ends (the wearer cannot choose to concentrate on the effect again after giving it to the armor). Although the armor is doing the concentrating, the magic still originates from the wearer; damage taken requires the wearer to succeed at a concentration check or the armor ceases to concentrate on the spell, just as if the wearer were still the one concentrating on the effect.

**Aura** moderate Mind; **CL** 10th; Smith Magical Weapons And Armor, Mind sphere (Project Thoughts (charm)); **Price** +4 bonus

## Green-Touched

*Green-touched* armor or shields are overgrown with vines which soak up the damage that the bearer normally would be receiving. *Green-touched* armor and shields grant DR/- equal to twice its enhancement bonus, but only against the first attack that hits the bearer each round.

**Aura** moderate Nature; **CL** 15th; Smith Magical Weapons And Armor, Nature sphere (Living Steel); **Price** +1 bonus.

## Intercepting (shield only)

An *intercepting* shield allows the bearer to use an immediate action to switch places with an adjacent ally when that ally is attacked. The attack is redirected to the shield's carrier.

**Aura** moderate War; **CL** 6th; Smith Magical Weapons And Armor, War sphere; **Price** +1 bonus

## Jamais Vu

Armor or shields with this special ability may be activated by command word twice per day. Once activated, those who see you must attempt a DC 16 Will save. Failing the save prompts these creatures to immediately disregard you and forget that they saw you. You remain unremarkable and forgettable in this manner mind for one minute, and your presence only strikes them as noteworthy if they see you again after this minute passes.

**Aura** faint Mind; **CL** 5th; Smith Magical Weapons And Armor, Mind sphere (Amnesia (charm)); **Price** +2 bonus

## Sacrificial

A suit of *sacrificial* armor is tied to its wearer's lifeforce; when its wearer is reduced to 0 hit points or below, the armor explodes out with magical energy, dealing 2d6 force damage per point of enhancement bonus to all targets within 10 feet. This armor can only explode with magic in this fashion once per hour; if the wearer is healed to positive hit points and then reduced to negative hit points again before an hour has past, this special ability produces no effect.

**Aura** faint Destruction; **CL** 5th; Smith Magical Weapons And Armor, Destruction sphere (Force Blast (blast type, force)); **Price** +1 bonus

## Selfless (armor only)

*Selfless* armor allows the wearer to give of themselves so that others may follow their example. Once per turn as swift action, the wearer can choose to accept 1d6 hit points of non-lethal damage. This damage can not be healed by any means other than getting a full night's rest, which removes all of this damage. Whenever the wearer does this, allies other than their self within 30 feet gain a bonus for 1 round. The wearer chooses the bonus, and all allies gain the same bonus. The options are:

- +4 morale bonus on attack rolls with weapons and natural weapons
- +4 morale bonus on weapon and natural weapon melee damage rolls
- +4 morale bonus on saving throws
- +4 morale bonus on Strength, Dexterity, and Constitution checks, or skill checks using those skills.

**Aura** moderate War; **CL** 10th; Smith Magical Weapons And Armor, War sphere; **Price** +2 bonus

## Shaded (armor only)

A set of *shaded* armor lines the wearer in gloom. She is treated as being under the effects of the Shadowed Mien talent, using the armor's effective enhancement bonus to determine the caster level of the effect. This effect does not grant temporary hit points. It can be suppressed or resumed on command, and does not count against the limit of one active (shadow) talent on a target.

**Aura** faint Dark; **CL** 5th; Smith Magical Weapons And Armor, Dark sphere (Shadowed Mien (shadow)); **Price** +7,500 gp

## Shadow Warded (armor only)

A set of *shadow warded* armor's protection extends beyond the physical, providing shielding against effects that would target or manipulate her shadow. *Shadow warded* armor adds its full armor bonus to touch AC against attacks delivered by a caster's shadow or targeting the wearer's shadow. The wearer adds *shadow warded* armor's enhancement bonus to saves against effects targeting her shadow.

**Aura** faint Dark; **CL** 5th; Smith Magical Weapons And Armor, Dark sphere; **Price** +1 bonus

## Spell Storing

This armor allows a spellcaster to store within it a single touch spell of up to 3rd level, or a sphere effect that does not

cost a spell point. Anytime a creature hits the wearer with a melee attack or melee touch attack, the armor can cast the spell or sphere effect on that creature as an immediate action if the wearer desires. Once the magical effect has been cast from the armor, a caster can cast into it any other targeted touch spell of up to 3rd level or sphere effect that does not cost a spell point. The armor magically imparts to the wielder the name of the magical effect currently stored within it. A randomly rolled suit of *spell storing* armor or shield has a 50% chance to have a magical effect stored in it already.

**Aura** faint Destruction plus aura of any stored spell or sphere effect; **CL** 5th; Smith Magical Weapons And Armor, Destruction sphere; **Price** +1 bonus

### Wand Turret (armor only)

A Tiny animated object attaches itself to the shoulder of a suit of armor, its single limb able to hold a wand of any sphere that contains an ability that requires a ranged touch attack. A wand may be inserted into the *wand turret* as a standard action and removed as a move action. Once inserted, the armor's wearer treats the wand as if it were wielded and may activate it as a swift action, but only for abilities that require a ranged touch attack (such as the *destructive blast* ability of the Destruction sphere when not applying a (blast shape) talent or the *ghost strike* ability of the Death sphere when not applying the Greater Ghost Strike talent). Any attack rolls made when activating the wand as a swift action take a -5 penalty.

**Aura** moderate Enhancement; **CL** 10th; Smith Magical Weapons And Armor, Enhancement sphere (Animate Object (enhancement)); **Price** +2 bonus

### Wild

Armor with this special ability usually appears to be made from magically hardened animal pelt. The wearer of a suit of armor or a shield with this special ability preserves his armor or shield bonus (and any enhancement bonus) while in an alternate form, such as those granted by the Alteration sphere. Armor and shields with this special ability usually appear to be covered in leaf patterns. While the wearer is transformed, the armor cannot be seen.

**Aura** moderate Alteration; **CL** 8th; Smith Magical Weapons And Armor, Alteration sphere; **Price** +3 bonus

## Minor Artifacts

### BLOOD BATH

**Aura** moderate Alteration; **CL** 10th

**Slot** none; **Weight** 300 lbs.

#### DESCRIPTION

The *blood bath* is a minor artifact used by evil creatures to steal the youth of their victims. Sized to fit a Medium or smaller creature, the *blood bath* must be primed by filling it with the blood of creatures of no older than the young adult age category.

Filling requires the blood of 20 Medium-sized creatures. For this purpose, 2 Small-sized creatures count as one Medium-sized creature. Once filled the user must spend at least 1 hour in the bath. At the end of this time, the user's age category is

reduced by 1 (to the minimum age in that category), to a minimum of young adult. Any penalties from aging are removed, though bonuses from aging are retained (though do not stack with future bonuses from aging). This does not prevent future aging.

#### DESTRUCTION

The blood bath shatters if filled with the bones of an intelligent humanoid that died of old age and blessed soil for 24 hours.

### RING OF MULTIPLE PERSONALITIES

**Aura** strong Mind and Time; **CL** 15th

**Slot** ring; **Weight** -

#### DESCRIPTION

Originally invented by a wizard hoping to double his magic, this ring is considered a cursed ring, and cannot be removed without the aid of magic such as the Break Enchantment talent from the Life sphere. When a creature puts on the *ring of multiple personalities* they gain a second personality. This personality is considered a separate character with the same current hit points, attribute scores, equipment, and class levels as the character wearing the ring, but with its own alignment, skill ranks, feats, and variable class features, such as rogue talents or magic talents; the 2nd personality possesses a separate spell point pool from the main personality, and any other limited-use abilities it possesses such as alchemist bombs are tracked separately for each personality. Magic that reads minds or communicates telepathically reveals both minds, and can even allow them to communicate with each other, and the suppressed personality is aware of what happens while it is not in control. The GM may create this character as they see fit, but may use the following guidelines if they are beneficial:

d%	Personality
1-20	The 2nd personality is the opposite of the wearer; opposite alignment and opposite choices wherever possible.
21-40	The 2nd personality is a monster that loves destruction; its features are maximized for dealing damage and it fights every chance it gets.
41-60	The 2nd personality is hostile towards the first personality, and seeks to undermine it in any way that does not place itself in danger or discomfort (it will not try to get the wearer killed or injured, but will sow discord in other ways).
61-80	The 2nd personality is a timid being that hates violence; its features are built for support and utility, and it avoids combat as much as possible.
81-100	The 2nd personality is similar to the wearer, and indeed believes it to be the 'real' personality, trapped inside the ring when it was put on and will die if the ring is ever removed.

Whenever the character rests for roughly 8 hours (such as to regain spell points), there is a 25% that the character will awaken with the 2nd personality in control. Whenever the creature wearing the ring is struck with a critical hit, fails a saving throw against a harmful effect, or suffers some sort of shock the GM deems sufficient, the personality in charge switches.

**DESTRUCTION**

If the wearer of the *ring of multiple personalities* commits suicide, their body is brought back to life as if through the Resurrection talent with their alternate personality in control; the original personality is dead and its spirit departed as usual. Afterward, the ring loses all of its power.

**SPIKE OF AFFIXION**

**Aura** strong Dark; **CL** 15th

**Slot** none; **Weight** 0.5 lbs.

**DESCRIPTION**

When a creature's shadow passes over it, this rusty, gnarled iron nail sinks into the earth and spikes the shadow in place, anchoring the creature that casts the shadow to the spot. The victim is powerless to remove the nail, but anyone else can pluck it from the earth with a DC 20 Strength check. A spiked creature can not move more than 5 feet away from its location while the nail is affixed. A creature can not be spiked if it is not in contact with its own shadow, such as when flying. A spiked creature can not fly, jump, or otherwise lose contact with its shadow.

Applying a *spike of affixion* directly to a target requires a melee or ranged touch attack. A *spike of affixion* has a range increment of 10 feet when thrown. Any creature attacked with a spike of affixion, moving through the same square the spike occupies, or attempting to pick it up off the ground must succeed at a DC 20 Reflex save in order to avoiding being spiked. A *spike of affixion* can spike as many creatures as fit within 5 feet of it, though an attack using the *spike of affixion* can only target one creature at a time.

A *spike of affixion* loses its hold on its target if they cease to cast a shadow, such as in areas of darkness or utterly diffuse light. A target pinned by a *spike of affixion* can not use spells, sphere effects or abilities that directly target, manipulate, or remove its own shadow, nor can its shadow be consumed or stolen.

**DESTRUCTION**

To destroy a spike of affixion, it must be hammered into a beam of light from the noon sun on the day of the equinox at the equator.

**TRANSMOGRIFIER**

**Aura** moderate Alteration; **CL** 10th

**Slot** none; **Weight** 25 lbs.

**DESCRIPTION**

The *transmogriker* is a thin, unassuming wooden box that collapses flat for transport, which can be set-up or taken down as a full-round action. The plain appearance belies its true power. The small dial set into the box's side can be turned to select any creature imaginable as a move action. Once selected, a creature may enter the box as a standard action. Exiting the box is a move action. The creature gains the benefits of the Transformation and Improved Transformation feats, but may not choose to dismiss their transformation form nor suppress the granted traits. This effect is instantaneous, though the *transmogriker* may be used to return the creature to its original state. The *transmogriker* is normally just large enough for 1 Medium-sized creature, but will automatically resize to accommodate creatures of greater than Medium size.

**DESTRUCTION**

The *transmogriker* loses all power if willingly cast away by a child who has used it at least once a year for 3 or more years.

## Major Artifacts

**DIVINE NOTEBOOK**

**Aura** overwhelming Creation and Enhancement; **CL** 22th

**Slot** none; **Weight** 8 lbs.

**DESCRIPTION**

The *divine notebook* is an artist's sketchbook of unremarkable appearance, but upon close inspection it is revealed to be of unsurpassed quality. It stands 3 feet by 2 feet in size with hundreds of pages, which replenish themselves if removed.

The *divine notebook* is unknown to most, and even fewer believe it to truly exist; it has a long and sordid history which is kept closely guarded by many bardic colleges that wish to keep its true history unknown to the world, for fear it might fall into hands other than their own. For those who know what to look for, however, the notebook appears over and over again throughout the ages as it passed from one creator to another. If an artist draws a semblance of any living creature in the notebook, be it humanoid, plant, animal, monster, or a wholly unique creation, upon completion the artist gains a permanent negative level and the drawn creature immediately steps out of the notebook, a fully-realized living being.

If the created organism is a tree or similar object, it simply exists as a normal creature of its kind. If the created creature is intelligent, it appears knowing one language the creator speaks and possesses general knowledge for its creature type and age; it can speak, dress, play, fight, and perform other tasks, although it possesses no personal knowledge such as a name or memories. An exception to this is if the artist draws a portrait of specific creature, as detailed below. The creator can choose the alignment of the created creature, and while the created creature is under no bounds to obey its creator, it spawns with an attitude of helpful towards its creator (thus it may very well perform actions to please its creator, but if not treated well it might turn against them).

When drawing in the notebook, the artist must attempt a Craft (painting) check, an Artistry check (if using background skills), or some other skill check the GM deems appropriate. The total Hit Dice of the created target determines the DC of the check, the cost of required inks, charcoals, and paints, as well as the time required to create the image. It is possible to have many partially-finished images in the notebook at one time.

**Table: Created Creature**

Hit Dice/Levels*	DC	Materials Fee	Crafting Time
1/2	10	2 cp	5 minutes
1	15	5 gp	20 minutes
2	20	10 gp	1 hour
3	25	25 gp	3 hours
4	30	50 gp	8 hours (1 day)
+1 <sup>^</sup>	35	+50 gp	+1 day



\*Trees, small animals with less than 1 Hit Dice, and level 1 commoners count as possessing 1/2 a Hit Dice. For higher levels, NPC classes count as their level -1 for determining their effective Hit Dice, while commoners count as their level -2 for determining their effective Hit Dice.

^: Every +1 added to the created creature's Hit Dice above 4 increases the target DC, materials cost, and crafting time by the listed amount. The effects are cumulative.

If the user fails to meet the target DC, the created creature is created, but possesses one of the following flaws, chosen randomly. For every 5 points by which the check failed to meet the target DC, the created creature gains another flaw. If the same flaw is gained twice, reroll unless the flaw states it may be gained multiple times.

**Table: Created Creature Flaws**

d8	Flaw
1	The created creature's alignment is the exact opposite of intended. If true neutral was the intended alignment, it becomes either LG, CG, CE, or LE, determined randomly.
2	The created creature gains two permanent negative levels that cannot be removed by any means. If this would kill the creature, the creature is not created. This flaw may be gained multiple times. The effects are cumulative.
3	The created creature is born with an irrational hatred of the one who created it; it begins with an attitude of hostile towards its creator.
4	The created creature is soulless; the creature possess no skill points or feats, and always refers to itself in the 3rd person.
5	The created creature is malformed in some way; it gains a -10 penalty to one attribute, determined randomly. If this would reduce the attribute to 0, the creature is not created. This flaw may be gained multiple times. Each time it is gained, roll another random attribute; rolling the same attribute multiple times increases the penalty to that attribute cumulatively.
6	The created creature cannot handle that it is a creation and falls into a permanent existential crisis. If it is given any orders or requests from its creator, it will either obey, refuse to obey, perform the opposite of the order or request, or attempt to flee (chosen randomly).
7	The created creature is missing body parts; it loses a limb, chosen randomly. This flaw may be gained multiple times. The effects are cumulative.
8	The created creature is mentally unstable; it is permanently confused.

**Portraits:** It is possible to create a portrait of a specific creature; to do so, the creator must reliably know what the target looks like and the DC, cost, and time must reflect the target's actual levels/Hit Dice. Additionally, the DC is increased by 10, which is reduced to 5 if the target can be easily seen during the creation process, or 0 if the target poses for the drawing. If successful, the created creature is a duplicate of the intended creature possessing its memories and abilities, but its alignment is chosen by the creator as normal. The created creature is aware it is a copy and still begins helpful to the creator, unless flaws dictate otherwise (a portrait creature suffering an existential crisis believes it is the original creature and will do its best to return to its 'normal' life).

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#### DESTRUCTION

The *divine notebook* is destroyed if it is used to successfully draw a portrait of a god.

#### FINIS

**Aura** overwhelming Destruction; **CL** 20th

**Slot** none; **Weight** 8 lbs.

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#### STATISTICS

**Alignment** neutral; **Ego** 20

**Senses** 60 ft.

**Int** 6, **Wis** 10, **Cha** 22

**Communication** telepathy (all languages)

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#### DESCRIPTION

Upon first inspection, *Finis* is a pure black greatsword in a silver sheath. When sheathed, *Finis* functions as a normal greatsword and can be wielded as normal, although it deals bludgeoning damage instead of slashing or piercing damage.

When drawn, all attacks made with *Finis* resolve against touch AC. A living target takes no damage; the creature instead must succeed at a DC 25 Fortitude save or be rapidly reduced to black smoke, killing it instantly. Against non-living targets, *Finis* instead deals bonus damage equal to three times its wielder's base attack bonus. When drawn from its sheath and each round it remains drawn, *Finis* drains 1d4 spell points or twice that number in spell levels from the wielder. If the wielder lacks sufficient spell slots or spell points, 2 Constitution damage per round is instead dealt to the wielder. The costs of wielding the sword doubles every 1d6 rounds.

If not in the possession of a good creature (even if simply set on the ground in an open area), any creature of non-good alignment within 60 feet of *Finis* must succeed at a DC 20 Will save each round at the start of its turn or be compelled to attempt to take the sword. *Finis* will attempt to overwhelm the mind of any such creature, forcing it to slay every creature that has failed a save against this ability. Once there are no more such creatures, *Finis* will force the wielder to kill itself.

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#### DESTRUCTION

A wielder of a good alignment must bear *Finis* for 50 years without drawing it, after which the item loses all power.

# Chapter 9

# Bestiary

## Reference Creatures

The following creatures are referenced by certain spheres and powers. Some of these are reprints from other books for ease of reference.

### Animated Objects

For the most part, a player creating an animated object does not get to choose what construction points and flaws it possesses. Instead, it's construction points and flaws are determined by the GM to best reflect the type of object that was animated.

#### TINY ANIMATED OBJECT CR 1/2

**XP 200**

N Tiny construct

**Init** +2 **Senses** darkvision 60, low-light vision; Perception -5

#### DEFENSE

**AC** 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

**hp** 5 (1d10)

**Fort** +0, **Ref** +2, **Will** -5

**Defensive Abilities** hardness 5 **Immune** construct traits

#### OFFENSE

**Speed** 15 ft.

**Melee** slam +1 (1d2-2)

#### STATISTICS

**Str** 6, **Dex** 14, **Con** -, **Int** -, **Wis** 1, **Cha** 1

**Base Atk** +1 **CMB** +1 **CMD** 9

**SQ** 1 construction point

#### SPECIAL ABILITIES

##### Construction Points

Tiny animated objects have 1 construction point.

#### SMALL ANIMATED OBJECT CR 2

**XP 600**

N Small construct

**Init** +1; **Senses** darkvision 60, low-light vision; Perception -5

#### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

**hp** 21 (2d10+10)

**Fort** +0, **Ref** +1, **Will** -5

**Defensive Abilities** hardness 5; **Immune** construct traits

#### OFFENSE

**Speed** 20 ft.

**Melee** slam +3 (1d3)

#### STATISTICS

**Str** 10, **Dex** 12, **Con** -, **Int** -, **Wis** 1, **Cha** 1

**Base Atk** +2 **CMB** +1 **CMD** 12

**SQ** 1 construction points

#### SPECIAL ABILITIES

##### Construction Points

Small animated objects have 1 construction point.

#### MEDIUM ANIMATED OBJECT CR 3

**XP 800**

N Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

#### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 natural)

**hp** 36 (3d10+20)

**Fort** +1, **Ref** +1, **Will** -4

**Defensive Abilities** hardness 5; **Immune** construct traits

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +5 (1d6+3)

#### STATISTICS

**Str** 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +5; **CMD** 15

**SQ** 2 construction points

#### SPECIAL ABILITIES

##### Construction Points

Medium animated objects have 2 construction points.

#### LARGE ANIMATED OBJECT CR 5

**XP 1,600**

N Large construct

**Init** -1 **Senses** darkvision 60, low-light vision; Perception -5

**DEFENSE****AC** 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)**hp** 52 (4d10+30 size)**Fort** +1, **Ref** +0, **Will** -4**Defensive Abilities** hardness 5 **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** slam +9 (1d6+9)**STATISTICS****Str** 22, **Dex** 8, **Con** -, **Int** -, **Wis** 1, **Cha** 1**Base Atk** +4 **CMB** +11 **CMD** 20**SQ** 3 construction points**SPECIAL ABILITIES****Construction Points**

Large animated objects have 3 construction points.

**HUGE ANIMATED OBJECT CR 7****XP** 3,200

N Huge construct

**Init** -2 **Senses** darkvision 60, low-light vision; Perception -5**DEFENSE****AC** 15, touch 6, flat-footed 15 (-2 Dex, +9 natural, -2 size)**hp** 78 (7d10+40 size)**Fort** +2, **Ref** +0, **Will** -3**Defensive Abilities** hardness 5 **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** slam +15 (1d8+15)**STATISTICS****Str** 30, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1**Base Atk** +7 **CMB** +19 **CMD** 27**SQ** 4 construction points**SPECIAL ABILITIES****Construction Points**

Huge animated objects have 4 construction points.

**GARGANTUAN ANIMATED OBJECT CR 9****XP** 6,400

N Gargantuan construct

**Init** -2 **Senses** darkvision 60, low-light vision; Perception -5**DEFENSE****AC** 17, touch 4, flat-footed 17 (-2 Dex, +13 natural, -4 size)**hp** 115 (10d10+60 size)**Fort** +3, **Ref** +1, **Will** -2**Defensive Abilities** hardness 5 **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** slam +20 (2d6+21)**STATISTICS****Str** 38, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1**Base Atk** +10 **CMB** +28 **CMD** 36**SQ** 5 construction points**SPECIAL ABILITIES****Construction Points**

Gargantuan animated objects have 5 construction points.

**COLOSSAL ANIMATED OBJECT CR 11****XP** 12,800

N Colossal construct

**Init** -2 **Senses** darkvision 60, low-light vision; Perception -5**DEFENSE****AC** 18, touch 0, flat-footed 18 (-2 Dex, +18 natural, -8 size)**hp** 151 (13d10+80 size)**Fort** +4, **Ref** +2, **Will** -1**Defensive Abilities** hardness 5 **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** slam +23 (2d8+27)**STATISTICS****Str** 46, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1**Base Atk** +13 **CMB** +39 **CMD** 47**SQ** 6 construction points**SPECIAL ABILITIES****Construction Points**

Colossal animated objects have 6 construction points.

**COLOSSAL+ ANIMATED OBJECT CR 12****XP** 19,200

N Colossal construct

**Init** -2 **Senses** darkvision 60, low-light vision; Perception -5**DEFENSE****AC** 24, touch 0, flat-footed 24 (-2 Dex, +24 natural, -8 size)**hp** 188 (16d10+100 size)**Fort** +5, **Ref** +3, **Will** -0**Defensive Abilities** hardness 5 **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** slam +30 (4d6+33)**STATISTICS****Str** 54, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1**Base Atk** +16 **CMB** +46 **CMD** 54**SQ** 7 construction points**SPECIAL ABILITIES****Construction Points**

Colossal animated objects have 7 construction points.

**COLOSSAL++ ANIMATED OBJECT CR 14****XP** 38,400

N Colossal construct

**Init** -2 **Senses** darkvision 60, low-light vision; Perception -5

**DEFENSE****AC** 31, touch 0, flat-footed 18 (-2 Dex, +31 natural, -8 size)**hp** 224 (19d10+120 size)**Fort** +6, **Ref** +4, **Will** +1**Defensive Abilities** hardness 5 **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** slam +37 (4d8+39)**STATISTICS****Str** 62, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1**Base Atk** +19 **CMB** +53 **CMD** 61**SQ** 8 construction points**SPECIAL ABILITIES****Construction Points**

Colossal animated objects have 8 construction points.

**COLOSSAL+++ ANIMATED OBJECT CR 16****XP** 76,800

N Colossal construct

**Init** -2 **Senses** darkvision 60, low-light vision; Perception -5**DEFENSE****AC** 39, touch 0, flat-footed 39 (-2 Dex, +39 natural, -8 size)**hp** 271 (22d10+150 size)**Fort** +6, **Ref** +4, **Will** +1**Defensive Abilities** hardness 5 **Immune** construct traits**OFFENSE****Speed** 30 ft.**Melee** slam +44 (6d6+45)**STATISTICS****Str** 70, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1**Base Atk** +22 **CMB** +60 **CMD** 68**SQ** 9 construction points**SPECIAL ABILITIES****Construction Points**

Colossal animated objects have 9 construction points.

**Special Abilities**

**Construction Points:** Animated objects have a number of Construction Points (CP) used to purchase abilities and defenses in addition to those presented above. A Medium-sized animated object has 2 CP; differently sized animated objects have CP totals as detailed on the size chart on this page. If an animated object spends more CP than its size category

would allow, its CR increases by 1 (minimum of +1) for every 2 additional CP spent.

Construction points allow an animated object to approximate the object being animated; if a cloth shirt is being animated, it should possess the cloth flaw. If an iron bar is being animated, it should possess the 'metal' option listed below.

*Additional Attack (Ex, 1 CP):* The animated object gains an additional slam attack.

*Additional Natural Attack (Ex, 1 CP):* The animated object gains an additional natural attack. The animated object must have an appropriate appendage or part for the natural attack.

*Additional Movement (Ex, 1 CP):* The animated object gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed.

*Augmented Critical (Ex, 1 CP):* Increase the threat range for the animated object's melee attacks by 1 or the threat multiplier by 1. This cannot combine with itself or with the piercing attack or slashing attack animated object abilities.

*Armor (Ex; 2 CP):* The animated object is a suit of armor. When worn by another creature, it ceases to act as a creature of its own. Instead, any damage the wearer takes is dealt to the animated object instead; if the animated object loses all of its hit points, then the armor bonus it grants is reduced to +0. While worn, it grants its armor bonus to AC, as well as the benefits of any special abilities, as normal. As long as the animated object is still animated, it may be donned as a full-round action and removed as a swift action.

*Burn (Ex, 1 CP):* The animated object gains burn (1d6) with its slam attacks. This can be applied multiple times. Its effects stack.

**Elemental Objects**

Most animated objects that deal elemental damage do so by being on fire (candlesticks, torches, etc.) If, however, the animated object in question would deal damage of another elemental type (for example, an animated bottle of acid), grant them the burn special ability and replace the fire damage with the other appropriate energy type.

*Constrict (Ex, 1 CP):* The animated object gains constrict with its slam attacks (the animated object must have grab before it can take this ability).

*Durable (Ex; 1 CP):* The animated object is exceptionally durable. It gains 5 additional hit points for each size category it has beyond Tiny, to a maximum of 30 additional hit points for Colossal animated objects. This can be applied multiple times, and its effects stack.

*Exceptional Reach (Ex, 1 CP):* The animated object gains +5 feet of reach with one melee attack. Increase reach on all attacks for an additional +1 CP.

*Faster (Ex, 1 CP):* One of the animated object's movement modes increases by +10 feet.

*Fluid (Ex; 1 CP):* The animated object is unusually fluid; it may squeeze through tight spaces as if it were two sizes smaller than it actually is.

*Garrote (Ex; 1 CP):* The animated object strangles creatures it grapples - it gains the strangle special attack (the object must have grab before it can select this ability).



*Grab (Ex, 1 CP):* The animated object gains grab special attack with slam attacks.

*Graft (Su; 1 CP):* The animated object can serve as a replacement limb for a creature two size categories larger than it. While attached to a creature, the animated object ceases to act as a creature of its own. Instead, the creature benefiting from the graft ignores any penalties due to missing that limb, and gains one of the animated object's natural attacks. If the animated object possesses any special attacks modifying that natural attack, the beneficiary of the graft gains it as well, using their size in place of that of the animated object.

An animated object with graft may be attached to a creature with a DC 20 Heal check.

*Hollow (Ex; 1 CP):* The animated object gains the swallow whole special attack with its slam attacks; creatures swallowed by the animated object do not automatically take damage (the animated object must have grab before it may select this ability). This can be applied multiple times, each time increasing the animated object's size category for the purposes of what creatures and objects it can grab and swallow by one.

*Improved Attack (Ex, 1 CP):* All the animated object's melee or ranged attacks do damage as though it were one size category larger. A crafter must purchase improved attack separately for melee and ranged attacks.

*Magic Item (Su; 1 CP):* The animated object is some description of magic item. It may activate itself as if it were holding or wearing itself. Magic weapons may apply their enchantments to one of their natural attacks (for example, an animated +1 dragon bane longsword would have a +1 dragon bane slam attack).

*Material Properties (Ex; 1 CP):* The animated object's natural attacks are considered to be weapons made from the animated object's special material. The animated object must have metal or special material before it may select this ability.

*Metal (Ex, 2 CP):* The animated object is made of common metal. Its hardness increases to 10, and it gains a +2 increase to its natural armor bonus. Mithral animated objects cost 4 CP, and gain hardness 15 plus a +4 increase to natural armor. Adamantine animated objects cost 6 CP, gain hardness 20, and receive a +6 increase to natural armor.

### Other Special Materials

There are a variety of possible materials an animated object might be made of; when using a non-metal special material, use the following special ability:

**Special Materials (Ex; 1+ CP):** The animated object's hardness is equal to the hardness of the Special Material it is made from. In addition, the animated object gains a natural armor bonus equal to the CP cost of this ability.

This ability costs 2 CP for every +5 increase to hardness gained from this ability, rounded up. If the special material has a hardness less than 10, it costs 1 CP instead.

If the material the animated object is created from has a hardness less than 5, use the cloth flaw instead.

*Piercing Attack (Ex, 1 CP):* Replace one melee attack with an attack that does the same amount of piercing damage and has a  $\times 3$  multiplier. Replace all melee attacks for an additional +1 CP. Animated object abilities that specify slam attacks do not work on piercing attacks.

*Pull (Ex, 1 CP):* The animated object gains a pull (5 feet) special attack with slam attacks (the animated object must have grab before it can take this ability).

*Ranged Attack (Ex, 2 CP):* Replace one slam attack with a ranged attack. It does the same amount of damage, and has a range of 20 feet. Replace all attacks for an additional +2 CP. Animated object abilities that specify slam attacks do not work on ranged attacks.

*Resistance (Ex, 2 CP):* The animated object gains resistance 5 to one type of damage (acid, cold, electricity, or fire) chosen at the time of the animated object's creation. This effect can be applied multiple times. Its effects do not stack; each time it is applied, it applies to a different type of damage.

*Slashing Attack (Ex, 1 CP):* Replace one slam attack with an attack that does slashing damage and has either a 19–20 threat range (for blade-like attacks) or a  $\times 3$  threat multiplier (for axe- or scythelike attacks). Replace all melee attacks for an additional +1 CP. Animated object abilities that specify slam attacks do not work on slashing attacks.

*Stone (Ex, 1 CP):* The animated object is made of stone or crystal. Its hardness increases to 8 and it gains a +1 increase to its natural armor bonus.

*Toxic (Ex; 1 CP):* The animated object is coated with a contact or injury poison. It gains the poison special attack with its slam attacks. The crafter may spend an additional CP to have that poison apply to all of its natural attacks instead.

*Trample (Ex, 2 CP):* The animated object gains the trample special attack.

*Trip (Ex, 2 CP):* The animated object gains the trip special ability with one of its slam attacks.

**Construction Flaws:** Animated objects can gain more CP by applying flaws, which hamper the animated object but provide additional CP to spend on beneficial abilities. If the CP gained in this way is not spent on beneficial abilities, its CR decreases by 1 for every 2 CP conserved.

*Aberration (Ex; +2 CP):* The animated object is made from squirmy flesh instead of inorganic substances; change its type to aberration, give it a Constitution score equal to its Strength score, replace construct traits (Ex) with amorphous (Ex) and darkvision 60 feet, and replace its hardness with an equal amount of damage reduction bypassed by magic. It is still mindless.

*Brittle (Ex, +1 CP):* The animated object gains vulnerability to cold.

*Cloth (Ex, +1 CP):* The animated object is made of thick cloth. Its hardness decreases to 0.

*Clunky (Ex, +1 CP):* Treat the animated object as though it had the staggered special quality.

*Flammable (Ex, +1 CP):* The animated object gains vulnerability fire.

*Fragile (Ex; +1 CP):* The animated object gains vulnerability to bludgeoning damage.

*Haunted* (Ex, +1 CP): The animated object is haunted by a malevolent spirit. It takes damage from positive energy as if it were an undead creature and can be detected by detect undead.

*Immobile* (Ex; +2 CP): The animated object has a base land speed of 0 feet, and may not have abilities or flaws applied which alter its base land speed or grant it new movement speeds.

*Slower* (Ex, +1 CP): One of the animated object's movement modes decreases by -10 feet.

## Huge Cold Iron Elemental

This creature was originally printed in *Adventurer's Handbook: Genius Guide Volume 1*, by Super Genius Games.

### HUGE COLD IRON ELEMENTAL CR 7

**XP 3,200**

N Huge outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

#### DEFENSE

**AC** 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +2, **Will** +7

**DR** 5/—; **Immune** elemental traits; **SR** 15

#### OFFENSE

**Speed** 20 ft., burrow 20 ft.

**Melee** 2 slams +17 (2d8+9)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** cold iron natural weapons

#### STATISTICS

**Str** 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +21; **CMD** 30

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

**Languages** Terran

#### SPECIAL ABILITIES

##### Cold Iron Natural Weapons (Ex)

A cold-iron elemental's natural attacks function as cold iron for purposes of bypassing DR.

## Skeletons and Zombies

Skeletons and zombies lose all class levels (races that only gain class levels are treated as if they had 1 racial Hit Die) as well as all skill ranks and feats. They lose all special attacks and special qualities of the base creature, except extraordinary special qualities that improve their melee or ranged attacks. Skeletons and zombies gain darkvision 60 feet.

Skeletons and zombies lose their Constitution and Intelligence scores, and change their Wisdom and Charisma scores to 10, and use Charisma instead of Constitution when determining bonus hit points.

Skeletons and zombies use **Table: Skeletons and Zombies** to determine their basic abilities based on their racial Hit Dice.

**Table: Skeletons and Zombies**

Creature Racial Hit Dice (d8's)	Average Hit Points	Fort Save	Ref Save	Will Save	Base Attack Bonus
1	4	0	0	+2	0
2	9	0	0	+3	+1
3	13	+1	+1	+3	+2
4	18	+1	+1	+4	+3
5	22	+1	+1	+4	+3
6	27	+2	+2	+5	+4
7	31	+2	+2	+5	+5
8	36	+2	+2	+6	+6/+1
9	40	+3	+3	+6	+6/+1
10	45	+3	+3	+7	+7/+2
11	49	+3	+3	+7	+8/+3
12	54	+4	+4	+8	+9/+4
13	58	+4	+4	+8	+9/+4
14	63	+4	+4	+9	+10/+5
15	67	+5	+5	+9	+11/+6/+1
16	72	+5	+5	+10	+12/+7/+2
17	76	+5	+5	+10	+12/+7/+2
18	81	+6	+6	+11	+13/+8/+3
19	85	+6	+6	+11	+14/+9/+4
20	90	+6	+6	+12	+15/+10/+5

### Special Skeleton Adjustments

A skeleton gains a +2 bonus to Dexterity, DR 5/bludgeoning, immunity to cold, the Improved Initiative feat, and 2 primary claw attacks (1d4, 1d3 Small). A skeleton can only fly if the base creature used magic (and not wings) to fly. A skeleton retains all natural attacks, manufactured weapon attacks, and weapon proficiencies of the base creature, except those dependent on flesh to use.

A skeleton uses **Table: Skeleton Size Bonus** to determine its natural armor bonus: This replaces any previous natural AC

**Table: Skeleton Size Bonus**

Skeleton Size	Natural Armor Bonus
Tiny or smaller	0
Small	+1
Medium or Large	+2
Huge	+3
Gargantuan	+6
Colossal	+10

## Zombie Special Qualities

Zombies gain a +2 bonus to Strength and a -2 penalty to Dexterity. They gain the Toughness feat and gain one slam attack (1d6, 1d4 Small). They retain all natural attacks, manufactured weapon attacks, and weapon proficiencies of the base creature. A zombie can fly if the base creature could fly, but if its flight was powered by wings instead of magic its maneuverability is reduced to clumsy.

Zombies are naturally staggered (they may only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action).

Zombies gain natural AC and bonus Hit Dice (which increase all aspects as regular Hit Dice) according to **Table: Zombie Size Bonus**.

**Table: Zombie Size Bonus**

<i>Creature Size</i>	<i>Natural AC (replaces any previous natural AC)</i>	<i>Bonus Hit Dice</i>
Tiny or smaller	0	0
Small	+1	+1
Medium	+2	+1
Large	+3	+2
Huge	+4	+4
Gargantuan	+7	+6
Colossal	+11	+10

## Soul Weaver Summons

The following creatures are summonable by the Soul Weaver class, and are included here for reference.

### POLTERGEIST CR 2

**XP 600**

LE Medium undead (incorporeal)

**Init** +1; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

**hp** 16 (3d8+3)

**Fort** +2, **Ref** +2, **Will** +4

**Defensive Abilities** incorporeal, natural invisibility, rejuvenation; **Immune** undead traits

#### OFFENSE

**Speed** fly 20 ft. (perfect)

**Special Attacks** frightener, telekinesis

#### STATISTICS

**Str** —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 12

**Base Atk** +2; **CMB** 3; **CMD** 14

**Feats** Ability Focus (fear)\*, Alertness

**Skills** Fly +9, Perception +9, Sense Motive +3

**Languages** Common

**SQ** site bound

#### SPECIAL ABILITIES

**Frightener (Su)**

Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All Creatures within 30 feet when a poltergeist uses this ability must succeed at a DC 14 Will save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect. The save DC is Charisma-based.

#### Rejuvenation (Su)

When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed, fully healed. The only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different poltergeist or group of poltergeists by the GM.

#### Site Bound (Ex)

A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

#### Telekinesis (Su)

A poltergeist has no method of attacking apart from telekinesis. This ability functions as the spell *telekinesis*, with a CL equal to the poltergeist's Hit Dice (CL 3rd for most poltergeists). A typical poltergeist has a ranged attack roll of +3 when using telekinesis to hurl objects or creatures, and can use the ability on objects or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 12 Will save. The save DC is Charisma-based.

### SHADOW CR 3

**XP 800**

CE Medium undead (incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; Perception +8

#### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

**hp** 19 (3d8+6)

**Fort** +3, **Ref** +3, **Will** +4

**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits

#### OFFENSE

**Speed** fly 40 ft. (good)

**Melee** incorporeal touch +4 (1d6 Strength damage)

**Special Attacks** create spawn

#### STATISTICS

**Str** —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

**Base Atk** +2; **CMB** +4; **CMD** 17

**Feats** Dodge, Skill Focus (Perception)

**Skills** Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (-4 in bright light)

**Languages** Common (unofficial errata)

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**SPECIAL ABILITIES**

**Create Spawn (Su)**

A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

**Strength Damage (Su)**

A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

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**GREATER SHADOW CR 8**

**XP 4,800**

CE Medium undead (incorporeal)

**Init** +5; **Senses** darkvision 60 ft.; Perception +13

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**DEFENSE**

**AC** 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

**hp** 58 (9d8+18)

**Fort** +5, **Ref** +8, **Will** +7

**Defensive Abilities** incorporeal, channel resistance +2;

**Immune** undead traits

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**OFFENSE**

**Speed** fly 40 ft. (good)

**Melee** incorporeal touch +11 (1d8 Strength)

**Special Attacks** create spawn (as per shadow), strength damage

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**STATISTICS**

**Str** —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

**Base Atk** +6; **CMB** +11; **CMD** 24

**Feats** Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

**Skills** Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

**Languages** Common (unofficial errata)

---

**SPECIAL ABILITIES**

**Strength Damage (Su)**

A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

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**WRAITH CR 5**

**XP 1,600**

LE Medium undead (incorporeal)

**Init** +7; **Senses** darkvision 60 ft., lifesense; Perception +10

**Aura** unnatural aura (30 ft.)

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**DEFENSE**

**AC** 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)

**hp** 47 (5d8+25)

**Fort** +6, **Ref** +4, **Will** +6

**Defensive Abilities** channel resistance +2, incorporeal;

**Immune** undead traits

**Weaknesses** sunlight powerlessness

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**OFFENSE**

**Speed** fly 60 ft. (good)

**Melee** incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

**Special Attacks** create spawn

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**STATISTICS**

**Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

**Base Atk** +3; **CMB** +6; **CMD** 21

**Feats** Blind-Fight, Combat Reflexes, Improved Initiative

**Skills** Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

**Languages** Common, Infernal

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**SPECIAL ABILITIES**

**Create Spawn (Su)**

A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

**Constitution Drain (Su)**

Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

**Lifesense (Su)**

A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

**Sunlight Powerlessness (Ex)**

A wraith caught in sunlight cannot attack and is staggered.

**Unnatural Aura (Su)**

Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

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**DREAD WRAITH CR 13**

**XP 25,600**

LE Large undead (incorporeal)

**Init** +13; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +28; **Aura** unnatural aura (30 ft.)

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**DEFENSE**

**AC** 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, –1 size)

**hp** 184 (16d8+112)

**Fort** +12, **Ref** +14, **Will** +15

**Defensive Abilities** channel resistance +4; incorporeal;

**Immune** undead traits

**Weaknesses** sunlight powerlessness

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**OFFENSE**

**Speed** fly 60 ft. (good)

**Melee** incorporeal touch +20 (3d6 negative energy plus 1d8 Con drain [Fort DC 23])

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** create spawn



**STATISTICS****Str** —, **Dex** 28, **Con** —, **Int** 14, **Wis** 20, **Cha** 25**Base Atk** +12; **CMB** +22; **CMD** 40**Feats** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack**Skills** Diplomacy +18, Fly +24, Intimidate +26, Knowledge (planes) +13, Perception +28, Sense Motive +28, Stealth +24**Languages** Common, Infernal, Skald**BANSHEE CR 13****XP** 25,600

CE Medium undead (incorporeal)

**Init** +15; **Senses** darkvision 60 ft., hear heartbeat; Perception +31**DEFENSE****AC** 26, touch 26, flat-footed 14 (+4 deflection, +11 Dex, +1 dodge)**hp** 161 (19d8+76)**Fort** +10, **Ref** +19, **Will** +18**Defensive Abilities** incorporeal; **Immune** undead traits**Weaknesses** sunlight powerlessness**OFFENSE****Speed** fly 60 ft. (perfect)**Melee** incorporeal touch +26 (14d6 negative energy plus terror)**Special Attacks** wail**STATISTICS****Str** —, **Dex** 32, **Con** —, **Int** 5, **Wis** 20, **Cha** 19**Base Atk** +14; **CMB** +25; **CMD** 40**Feats** Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Weapon Focus (touch), Wind Stance**Skills** Fly +19, Perception +31, Sense Motive +7**Languages** Common, Elven**SPECIAL ABILITIES****Hear Heartbeat (Ex)**

A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.

**Terror (Su)**

A creature damaged by the banshee's touch attack must succeed at a DC 23 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as heroes' feast or mind blank), the banshee's touch attempts to dispel one such effect with greater dispel magic (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Wail (Su)**

Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must succeed at a DC 23 Fortitude save. (This save is only required once

per wail.) Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that succeed at their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 wail of the banshee). If a wailing banshee is damaged during a wail, she must succeed at a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

## Sphere Creatures

The following creatures are new creatures that make use of the Spheres of Power system.

### Blood Constructs

All blood constructs gain the following abilities:

**Absorb Blood (Su):** Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.**Blood Mastery (Ex):** A blood construct gains a +1 bonus on attack and damage rolls if its opponent is taking bleed damage.**Drench (Ex):** The construct's touch puts out non-magical flames of its size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals construct's Hit Dice).**Engulf:** As a standard action, the blood construct may move up to its speed and attempt to engulf anything in its path. It cannot make other attacks during a round in which it engulfs. The blood construct merely has to move over its opponents of its size or smaller, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the blood construct, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + 1/2 Hit Dice + Strength modifier) to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the blood construct moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the blood construct's body until they are no longer pinned, and take slam damage from the blood construct each round. An engulfed creature may attempt to escape as if escaping a pin.**Fluid Body (Ex):** The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.**BLOOD CONSTRUCT, TINY (CR 1/3)****XP** 400

N Tiny construct

**Init** +1; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 13, touch 13, flat-footed 12 (+1 Dex, +2 size)**hp** 5 (1d10)

**Fort** +0, **Ref** +1, **Will** +0**Immune** construct traits**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** slam +4 (1d4+1)**Special Attacks** blood mastery, drench, engulf (DC 11, 1d4+1 bludgeoning)**STATISTICS****Str** 13, **Dex** 12, **Con** -, **Int** -, **Wis** 11, **Cha** 11**Base Atk** +1; **CMB** +0; **CMD** 11**ECOLOGY****Environment** any**Organization** solitary, pair, or gang (3–8 plus creator)**Treasure** none

Blood constructs are unnatural creatures, rarely existing unless formed by a blood mage as a servant.

A tiny blood construct is 1 foot tall and weighs 3 pounds.

**Familiar**

A tiny blood construct may be taken as a familiar. The master of a blood construct familiar gains a +2 bonus on Fortitude saves. A blood construct familiar may be replaced by taking 1 point of Constitution damage per two levels (minimum 1) instead of paying 100 gp per level.

**BLOOD CONSTRUCT, SMALL (CR 1)****XP** 400

N Small construct

**Init** +0; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 13, touch 11, flat-footed 13 (+2 natural, +1 size)**hp** 21 (2d10+10)**Fort** +0, **Ref** +0, **Will** +0**Defensive Abilities** absorb blood, **Immune** construct traits**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** slam +5 (1d6+3)**Special Attacks** blood mastery, drench, engulf (DC 13, 1d6+2 bludgeoning)**STATISTICS****Str** 14, **Dex** 10, **Con** -, **Int** -, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +3; **CMD** 13**SPECIAL ABILITIES****Absorb Blood (Su)**

Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

**Fluid Body (Ex)**

The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

**Familiar**

A small blood construct may be taken as a familiar with the Improved Familiar feat by caster of at least caster level 5th or higher. The master of a blood construct familiar gains a +2 bonus on Fortitude saves. A blood construct familiar may be replaced by taking 1 point of Constitution damage per level instead of paying 100 gp per level.

**BLOOD CONSTRUCT, MEDIUM (CR 3)****XP** 800

N Medium construct

**Init** +1; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 42 (4d10+20)**Fort** +1, **Ref** +2, **Will** +1**Defensive Abilities** absorb blood, **Immune** construct traits**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** slam +7 (1d8+4)**Special Attacks** blood mastery, drench, engulf (DC 15, 1d8+3 bludgeoning)**STATISTICS****Str** 16, **Dex** 12, **Con** -, **Int** -, **Wis** 11, **Cha** 11**Base Atk** +4; **CMB** +7; **CMD** 18**SPECIAL ABILITIES****Absorb Blood (Su)**

Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

**Fluid Body (Ex)**

The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

**BLOOD CONSTRUCT, LARGE (CR 5)****XP** 1,600

N Large construct

**Init** +2; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)**hp** 74 (8d10+30)**Fort** +2, **Ref** +4, **Will** +2**DR** 5/—; **Defensive Abilities** absorb blood, **Immune** construct traits**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** 2 slams +12 (2d6+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** blood mastery, drench, engulf (DC 19, 2d6+5 bludgeoning)

**STATISTICS**

**Str** 20, **Dex** 14, **Con** -, **Int** -, **Wis** 11, **Cha** 11  
**Base Atk** +8; **CMB** +14; **CMD** 26

**SPECIAL ABILITIES****Absorb Blood (Su)**

Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

**Fluid Body (Ex)**

The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

**BLOOD CONSTRUCT, HUGE (CR 7)**

XP 3,200  
 N Huge construct  
**Init** +4; **Senses** darkvision 60 ft.; Perception +13

**DEFENSE**

**AC** 20, touch 12, flat-footed 16 (+4 Dex, +8 natural, -2 size)  
**hp** 95 (10d10+40)  
**Fort** +3, **Ref** +7, **Will** +3  
**DR** 5/—; **Defensive Abilities** absorb blood, **Immune** construct traits

**OFFENSE**

**Speed** 30 ft., swim 30 ft.  
**Melee** 2 slams +15 (3d6+7)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** blood mastery, drench, engulf (DC 22, 3d6+7 bludgeoning)

**STATISTICS**

**Str** 24, **Dex** 18, **Con** -, **Int** -, **Wis** 11, **Cha** 11  
**Base Atk** +10; **CMB** +19; **CMD** 33

**SPECIAL ABILITIES****Absorb Blood (Su)**

Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

**Fluid Body (Ex)**

The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

**BLOOD CONSTRUCT, GARGANTUAN (CR 9)**

XP 6,400  
 N Gargantuan construct  
**Init** +5; **Senses** darkvision 60 ft.; Perception +16

**DEFENSE**

**AC** 20, touch 11, flat-footed 15 (+5 Dex, +9 natural, -4 size)  
**hp** 131 (13d10+60)  
**Fort** +4, **Ref** +9, **Will** +4  
**DR** 10/—; **Defensive Abilities** absorb blood, **Immune** construct traits

**OFFENSE**

**Speed** 30 ft., swim 30 ft.  
**Melee** 2 slams +21 (4d6+12)  
**Space** 20 ft.; **Reach** 20 ft.  
**Special Attacks** blood mastery, drench, engulf (DC 28, 4d6+12 bludgeoning)

**STATISTICS**

**Str** 34, **Dex** 20, **Con** -, **Int** -, **Wis** 11, **Cha** 11  
**Base Atk** +13; **CMB** +29; **CMD** 44

**SPECIAL ABILITIES****Absorb Blood (Su)**

Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.



**Fluid Body (Ex)**

The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

**BLOOD CONSTRUCT, COLOSSAL (CR 11)**

XP 12,800

N Colossal construct

**Init** +6; **Senses** darkvision 60 ft.; Perception +19

**DEFENSE**

**AC** 17, touch 8, flat-footed 11 (+6 Dex, +9 natural, -8 size)

**hp** 148 (16d10+80)

**Fort** +5, **Ref** +11, **Will** +5

**DR** 10/—; **Defensive Abilities** absorb blood, **Immune** construct traits

**OFFENSE**

**Speed** 30 ft., swim 30 ft.

**Melee** 2 slams +24 (6d6+16)

**Space** 25 ft.; **Reach** 25 ft.

**Special Attacks** blood mastery, drench, engulf (DC 34, 6d6+16 bludgeoning)

**STATISTICS**

**Str** 42, **Dex** 22, **Con** -, **Int** -, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +40; **CMD** 56

**SPECIAL ABILITIES****Absorb Blood (Su)**

Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

**Fluid Body (Ex)**

The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

## Cloud Sprite

There is some debate about the origin of cloud sprites. Some maintain that they are spontaneously generated by clouds and fog, while others have said that they reproduce as normal creatures. Whatever the case, cloud sprites are secretive, skittish creatures that do not make themselves available for questioning on the subject. When they perceive a threat, they almost invariably disappear into their misty environment, becoming invisible. Only when protecting something of value to them or if their invisibility is penetrated do they unleash miniature lightning bolts on predators or enemies.

**CLOUD SPRITE (CR 2)**

A spot in the fog shimmers and coalesces into the shape of a tiny winged human, with a blue tunic and bluer skin.

XP 600

CN Tiny fey

**Init** +4; **Senses** low-light vision, mistsight; Perception +8

**DEFENSE**

**AC** 18, touch 16, flat-footed 14 (+4 Dex, +2 natural armor, +2 size)

**hp** 13 (3d6+3)

**Fort** +2, **Ref** +7, **Will** +6

**Immune** electricity

**OFFENSE**

**Speed** fly 40 ft. (good)

**Space** 5 ft.; **Reach** 0 ft.

**MAGIC**

**Caster Level** 3; **MSB** +3, **MSD** 13, **Concentration** +8

**Tradition** Natural; **CAM** Cha

**Spell Points** 6

**Destruction Sphere:** Extended Range; (blast type) Electric Blast; Energy Focus (electric) drawback

- *destructive blast*, medium range touch (130 ft.), DC 18; Extended Range

- ◊ **Electric Blast** (3d6 electric, 1 round stun, Reflex negates)

**Weather Sphere** – (*mantle*) Mist Form, Sodden, Zephyr's Flight; Localized Weather drawback

- *mantle*, Duration 3 hours, 1 sp

- ◊ **Mist Form** (Precipitation; concealment)

- ◊ **Sodden** (Precipitation; fire resistance)

- ◊ **Zephyr's Flight** (Precipitation; movement speed)

**STATISTICS**

**Str** 3, **Dex** 18, **Con** 12, **Int** 11, **Wis** 17, **Cha** 20

**Base Atk** +1; **CMB** -5; **CMD** 7

**Feats** Mantled Caster, Sphere Focus (Destruction)

**Skills** Acrobatics +10, Fly +18, Knowledge (nature) +6, Perception +8, Survival +5, Stealth +10

**Languages** Common, Sylvan

**SQ** cloud meld

**SPECIAL ABILITIES****Cloud Meld (Su)**

While in an area of Precipitation of severity level 2 or above, a cloud sprite may turn invisible, as the spell greater invisibility, as a free action. This lasts as long as the cloud sprite remains within Precipitation of severity level 2 or higher, or until it uses a free action to end this ability. While invisible, creatures using unusual forms of sensory perception such as blindsight or tremorsense cannot automatically foil the cloud sprite's use of Stealth; such creatures must attempt a Perception check as normal to detect it, though the cloud sprite does not gain a bonus to its check for being invisible.

**Mistsight (Ex)**

A cloud sprite can see through fog, smoke, precipitation, and other obscuring vapors as if they did not exist.

**ECOLOGY**

**Environment** clouds, fog banks

**Organization** solitary

**Treasure** incidental

## Familiar

A cloud sprite can be summoned via the Improved Familiar feat by a chaotic good, chaotic neutral, chaotic evil, or true neutral spellcaster of 7th level or higher.

## Crystal Golem

A crystal golem is a humanoid-shaped collection of ever growing, splitting, and shifting crystals, dividing any light that shines upon them into an ever-shifting pattern of colors. It has no possessions and no weapons. A crystal golem stands 8 feet tall and weighs 800 pounds.

A crystal golem cannot speak, although it can emit crashing and grinding noise. It moves with a constant snapping and cracking as it the crystals about its joints break and reform.

### CRYSTAL GOLEM (CR 7)

**XP** 3,200

**N** Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

**AC** 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

**hp** 79 (9d10+30)

**Fort** +3, **Ref** +2, **Will** +3

**DR** 5/bludgeoning; **Immune** construct traits, magic

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +13 (2d8+5)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** crystal growth

#### STATISTICS

**Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 11

**Base Atk** +9; **CMB** +15; **CMD** 24

**Languages** none

#### SPECIAL ABILITIES

##### Crystal Growth (Ex)

When a crystal golem strikes a creature twice in one round with its claw attacks, the creature must succeed at a Reflex save DC 14 or become entangled as per the Crystal Blast Destruction sphere talent with a caster level equal to the golem's Hit Dice. The DC is Charisma-based.

##### Immunity to Magic (Ex)

A crystal golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- An attack that deals sonic damage deals 50% more damage.
- A *crystal blast* from the Destruction sphere heals the crystal golem for a number of hit points equal to the damage that would have been dealt. A crystal golem can only heal a number of hit points per day up to its maximum hit points in this way.

#### ECOLOGY

**Environment** any

**Organization** solitary or gang (2-4)

**Treasure** none

#### Crystal Golem Construction

A crystal golem is assembled from a collection of rare crystals, imbued with powerful dweomers and held together by golden filaments until the growth begins properly.

**CL** 8th; **Price** 20,500 gp

#### CONSTRUCTION REQUIREMENTS

Forge Construct, Destruction sphere (Crystal Blast); **Special** creator must have MSB 8; Skill Craft (jewelry) or Appraise DC 13; **Cost** 10,500 gp

## Cù-sìth

The cù-sìth (plural coin-sìth) is the psychopomp of Faerie. Tasked with ensuring that the dead do not rise, they are typically seen as heralds of doom. Coin-sìth will usually begin combat by using their baleful howl ability. Then they will harry their foe with Spring Attack, tripping them and ensuring they cannot retaliate. When fighting alongside other coin-sìth, they will focus on a single foe until it is no longer a threat. Once it has collected a soul with its psychopomp ability, a cù-sìth will typically attempt to flee to a barrow where they can ensure the dead will not rise.

### CÙ-SÌTH (CR 10)

A great black dog seemingly tattooed with knots of phosphorescent green, this fey being raises its muzzle to the new moon and lets loose a chilling howl.

**XP** 9,600

**N** Large fey

**Init** +4; **Senses** barrowsight, low-light vision; Perception +19

#### DEFENSE

**AC** 22, touch 14, flat-footed 17 (+4 Dex, +1 dodge, +8 natural, -1 size)

**hp** 120 (16d6+64)

**Fort** +9, **Ref** +14, **Will** +10

**Defensive Abilities** **DR** 10/cold iron, ghostly

#### OFFENSE

**Speed** 50 ft.

**Melee** 1 bite +15 (2d6+23 plus trip) (includes bonuses and penalties from Power Attack)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** baleful howl, trip, psychopomp

#### STATISTICS

**Str** 22, **Dex** 19, **Con** 18, **Int** 11, **Wis** 10, **Cha** 21

**Base Atk** +8; **CMB** +15 (+4 trip); **CMD** 27 (+6 vs. trip)

**Feats** Blood Feast, Dirty Fighting, Dodge, Greater TripB, Improved Natural Attack (bite), Improved TripB, Mobility, Power Attack, Spring Attack, Weapon Focus (bite)

**Skills** Intimidate +21, Knowledge (nature) +19, Knowledge (religion) +16, Perception +19, Stealth +23, Survival +16

**Languages** Common, Sylvan  
**SQ** barrowwalk, fey power, scent

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**SPECIAL ABILITIES**


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**Baleful Howl (Su)**

As a standard action, the cù-sìth can release a howl of ill omen. All enemies within 60 ft. take a -4 penalty to saves against curse and death effects and against the cù-sìth's psychopomp ability, as well as a -4 penalty to AC. These penalties last for 5 rounds. These penalties are reduced to -1 and last only a single round with a successful Will save (DC 23). This is a sonic curse effect.

**Barrowsight (Su)**

A cù-sìth can constantly see the state of living and undead creatures within 60 feet. This functions as the lifesense option of the Advanced Alternate Divinations advanced Divination talent, but functions for undead creatures as well as the living.

**Barrowwalk (Su)**

As a full-round action, the cù-sìth can *teleport* as if using the Flawless Teleport Warp talent, but can only teleport to and from barrows, cairns, graveyards, and other final resting places. It need not know exactly where there is a burial site and may specify direction and distance to teleport, arriving at the nearest such site. The cù-sìth cannot transport any other creatures with this ability, but it can bring any objects it carries, up to its maximum load.

**Fey Power (Su)**

The cù-sìth adds its Charisma bonus to attack rolls, damage rolls, CMB, and CMD.

**Ghostly (Su)**

Attacks against a cù-sìth have a 20% miss chance. This is bypassed by ghost touch weapons and incorporeal creatures.

**Soul Shepherd (Su)**

When a cù-sìth reduces a creature to 0 hit points or lower with its bite attack, the creature must succeed at a DC 25 Will save or die and have its soul collected by the cù-sìth. A creature killed outright by the cù-sìth's attack also has its soul collected by the cù-sìth with no save. When the cù-sìth collects a soul in this manner, it gains 5 temporary hit points and a +2 enhancement bonus to Strength, and the creature cannot be returned to life by any effect short of *miracle* or *wish*, nor can their body be raised as undead. The only way to prevent this permanent rest and return the victim to life without such a powerful effect is to kill the cù-sìth or persuade it to return the soul before it next uses its barrowwalk ability—a prospect which is highly unlikely.

**Silence (Su)**

The cù-sìth is constantly surrounded by a 20-foot radius sphere of silence, as the option of the Suppression Illusion talent. It does not impede the cù-sìth's baleful howl ability.

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**ECOLOGY**


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**Environment** any near burial sites

**Organization** solitary, pair, or pack (3–8)

**Treasure** none

## Devouring Hole

A devouring hole is void given form and transformed into a construct. A devouring hole serves its master like any other construct, but has no feelings or reserves about devouring anything and everything it can.

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**DEVOURING HOLE (CR 8)**


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This circle of pitch-black fabric hides an extradimensional space sized to fit a dozen bodies.

**XP** 4,800

**N** Large construct

**Init** +0 **Senses** darkvision 60 ft., low-light vision; Perception +0

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**DEFENSES**


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**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

**hp** 75 (10d10+20)

**Fort** +2 **Ref** +6 **Will** +2

**Defensive Abilities** DR 5/magic; **Immune** construct traits, magic

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**OFFENSE**


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**Speed** 20 ft.

**Melee** bite (1d6+7 plus devouring darkness and grab)

**Space** 10 ft.; **Reach** 5 ft.;

**Special Attack** extradimensional gullet (1d6+7 plus devouring darkness), devouring darkness

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**STATISTICS**


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**Str** 20 **Dex** 18 **Con** — **Int** — **Wis** 10 **Cha** 14

**Base Atk** +10; **CMB** +15 (+23 grapple); **CMD** +30 (cannot be tripped)

**SQ** compression, nothing to see here

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**SPECIAL ABILITIES**


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**Devouring Darkness (Su)**

A devouring hole can create or dismiss an area of *darkness* within its extradimensional space as a free action. This *darkness* is augmented with a more potent version of the Hungry Darkness talent, inflicting 2 points of Constitution damage per round to targets that have been swallowed, grappled, or successfully struck with a bite attack. A creature can not be affected by devouring darkness more than once in a round.

**Extradimensional Gullet (Su)**

A devouring hole can swallow a creature it is grappling and hold it inside its extradimensional space. This functions as the swallow whole special ability, except that it can swallow a creature up to its own size and the victim can not cut its way free, though it can escape through a successful grapple check. If the devouring hole is killed with a creature inside its extradimensional gullet that creature is shunted out into the nearest open space.

**Nothing to See Here (Ex)**

A devouring hole functions in all ways as a normal portable hole when not feeding, and interacts with a bag of holding as would a normal portable hole under all circumstances. When not active, a DC 32 Spellcraft check is required to distinguish a devouring hole from a portable hole.

**ECOLOGY**

**Environment** any  
**Organization** solitary  
**Treasure** none

**Construction**

A devouring hole is created from a normal portable hole given animation and purpose through an elaborate ritual requiring rare reagents. The crafting cost assumes the creator must purchase a portable hole at market price. Adjust the cost down if the creator can supply one by other means or craft one herself.

**CL** 12th; **Price** 50,000 gp

Forge Construct, Dark sphere (Hungry Darkness), Enhancement sphere (Animate Object), Warp sphere (Extradimensional Storage); ; **Special** creator must have MSB 12; Skill Craft (cloth) DC 15; **Cost** 25,000 gp

**Dewdrop Fairy Swarm**

Individually, dewdrop fairies are all but harmless to larger creatures. Unarmored, wielding makeshift weapons of cold iron, and utterly diminutive, they are easily swept aside by most opponents. In massive swarms, however, they can kill by a thousand tiny cuts. Unfortunately, they lack any sort of discipline or even an attention span to speak of, and so tend to haphazardly attack whichever enemy is closest or attracts their ire.

Dewdrop fairies become violent for a number of reasons. They are often conscripted by more powerful fey who arm them with nails or shards of cold iron so they can become a whirlwind of death for rival fey. They are also known to protect magic-rich territories on instinct and are particularly intent on putting out fires that threaten their demesnes. Their definition of “threaten”, however, is quite broad as they have a hard time distinguishing between the threat of a mad wizard flinging fireballs into dry undergrowth and a small, carefully built campfire.

**DEWDROP FAIRY SWARM (CR 4)**

What seemed at a distance to be a cloud of glittering gems now becomes clear as a swarm of tiny fey whose wings sparkle with dew and who carry rough weapons of iron nails.

**XP** 1200

N Diminutive fey (swarm)

**Init** +8; **Senses** low-light vision; Perception +9

**DEFENSE**

**AC** 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

**hp** 40 (9d6+9)

**Fort** +4, **Ref** +10, **Will** +3

**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage

**Weaknesses** swarm traits

**OFFENSE**

**Speed** fly 40 ft. (perfect)

**Melee** swarm (2d6 plus distraction and drench, counts as cold iron)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** crude cold iron weapons, distraction (DC 17)

**MAGIC**

**Caster Level** 9; **MSB** +9, **MSD** 9, **Concentration** +11

**Tradition** Rain dancing (Skilled Casting (Perform (dance)), Wild Magic); **Tradition** Boon Atmoturgy; **CAM** Cha

**Spell Points** 11

**Weather Sphere:** Rain Lord, Severe Weather; (*mantle*) Clear Skies; (shroud) Battering Winds; Focused Weather (Precipitation) drawback

- *control weather*, maximum severity 4, medium (190 ft.), DC 16
  - ◊ **Rain Lord** (Precipitation maximum severity +1)
  - ◊ Severe Weather (1 sp, +1 severity)
- *mantle*, Duration 9 hours
  - ◊ **Clear Skies** (reduce severity by 1 step)
- *shroud*, 190 ft. (medium range), Save none
  - ◊ **Battering Winds** (-3 Reflex saves and attack rolls)

**STATISTICS**

**Str** 1, **Dex** 18, **Con** 12, **Int** 11, **Wis** 5, **Cha** 14

**Base Atk** +4; **CMB** -; **CMD** -

**Feats** Ability Focus (distraction), Cantrips, Improved Initiative, Lightning Reflexes, Skill Focus (Perform (dance))

**Skills** Fly +30, Knowledge (nature) +12, Perception +9, Perform (dance) +17, Stealth +16, Survival +9

**Languages** Common, Sylvan

**SQ** drench, rain dance

**SPECIAL ABILITIES****Shards of Iron (Ex)**

The crude weapons wielded by the dewdrop fairies in the swarm allow its swarm damage to count as cold iron for the purpose of overcoming damage reduction. These weapons are extremely rough and, if wielded by a Diminutive creature, count as improvised piercing weapons that deal 1 damage. This small amount of cold iron is typically the only thing of value carried by the swarm’s members.

**Drench (Ex)**

Any non-magical flames within the dewdrop fairy swarm’s space at the end of its move are immediately extinguished. As a free action the dewdrop fairy swarm may attempt a magic skill check to dispel any magical flames (as the Counterspell feat) within the swarm’s space at the end of its turn. It takes no damage for entering any flames it extinguishes.

**Rain Dance (Ex)**

When using its *control weather* ability to create or alter Precipitation, a dewdrop fairy swarm may concentrate on the effect as part of a move action used to move.

**ECOLOGY**

**Environment** any wet environment

**Organization** solitary or frolick (2–5)

**Treasure** incidental

## Elusa Hound, Sibyl

The sibyl elusa hounds are favored by inquisitors and investigators alike, who utilize these magical beasts to track down cultists, renegade mages, and other spellcasters deemed a threat to society. Compared to the common elusa hound (Tome of Horrors Complete, pg 271), the sibyl variety are less intelligent and physically weaker. To make up for this, the sibyl elusa hounds have magic-resistant hides that help defend them from their inevitable prey.

### ELUSA HOUND, SIBYL (CR 3)

At first glance, this magical beast looks nothing more than an arctic wolf, but as you focus in on it, its fur which appeared white or light grey at first, now clearly has a coat with a blue tint.

#### XP 800

LN Medium magical beast

**Init** +2; **Senses** darkvision 60 ft., detect spellcaster (120 ft.), low-light vision, scent; Perception +5

#### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +6, **Will** +2

**Defensive Abilities** spellhide (+3 saves vs. spells, spell-like abilities, sphere talents and abilities)

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +5 (1d6+1 plus trip)

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 15, **Int** 3, **Wis** 12, **Cha** 8

**Base Atk** +4; **CMB** +5; **CMD** 17

**Feats** Skill Focus (Perception), Skill Focus (Survival)

**Skills** Perception +8, Survival +8 (+12 scent tracking);

**Racial Modifiers** +4 Survival when tracking by scent

**SQ** aura tracking, detect spellcaster, spellhide

#### SPECIAL ABILITIES

##### Aura Tracking (Su)

If a sibyl elusa hound has “tasted” the magical aura of a creature (a creature it has successfully *divined* using detect spellcaster), it gains a +10 competence bonus to its Survival check when tracking that target. The aura must be fresh (“tasted” within the last 2 hours) or the elusa hound does not gain this bonus.

##### Detect Spellcaster (Su)

Sibyl elusa hounds have a supernatural sense of smell which functions as the Divination sphere talent Detect Spellcaster, except that it is a *sense* with a range of medium (counting their Hit Dice as Low-Caster levels for this) and requires no spell points to utilize.

##### Spellhide (Ex)

Sibyl elusa hounds add their natural armor bonus to their saving throws vs. spells, spell-like abilities, and sphere talents and abilities.

#### ECOLOGY

**Environment** urban

**Organization** solitary, pair, or unit (sibyl elusa hound paired with an inquisitor or investigator)

**Treasure** none

## Ghoran, Wyrgrrove

The common ghoran is looked upon as a beauty of nature who provide food to those less fortunate than themselves, but not all ghoran are content to live a such a simple life. In fact an entire breed of ghoran have come into being with inborn natural sphere abilities, they are called the wyrgrrove ghoran.

### GHORAN, WYRGROVE (CR 1/2)

#### XP 200

Wyrgrrove Ghoran yamabushi (unchained monk) 1

LN Medium plant

**Init** +2; **Senses** low-light vision; Perception +7

#### DEFENSE

**AC** 16, touch 15, flat-footed 14 (+2 Dex, +1 natural, +3 Wis)

**hp** 13 (1d10+3)

**Fort** +5, **Ref** +4, **Will** +3

**Weakness** delicious, light dependency

#### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +3 (1d6+2/x2)

**Melee** flurry of blows +3/+3 (1d6+2/x2) Magic

**Caster Level** 1; **MSB** +1, **MSD** 12, **Concentration** +4

**Tradition** Natural (none); **CAM** Wis

**Spell Points** 4

##### Alteration Sphere

- *shapeshift*, touch, 1 minute; Blank Transformation

◊ **Size Change** (Small or Large)

**Nature Sphere:** (*geomancing*) Plant (Entangle, Harvest, Pummel); Manipulate Nature; Nature's Carapace (Barkskin) *geomancing*, close (40 ft.), DC 20)

◊ Plant (Entangle, Harvest, Pummel)

**Manipulate Nature** (Shelter)

**Nature's Carapace** (Barkskin, +1 natural armor, +1 Stealth in nature, 1 min, 1 sp)

#### STATISTICS

**Str** 14, **Dex** 14, **Con** 16, **Int** 5, **Wis** 16, **Cha** 9

**Base Atk** +1; **CMB** +3; **CMD** +18

**Feats** Extra Magic Talent

**Skills** Intimidate +3

**Languages** Common, Treat

**SQ** delicious, ghorus seed, light dependent, sphere-touched

#### SPECIAL ABILITIES

##### Delicious (Ex)

Ghorans take a -2 penalty on Escape Artist and combat maneuver checks made to escape a grapple against any creature that has a bite attack with the grab ability.



**Ghorus Seed (Ex)**

As a full-round action, a ghoran can expel its ghorus seed from an orifice in its abdomen. If planted in fertile ground and left undisturbed for 2d6 days, the seed grows into a healthy duplicate of the original ghoran, save that the duplicate may reallocate all of its skill ranks upon sprouting. Once a ghoran expels its seed, it gains 1 negative level, and it dies as soon as its duplicate sprouts. This duplicate replaces the previous ghoran character.

**Light Dependent (Ex)**

Ghorans take 1d4 points of Constitution damage each day they go without exposure to sunlight.

**Sphere-touched**

Wyrgrave ghorans are touched individually by a different sphere of magic, the most common being Alteration and Nature (though there are rumors to exist those touched by other spheres). Wyrgrave ghorans have the Basic Magic Training feat.

**ECOLOGY**

**Environment** temperate forest

**Organization** solitary, pair, or plot (3-12)

**Treasure** NPC gear, other treasure

**Wyrgrave Ghoran Racial Subtype (RP 16)**

**Ability Scores** Ghoran receive a +2 racial bonus to Constitution and Wisdom and a -2 racial penalty to Intelligence.

**Raised Among Trees** Ghoran start off knowing Treat as language instead of Sylvan. They may still select additional languages with a high Intelligence modifier.

**Shell of their Former Selves** Ghoran reduce their natural armor bonus from +2 (3 RP) to +1 (2 RP).

**Sphere-touched (2 RP)** Ghoran lose natural magic (2 RP) to gain instead the feat Basic Magic Training (2 RP) as a bonus feat, but are limited to choosing either the Alteration or Nature sphere.

**Wisdom of the Past** The ghoran give up past-life knowledge (2 RP) as they slowly lose unnecessary memories over time.

Ghoran keep their delicious, ghorus seed and light dependency racial traits while utilizing this racial variant.

**Gremlin, Tunneler**

Tunneler gremlins delight in chaos and destruction, but have more patience than many of their kin. Tunnelers take their time, working in teams to undermine structures carefully, allowing them to set off a carefully engineered collapse (complete with mad cackling), dealing far more damage than they would otherwise be able to. As Faerie is dominated by natural landscapes and toppling trees and causing landslides is less amusing than collapsing buildings, tunnelers take any chance they can get to escape to planes with complex architecture to destroy. Needless to say, they are killed on sight in all cities, with many municipalities offering a bounty for their destruction.

**GREMLIN, TUNNELER (CR 1)**

**XP** 400

**CE** Tiny fey

**Init** +0; **Senses** darkvision 120 ft., low-light vision; Perception +5

**DEFENSE**

**AC** 12, touch 12, flat-footed 12 (+2 size)

**hp** 8 (1d6+5)

**Fort** +2, **Ref** +2, **Will** +3

**DR** 3/cold iron; **SR** 11

**OFFENSE**

**Speed** 20 ft., burrow 20 ft.

**Melee** shovel +4 (1d8+3/x3)

**Space** 2-1/2 ft., **Reach** 0 ft.

**Special Attacks** break ground, undermine

**STATISTICS**

**Str** 14, **Dex** 11, **Con** 14, **Int** 11, **Wis** 12, **Cha** 11

**Base Atk** +0; **CMB** +0; **CMD** 10

**Feats** Skill Focus (Knowledge (engineering)), Toughness

**Skills** Climb +6, Craft (traps) +4, Knowledge (engineering) +4, Knowledge (geography) +4, Perception +5, Stealth +12

**Languages** Aklo, Undercommon

**SQ** shovel training, strength, tunnel

**SPECIAL ABILITIES****Break Ground (Ex)**

A tunneler can pass directly beneath the space of another creature, softening the ground and causing unstable footing. If the tunneler is in a space directly below the surface of the ground, it can choose to make the surface of the ground above it difficult terrain. Clearing this difficult terrain requires a full-round action. If a creature occupies this space when the tunneler passes beneath it, the creature must succeed on a DC 12 Reflex save or fall prone. If the creature's space is larger than one 5-foot square, then the tunneler must pass beneath all of the creature's occupied spaces in order to force this save. This DC is Strength-based.



**Shovel Training (Ex)**

Tunnelers are proficient in the use of their shovels as weapons. Use the statistics for a greataxe sized appropriately.

**Strength (Ex)**

Despite being Tiny, tunnelers may use their Strength to determine CMB, CMD, and Climb.

**Tunnel (Su)**

When using its burrow speed, the tunneler may choose to leave behind a stable passage suitable for creatures of Tiny size or smaller. Creatures of Small size may pass through by squeezing. A group of at least 4 tunnelers can leave a space suitable for a Small creature through which a Medium creature can squeeze through. Larger passages require construction and reinforcement, though each tunneler can supply the labor of 4 humans for projects that consist primarily of digging, such as making ditches, mines, or tunnels.

**Undermine (Ex)**

A tunneler can spend up to 12 hours digging beneath a wall or other structure. At the end of this time, the tunneler can cause its tunnels to collapse as a full-round action, dealing 10 damage per hour to a 5-foot section of that structure. This damage bypasses hardness and deals full damage to objects. Multiple tunnelers can aid each other to reduce this time, but cannot increase the maximum damage to a single section.

**ECOLOGY**

**Environment** any underground

**Organization** solitary, team (2–4), labour (6–12)

**Treasure** standard (shovel, trap bag, other treasure)

**Familiar**

A chaotic evil or neutral evil or a chaotic neutral 5th-level spellcaster can gain a tunneler as a familiar if she has the Improved Familiar feat.

**Mau**

Mau are the mummified remains of a beloved housecat inhabited by a spirit of Law. Typically found guarding the tomb of their former master from those who would dare violate it, they have the ability to raise undead servants as well as to enter combat themselves in a flurry of claws and teeth. Though they will typically try to avoid combat by warning away intruders, they also readily attack those who persist. Mau begin combat by transforming into either a lion or a dire lion and using a quickened ranged *ghost strike*. Then they will pounce, using Mystic Assault to replace a claw attack with another *ghost strike*. They typically reserve their breath weapon for when they are near a cluster of weak enemies.

**MAU (CR 20)**

This mummified cat is wrapped in linen that has been covered in ancient glyphs of warding. Its eyes have been replaced with turquoise and it is bedecked with gold earrings, necklaces, and other adornments.

**XP** 307,200

LN Tiny outsider (lawful, native)

**Init** +11; **Senses** darkvision 120 ft.; Perception +33

**DEFENSE**

**AC** 40, touch 35, flat-footed 29 (+11 Dex, +5 natural, +4 size, +10 Wis)

**hp** 253 (22d8+154)

**Fort** +14, **Ref** +24, **Will** +23

**Defensive Abilities** DR 15/chaotic, perfect order, raised to serve

**OFFENSE**

**Speed** 40 ft.

**Melee** 2 claws +33 (1d2, 19–20/x2), bite +31 (1d3)

**Space** 2-1/2 ft. ft.; **Reach** 0 ft.

**Special Attacks** breath weapon

**MAGIC**

**Caster Level** 16; **MSB** +16, **MSD** 27, **Concentration** +26

**Tradition** Natural (none); **CAM** Wis

**Spell Points** 27

**Death Sphere:** Greater Undead, Lingering Necromancy, Permanent Necromancy; (*ghost strike*) Command Undead, Curse, Drain, Vampiric Strike

- *ghost strike*, medium range touch (260 ft.) or melee touch, DC 28

- ◇ **Command Undead** (give instructions to undead, 16 minutes, 1 sp)

- ◇ **Curse** (permanent curse, 2 sp)

- ◇ **Drain** (1d4 negative levels, 1 sp)

- ◇ **Exhausting Strike** (fatigue for 16 rounds, 1 sp to exhaust for 16 minutes)

- ◇ **Vampiric Strike** (8d6 damage, half as temp hp, 1 sp)

- *reanimate*, touch, 16 hours, 1 sp; Lingering Necromancy

- ◇ **Greater Undead** (*reanimate* intelligent undead)

- ◇ **Permanent Necromancy** (spend an additional 2 sp to make *reanimate* permanent)

**Fate Sphere:** Bound Consecration, Consecrated Ground (2x); (consecration) Divine Force, Divine Pressure; (word) Classify, Geas, Greater Geas, Mark of Judgement, Truth

- *consecration*, 35 ft., DC 28, Alignment lawful

- ◇ **Bound Consecration** (apply *consecration* to place or object)

- ◇ **Consecrated Ground** (3 sp for 32 hours or permanent)

- ◇ **Divine Force** (opposite alignment suffer random conditions)

- ◇ **Divine Pressure** (opposite alignment suffer chosen condition)

- ◇ **Serendipity** (+1 luck bonus)

- *word*, close (65 ft.), DC 28

- ◇ **Classify** (compel target to identify themselves)

- ◇ **Geas** (compel target to do task, 10 minute cast time, no save, 16 days, 2 sp)

- ◇ **Hallow** (provide protections against opposite alignment, 1 sp)
- ◇ **Mark of Judgement** (permanent Geas, harsher penalty for disobeying)
- ◇ **Truth** (compel target to speak truth)

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**STATISTICS**


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**Str** 11, **Dex** 33, **Con** 28, **Int** 15, **Wis** 30, **Cha** 12

**Base Atk** +22; **CMB** +20 (+24 grapple); **CMD** 45 (47 vs. grapple)

**Feats** Align Spell (lawful), Dirty Fighting, Greater Grapple, Improved Critical (claws), Improved Grapple, Improved Mystic Assault, Multiattack, Mystic Assault, Quicken Spell, Weapon Finesse

**Skills** Acrobatics +34, Climb +25, Diplomacy +24, Knowledge (planes) +25, Knowledge (religion) +25, Perception +33, Sense Motive +33, Stealth +34

**Languages** Common, Necril, speak with animals (cats only)

**SQ** leonine form

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**SPECIAL ABILITIES**


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**Breath Weapon (Su)**

Once every 1d4 rounds a mau can release a 15-foot long cone of desiccating sand and salt. This does 10d4 slashing damage and 8d4 untyped damage and fatigues all within the area. A successful Reflex saving throw halves the slashing damage and a successful Fortitude saving throw negates the untyped damage and fatigue (DC 30).

**Perfect Order (Su)**

A mau adds its Wisdom modifier to its AC.

**Leonine Form (Su)**

As a standard action, a mau can take the form of a housecat, a lion, or a dire lion. This functions as the Alteration sphere *shapeshift* ability, using the Blank Transformation and the following traits:

- **Housecat:** no traits
- **Lion:** Large size (+10 Str, -6 Dex, +2 Con; +3 CMB; -3 attack, CMD, and AC), grab, pounce, land speed (100 ft.)
- **Dire lion:** Huge size (+14 Str, -8 Dex, +4 Con; +4 CMB; -4 attack, CMD, and AC), grab, pounce, land speed (100 ft.)

The mau can remain in any of these forms indefinitely and always gains a +10 bonus to Disguise to appear to be the animal whose form it has taken. This is a polymorph effect, the ma loses access to its breath weapon while transformed. It may use this ability at will.

**Raised to Serve**

While not strictly undead, mau do share some of their traits. They are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), bleed, death effects, disease, paralysis, poison, sleep effects, stunning, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Any effect that explicitly affects undead in addition to the living, like Divine Force, affects mau, but effects that only affect undead, like Command

Undead, do not. Unlike other native outsiders, mau are not affected by *raise dead*, *reincarnate*, *resurrection*, *true resurrection*, or any Life sphere talents that would return it to life unless enhanced with Esoteric Healing. Usually it takes a different magical effect, such as *limited wish*, *miracle*, or *wish* to restore a mau to life. Despite being native outsiders, mau do not breathe, eat, or sleep.

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**ECOLOGY**


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**Environment** desert tombs

**Organization** destruction (1 mau plus 0–1 mummy lord and 3–20 mummies)

**Treasure** twice normal

## Menehune

Peaceful island dwellers, menehune are seldom violent unless pressed. When threatened, they prefer to use their friendship arrows to make peace. Normally exclusive, those that know how to contact them and offer their favorite foods (fish and bananas) can sometimes get them to apply their impressive speed in construction projects. Areas with menehune are known to sprout temples, ponds, and other construction overnight. Despite this, they rarely build such things for themselves and prefer to live away from others, moving away from any area that becomes significantly settled.

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**MENEHUNE (CR 1/2)**


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**XP** 200

NG Small fey

**Init** +3; **Senses** low-light vision; Perception +5

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**DEFENSE**


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**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 size)

**hp** 5 (1d6+2)

**Fort** +2, **Ref** +6, **Will** +2; +2 vs. illusions

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**OFFENSE**


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**Speed** 30 ft.

**Melee** dagger +3 (1d3+1/19–20)

**Ranged** shortbow +3 (1d4)

**Space** 5 ft., **Reach** 5 ft.

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**STATISTICS**


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**Str** 15, **Dex** 16, **Con** 15, **Int** 12, **Wis** 12, **Cha** 15

**Base Atk** +0; **CMB** +1; **CMD** 14

**Feats** Point-Blank Shot

**Skills** Acrobatics +7, Craft (carpentry) +5, Knowledge (engineering) +2, Perception +5, Perform (dance) +6, Perform (sing) +6, Stealth +15

**Languages** Common, Sylvan

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**SPECIAL ABILITIES**


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**Friendship Arrows (Su)**

When a menehune fires an arrow from any bow, it can change the arrow into a charm arrow as part of making the attack. A menehune can do this a number of times per day equal to its Charisma score (usually 15). The arrow does not damage and the target must succeed on a DC 12 Will save or have its attitude toward the menehune shift to friendly as an instantaneous effect. The save DC is Charisma-based.

**Rapid Construction (Ex)**

When constructing buildings, mines, tunnels, ditches, etc., a menehune performs the work of 10 normal humans.

**ECOLOGY**

**Environment** tropical

**Organization** solitary, band (7-12)

**Treasure** standard (carpentry tools, other treasure)

**Familiar**

A 5th-level spellcaster within one step of neutral good can gain a menehune as a familiar if she has the Improved Familiar feat.

## Nymph, Wyrgrove

There are told tales of a beauty so great that those who behold her may be struck blind. The wyrgrove nymph is not only a threat to those that behold her grace, but also to those who mean her ill well, for she has nature at her disposal.

**NYPH, WYRGROVE (CR 5)**

**XP** 1,600

CG Medium fey

**Init** +5; **Senses** low-light vision; Perception +12

**Aura** Blinding Beauty (30 ft., DC 20)

**DEFENSE**

**AC** 22, touch 22, flat-footed 17 (+7 deflection, +5 Dex)

**hp** 45 (6d6+24)

**Fort** +13, **Ref** +17, **Will** +15

**DR** 10/cold iron

**OFFENSE**

**Speed** 30 ft., swim 20 ft.

**Melee** mwk dagger +9 (1d4/19-20)

**Ranged** *destructive blast* +8

**Special Attacks** stunning glance

**MAGIC**

**Caster Level** 6; **MSB** +6, **MSD** 17, **Concentration** +13

**Tradition** Natural (none); **CAM** Cha

**Spell Points** 13

**Destruction Sphere**

- *destructive blast*, close range touch (40 ft.), 3d6 bludgeoning

**Life Sphere**

- *cure*, 1d8+6, 1 sp
- *invigorate*, 6 temporary hp
- *restore*, heal dazzled, fatigued, shaken, sickened, staggered, 1 sp

**Nature Sphere:** (*geomancing*) Plant (Entangle, Harvest, Pummel); (*spirit*) Friend To Wildlife (animals); Nature's Carapace (Barkskin)

- *geomancing*, close (40 ft.), DC 20

◊ **Plant** (Entangle, Harvest, Pummel)

**Friend To Wildlife** (call animals to you, 1 sp)

**Nature's Carapace** (Barkskin, +2 natural armor, +3 Stealth in nature, 6 min, 1 sp)

**Warp Sphere**

- *teleport*, close (40 ft.), medium (160 ft.) 1 sp

**STATISTICS**

**Str** 10, **Dex** 20, **Con** 18, **Int** 16, **Wis** 17, **Cha** 25

**Base Atk** +3; **CMB** +8; **CMD** +25

**Feats** Agile Maneuvers, Combat Casting, Weapon Finesse

**Skills** Diplomacy +16, Escape Artist +14, Handle Animal +13, Heal +9, Knowledge (nature) +12, Perception +12, Sense Motive +12, Stealth +14, Swim +17

**Languages** Common, Sylvan, Elven, Treant

**SQ** spell points, unearthly grace, wild empathy +19

**SPECIAL ABILITIES****Blinding Beauty (Su)**

This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 20 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

**Spell Points**

A wyrgrove nymph gains a small reservoir of energy that it can call upon to create wondrous effects, called a spell pool. This pool contains a number of spell points equal to its racial Hit Dice + its Charisma modifier.

**Spheres and Talents**

A wyrgrove nymph uses sphere and talent abilities as a High-Caster, with a caster level and a number of talents equal to its racial Hit Dice. Wyrgrove nymphs do not naturally possess a casting tradition, but they may gain one if they gain class levels in a casting class.

**Stunning Glance (Su)**

As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 20 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

**Unearthly Grace (Su)**

A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her armor class and CMD.

**Wild Empathy (Su)**

This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on the check. The nymph's effective druid level is equal to her Hit Dice for determining her total modifier to the check.

**ECOLOGY**

**Environment** temperate forest

**Organization** solitary

**Treasure** standard (dagger, other treasure)

## Omnimentals

Omnimentals are a planar oddity, forming from the clashing energies in locations where the elemental planes intersect. This makes their formation a rare occurrence, however skilled mages may create them from the fused essences of more common elementals. They are therefore most commonly found as servants and guardians of the mages that create them. Creatures with elemental subtypes tend to dislike them due to the mingling of opposed natures.

In combat, omnimentals prefer to skirmish, weakening their enemy with blasts from range before closing in to finish them off with Energy Strike-enhanced slams.

### OMNIMENTAL, SMALL (CR 2)

**XP 600**

N Small outsider (elemental, extraplanar)

**Init** +1; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)

**hp** 11 (2d10)

**Fort** +3, **Ref** +4, **Will** +0

**Immune** elemental traits; **Resist** acid 5, cold 5, electricity 5, fire 5

#### OFFENSE

**Speed** 30 ft., burrow 20 ft., swim 30 ft., fly 20 ft. (perfect)

**Melee** slam +1 (1d4+2) plus Energy Strike

**Ranged** *destructive blast* +3 (+4 inside 30 ft.)

**Special Attacks** admixture (1), detonation (DC 11), natural destroyer

#### MAGIC

**Caster Level** 1; **MSB** +1, **MSD** 12, **Concentration** +1

**Tradition** Natural (none); **CAM** Cha

**Spell Points** 2

**Destruction Sphere:** Admixture; (blast shape) Energy Strike; (blast type) Air Blast, Fire Blast, Frost Blast, Stone Blast

- *destructive blast*, close range touch (25 ft.), 1d6 bludgeoning, **DC** 11

- ◊ **Admixture** (combine blast types, 1 sp)
- ◊ **Energy Strike** (blast made with attack)
- ◊ **Air Blast** (nonlethal, +1 bull rush)
- ◊ **Fire Blast** (fire damage, Reflex or catch fire)
- ◊ **Frost Blast** (cold damage, staggered, Reflex negates)
- ◊ **Stone Blast** (bludgeoning, ignores SR)

#### STATISTICS

**Str** 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Point-Blank Shot, Sphere Focus (Destruction), Weapon Finesse

**Skills** Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

**Languages** Aquan, Auran, Ignan, Terran

#### SPECIAL ABILITIES

##### Admixture (Ex)

The omnimental gains the Admixture talent as a bonus talent. Additionally, it gains a pool of admixture points equal to half its Hit Dice. These points may be used to remove the casting time increase from the Admixture talent or to reduce the spell point cost of a metamagic feat by one spell point per admixture point spent. When using the Admixture talent, the omnimental must choose blast types associated with different elements.

##### Detonation (Sp)

When slain, an omnimental explodes in a burst of energy as if having used a *destructive blast* at its caster level with the Explosive Orb blast shape and any one blast type talent it possesses.

##### Natural Destroyer (Ex)

The omnimental does not provoke attacks of opportunity when using *destructive blast* for ranged attacks.

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or gang (3–8)

**Treasure** none

### OMNIMENTAL, MEDIUM (CR 4)

**XP 1,200**

N Medium outsider (elemental, extraplanar)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +7, **Will** +3

**Immune** elemental traits; **Resist** acid 5, cold 5, electricity 5, fire 5

#### OFFENSE

**Speed** 30 ft., burrow 20 ft., swim 30 ft., fly 20 ft. (perfect)

**Melee** slam +4 (1d6+3) plus Energy Strike

**Ranged** *destructive blast* +7 (+8 inside 30 ft.)

**Special Attacks** admixture (2), detonation (DC 13), natural destroyer

#### MAGIC

**Caster Level** 2; **MSB** +4, **MSD** 16, **Concentration** +5

**Tradition** Natural (none); **CAM** Cha

**Spell Points** 5

**Destruction Sphere:** Admixture; (blast shape) Energy Leap, Energy Strike; (blast type) Air Blast, Fire Blast, Frost Blast, Stone Blast

- *destructive blast*, close range touch (30 ft.), 1d6 bludgeoning, **DC** 13

- ◊ **Admixture** (combine blast types, 1 sp)
- ◊ **Energy Leap** (move in a straight line, +3 overrun)
- ◊ **Energy Strike** (blast made with attack)
- ◊ **Air Blast** (nonlethal, +3 bull rush)
- ◊ **Fire Blast** (fire damage, Reflex or catch fire)

- ◇ **Frost Blast** (cold damage, staggered, Reflex negates)
- ◇ **Stone Blast** (bludgeoning, ignores SR)

**STATISTICS**

**Str** 10, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 13

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Point-Blank Shot, Precise Shot, Sphere Focus (Destruction), Weapon Finesse

**Skills** Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

**Languages** Aquan, Auran, Ignan, Terran

**SPECIAL ABILITIES****Admixture (Ex)**

The omnimental gains the Admixture talent as a bonus talent. Additionally, it gains a pool of admixture points equal to half its Hit Dice. These points may be used to remove the casting time increase from the Admixture talent or to reduce the spell point cost of a metamagic feat by one spell point per admixture point spent. When using the Admixture talent, the omnimental must choose blast types associated with different elements.

**Detonation (Sp)**

When slain, an omnimental explodes in a burst of energy as if having used a *destructive blast* at its caster level with the Explosive Orb blast shape and any one blast type talent it possesses.

**Natural Destroyer (Ex)**

The omnimental does not provoke attacks of opportunity when using *destructive blast* for ranged attacks.

**OMNIMENTAL, LARGE (CR 6)**

**XP** 2,400

N Large outsider (elemental, extraplanar)

**Init** +5; **Senses** darkvision 60 ft.; Perception +11

**DEFENSE**

**AC** 18, touch 14, flat-footed 13 (+5 Dex, +4 natural, -1 size)

**hp** 60 (8d10+16)

**Fort** +8, **Ref** +11, **Will** +4

**DR** 5/—, **Immune** elemental traits; **Resist** acid 5, cold 5, electricity 5, fire 5

**OFFENSE**

**Speed** 30 ft., burrow 20 ft., swim 30 ft., fly 20 ft. (perfect)

**Melee** 2 slams +13 (1d8+2) plus Energy Strike

**Ranged** *destructive blast* +13 (+14 inside 30 ft.)

**Special Attacks** admixture (4), detonation (DC 14), natural destroyer

**MAGIC**

**Caster Level** 4; **MSB** +8, **MSD** 19, **Concentration** +10

**Tradition** Natural (none); **CAM** Cha

**Spell Points** 12

**Destruction Sphere:** Admixture, Extended Range; (blast shape) Energy Leap, Energy Strike; (blast type) Air Blast, Fire Blast, Frost Blast, Stone Blast

- *destructive blast*, medium range touch (140 ft.), 2d6 bludgeoning, **DC** 15

◇ **Admixture** (combine blast types, 1 sp)

◇ **Energy Leap** (move in a straight line, +6 overrun)

◇ **Energy Strike** (blast made with attack)

◇ **Air Blast** (nonlethal, +6 bull rush)

◇ **Fire Blast** (fire damage, Reflex or catch fire)

◇ **Frost Blast** (cold damage, staggered, Reflex negates)

◇ **Stone Blast** (bludgeoning, ignores SR)

**STATISTICS**

**Str** 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 15

**Base Atk** +8; **CMB** +11; **CMD** 27

**Feats** Point-Blank Shot, Precise Shot, Extra Spell Pool, Improved Spell Combat, Sphere Focus (Destruction)<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

**Languages** Aquan, Auran, Ignan, Terran

**SPECIAL ABILITIES****Admixture (Ex)**

The omnimental gains the Admixture talent as a bonus talent. Additionally, it gains a pool of admixture points equal to half its Hit Dice. These points may be used to remove the casting time increase from the Admixture talent or to reduce the spell point cost of a metamagic feat by one spell point per admixture point spent. When using the Admixture talent, the omnimental must choose blast types associated with different elements.

**Detonation (Sp)**

When slain, an omnimental explodes in a burst of energy as if having used a *destructive blast* at its caster level with the Explosive Orb blast shape and any one blast type talent it possesses.

**Natural Destroyer (Ex)**

The omnimental does not provoke attacks of opportunity when using *destructive blast* for ranged attacks.

**OMNIMENTAL, HUGE (CR 8)**

**XP** 4,800

N Huge outsider (elemental, extraplanar)

**Init** +5; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 20, touch 15, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

**hp** 85 (10d10+30)

**Fort** +10, **Ref** +14, **Will** +5

**DR** 5/—; **Immune** elemental traits; **Resist** acid 5, cold 5, electricity 5, fire 5

**OFFENSE**

**Speed** 40 ft., burrow 30 ft., swim 40 ft., fly 30 ft. (perfect)

**Melee** 2 slams +15 (2d6+4) plus Energy Strike

**Ranged** *destructive blast* +15 (+16 inside 30 ft.)

**Special Attacks** admixture (5), detonation (DC 15), natural destroyer

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#### MAGIC

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**Caster Level** 5; **MSB** +10, **MSD** 21, **Concentration** +13  
**Tradition** Natural (none); **CAM** Cha

**Spell Points** 15

**Destruction Sphere:** Admixture, Extended Range; (blast shape) Energy Leap, Energy Strike, Explosive Orb; (blast type) Air Blast, Fire Blast, Frost Blast, Stone Blast

- *destructive blast*, medium range touch (150 ft.), 3d6 bludgeoning, DC 16
  - ◇ **Admixture** (combine blast types, 1 sp)
  - ◇ **Energy Leap** (move in a straight line, +8 overrun)
  - ◇ **Energy Strike** (blast made with attack)
  - ◇ **Explosive Orb** (Reflex save, 15 ft. radius)
  - ◇ **Air Blast** (nonlethal, +8 bull rush)
  - ◇ **Fire Blast** (fire damage, Reflex or catch fire)
  - ◇ **Frost Blast** (cold damage, staggered, Reflex negates)
  - ◇ **Stone Blast** (bludgeoning, ignores SR)

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#### STATISTICS

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**Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 17

**Base Atk** +10; **CMB** +16; **CMD** 34

**Feats** Point-Blank Shot, Precise Shot, Extra Spell Pool, Improved Spell Combat, Empower Spell, Sphere Focus (Destruction)<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

**Languages** Aquan, Auran, Ignan, Terran

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#### SPECIAL ABILITIES

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##### Admixture (Ex)

The omnimental gains the Admixture talent as a bonus talent. Additionally, it gains a pool of admixture points equal to half its Hit Dice. These points may be used to remove the casting time increase from the Admixture talent or to reduce the spell point cost of a metamagic feat by one spell point per admixture point spent. When using the Admixture talent, the omnimental must choose blast types associated with different elements.

##### Detonation (Sp)

When slain, an omnimental explodes in a burst of energy as if having used a *destructive blast* at its caster level with the Explosive Orb blast shape and any one blast type talent it possesses.

##### Natural Destroyer (Ex)

The omnimental does not provoke attacks of opportunity when using *destructive blast* for ranged attacks.

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#### OMNIMENTAL, GREATER (CR 10)

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**XP** 9,600

N Huge outsider (elemental, extraplanar)

**Init** +5; **Senses** darkvision 60 ft.; Perception +7

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#### DEFENSE

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**AC** 22, touch 16, flat-footed 14 (+8 Dex, +6 natural, -2 size)

**hp** 123 (13d10+52)

**Fort** +12, **Ref** +16, **Will** +6

**DR** 10/—; **Immune** elemental traits; **Resist** acid 5, cold 5, electricity 5, fire 5

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#### OFFENSE

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**Speed** 40 ft., burrow 30 ft., swim 40 ft., fly 30 ft. (perfect)

**Melee** 2 slams +19 (2d6+7) plus Energy Strike

**Ranged** *destructive blast* +19 (+20 inside 30 ft.)

**Special Attacks** admixture (6), detonation (DC 21), natural destroyer

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#### MAGIC

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**Caster Level** 6; **MSB** +13, **MSD** 24, **Concentration** +18  
**Tradition** Natural (none); **CAM** Cha

**Spell Points** 20

**Destruction Sphere:** Admixture, Extended Range; (blast shape) Energy Leap, Energy Strike, Energy Wall; Explosive Orb; (blast type) Air Blast, Acid Blast, Electric Blast, Fire Blast, Frost Blast, Stone Blast, Thunder Blast

- *destructive blast*, medium range touch (160 ft.), 3d6 bludgeoning, DC 19
  - ◇ **Admixture** (combine blast types, 1 sp)
  - ◇ **Energy Leap** (move in a straight line, +11 overrun)
  - ◇ **Energy Strike** (blast made with attack)
  - ◇ **Energy Wall** (wall or hemisphere of energy)
  - ◇ **Explosive Orb** (Reflex save, 15 ft. radius)
  - ◇ **Air Blast** (nonlethal, +11 bull rush)
  - ◇ **Acid Blast** (acid damage, 3 damage next round)
  - ◇ **Electric Blast** (electricity damage, bonus vs. metal)
  - ◇ **Fire Blast** (fire damage, Reflex or catch fire)
  - ◇ **Frost Blast** (cold damage, staggered, Reflex negates)
  - ◇ **Stone Blast** (bludgeoning, ignores SR)
  - ◇ **Thunder Blast** (sonic damage, deafened, Fortitude negates)

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#### STATISTICS

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**Str** 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 21

**Base Atk** +10; **CMB** +16; **CMD** 34

**Feats** Point-Blank Shot, Precise Shot, Extra Spell Pool, Improved Spell Combat, Empower Spell, Sphere Focus (Destruction), Weapon Finesse

**Skills** Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

**Languages** Aquan, Auran, Ignan, Terran

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#### SPECIAL ABILITIES

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##### Admixture (Ex)

The omnimental gains the Admixture talent as a bonus talent. Additionally, it gains a pool of admixture points equal to half its Hit Dice. These points may be used to remove the casting time increase from the Admixture talent or to reduce

the spell point cost of a metamagic feat by one spell point per admixture point spent. When using the Admixture talent, the omnimental must choose blast types associated with different elements.

### Detonation (Sp)

When slain, an omnimental explodes in a burst of energy as if having used a *destructive blast* at its caster level with the Explosive Orb blast shape and any one blast type talent it possesses.

### Natural Destroyer (Ex)

The omnimental does not provoke attacks of opportunity when using *destructive blast* for ranged attacks.

## OMNIMENTAL, ELDER (CR 12)

**XP 19,200**

N Huge outsider (elemental, extraplanar, air, earth, fire, water)

**Init** +9; **Senses** darkvision 60 ft.; Perception +19

### DEFENSE

**AC** 25, touch 17, flat-footed 16 (+9 Dex, +8 natural, -2 size)

**hp** 152 (16d10+64)

**Fort** +14, **Ref** +19, **Will** +9

**DR** 10/—; **Immune** elemental traits, **Resist** acid 5, cold 5, electricity 5, fire 5

### OFFENSE

**Speed** 40 ft., burrow 30 ft., swim 40 ft., fly 30 ft. (perfect)

**Melee** 2 slams +23 (2d8+8) plus Energy Strike

**Ranged** *destructive blast* +23 (+24 inside 30 ft.)

**Special Attacks** admixture (8), detonation (DC 24), natural destroyer

### MAGIC

**Caster Level** 8; **MSB** +16, **MSD** 27, **Concentration** +22

**Tradition** Natural (none); **CAM** Cha

**Spell Points** 24

**Destruction Sphere:** Admixture, Extended Range; (blast shape) Energy Leap, Energy Strike, Energy Tether, Energy Wall; Explosive Orb; (blast type) Air Blast, Acid Blast, Crystal Blast, Electric Blast, Fire Blast, Frost Blast, Stone Blast, Thunder Blast)

- *destructive blast*, medium range touch (180 ft.), 4d6 bludgeoning, DC 21
  - ◇ **Admixture** (combine blast types, 1 sp)
  - ◇ **Energy Leap** (move in a straight line, +14 overrun)
  - ◇ **Energy Strike** (blast made with attack)
  - ◇ **Energy Tether** (Fortitude save or 22 hp tether, hardness 3, Break DC 21)
  - ◇ **Energy Wall** (wall or hemisphere of energy)
  - ◇ **Explosive Orb** (Reflex save, 15 ft. radius)
  - ◇ **Air Blast** (nonlethal, +14 bull rush)
  - ◇ **Acid Blast** (acid damage, 3 damage next round)
  - ◇ **Crystal Blast** (encased in 18 hp crystal, Reflex negates)





- ◇ **Electric Blast** (electricity damage, bonus vs. metal)
- ◇ **Fire Blast** (fire damage, Reflex or catch fire)
- ◇ **Frost Blast** (cold damage, staggered, Reflex negates)
- ◇ **Stone Blast** (bludgeoning, ignores SR)
- ◇ **Thunder Blast** (sonic damage, deafened, Fortitude d)

**STATISTICS****Str** 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 23**Base Atk** +16; **CMB** +16; **CMD** 34

**Feats** Point-Blank Shot, Precise Shot, Extra Spell Pool, Improved Spell Combat, Empower Spell, Quicken Spell, Iron Will, Tether Adept, Sphere Focus (Destruction), Weapon Finesse

**Skills** Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

**Languages** Aquan, Auran, Ignan, Terran

**SPECIAL ABILITIES****Admixture (Ex)**

The omnimental gains the Admixture talent as a bonus talent. Additionally, it gains a pool of admixture points equal to half its Hit Dice. These points may be used to remove the casting time increase from the Admixture talent or to reduce the spell point cost of a metamagic feat by one spell point per admixture point spent. When using the Admixture talent, the omnimental must choose blast types associated with different elements.

**Detonation (Sp)**

When slain, an omnimental explodes in a burst of energy as if having used a *destructive blast* at its caster level with the Explosive Orb blast shape and any one blast type talent it possesses.

**Natural Destroyer (Ex)**

The omnimental does not provoke attacks of opportunity when using *destructive blast* for ranged attacks.

## Ooze, Humoral

A humoral ooze is a special construct made of blood and bodily fluids that is sometimes used as a familiar by wizards who specialize in blood-related magic.

**Ooze, Humoral (CR 1/3)****XP** 135

N Tiny ooze

**Init** -5; **Senses** blindsight 60 ft.; Perception -5**DEFENSE****AC** 7, touch 7, flat-footed 7 (-5 Dex, +2 size)**hp** 7 (1d8+3)**Fort** +3, **Ref** -5, **Will** -5**Immune** ooze traits; **Resist** fire 5**Weaknesses** vulnerability to cold**OFFENSE****Speed** 10 ft., climb 10 ft., swim 10 ft.**Melee Slam** +3 (1d3+1)**Space** 2-1/2 ft., **Reach** 0 ft.**STATISTICS****Str** 12, **Dex** 1, **Con** 16, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +0; **CMB** +1; **CMD** 6**SPECIAL ABILITIES****Emotional Touch (Su)**

Humoral oozes impact the emotions of those in contact with them. This is a mind-affecting emotion ability and requires at least one round of contact and ends one round after contact ceases; brief contact such as from an unarmed strike is insufficient. Most casters that keep humoral oozes as familiars allow the ooze to ride on their shoulder, in a pocket, or another location that maintains contact.

There are four types of humoral oozes, each one with a different effect:

- **Choleric** - Creatures touching the ooze are on edge, prone to anger, leaving them unwilling to listen to others, causing the DC of Bluff, Diplomacy, and Intimidate checks made against them increased by 2, +1 for every 5 Hit Dice of the creature.
- **Melancholic** - Creatures touching this ooze grow depressed and gloomy, though since things cannot get any worse, they press on, gaining a +2 morale bonus on saves that would cause the paralyzed or slow conditions.
- **Phlegmatic** - Creatures touching the ooze are inclined to move slowly, and gain a +2 morale bonus on saves vs. mind-affecting abilities.
- **Sanguine** - Creatures touching the ooze become hopeful and optimistic; once per minute as a free action that can be taken even when it is not its turn, the creature can grant itself a +2 morale bonus on an ability check, attack roll, saving throw, or skill check.

**Fluid (Ex)**

The humoral ooze can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

**ECOLOGY****Environment** any underground**Organization** solitary, pair, or coagulum (3-5)**Treasure** none**Familiar**

A humoral ooze may be taken as a familiar. The master of a humoral ooze familiar gains a +2 bonus on Heal checks. A humoral ooze familiar may be replaced by taking 1 point of Constitution damage per two levels (minimum 1) instead of paying 100 gp per level.

## Rot Grub Swarm, Apocalypse

Rot grub are deadly, as are swarms, and rot grub swarms are a terrible thing to come across. Yet woe be unto the adventurer who stumbles into the path of an apocalypse rot grub swarm. These collectives of vermin, while rare are most often seen at

a distance days or weeks after a terrible battle, especially if no effort was made to properly lay to rest the fallen and deceased.

### ROT GRUB SWARM, APOCALYPSE (CR 15)

**XP** 51,200

N Fine vermin (swarm)

**Init** +4; **Senses** blindsense 30 ft.; Perception +6

#### DEFENSE

**AC** 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

**hp** 217 (14d8+154)

**Fort** +20, **Ref** +8, **Will** +10

**Defensive Abilities** fast healing 3, swarm traits;

**Immune** mind-affecting effects, weapon damage

#### OFFENSE

**Speed** 10 ft.

**Melee** swarm 3d6 plus distraction and infestation

**Space** 5 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 28), infestation

#### STATISTICS

**Str** 23, **Dex** 19, **Con** 33, **Int** -, **Wis** 22, **Cha** 13

**Base Atk** +10; **CMB** +8; **CMD** 22

#### SPECIAL ABILITIES

##### Distraction (Ex)

A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 28) negates the effect.

##### Infestation (Ex)

Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 28 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely.

Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

##### Swarm Traits

The relevant swarm traits are as follows:

- Swarms are immune to flanking, critical hits, and all weapon damage
- Reducing a swarm to 0 hit points or less breaks it up, but otherwise has no effect until that time.
- Swarms are never staggered or reduced to a dying state by damage.
- Swarms cannot be tripped, grappled or bull-rushed; nor can swarms grapple an opponent.
- Swarms are immune to spells and sphere effects that targets a specific number of creatures.

- Swarms take half again (+50%) more damage from spells or effects that target an area.
- Swarms do not make standard attacks, instead they deal automatic damage to any creature whose space they occupy at the end of their move.
- Swarms are not subject to miss chance for concealment or cover.
- Swarm attacks are non-magical unless stated otherwise. Swarms do not threaten creatures and do not make attacks of opportunity with their swarm attack.
- Creatures using sphere abilities within the area of a swarm requires a caster level check (DC 20 + 1/2 the creature's caster level).
- Using skills that require patience or concentration requires a DC 20 Will save.

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

## Samsaran, Sibyl

Unlike most samsaran who have blue skin, those of the sibyl variety have a magenta epidermis. Those samsaran who are born with such an unusual quality are usually shunned into the harsh wilderness where they find clans of other sibyl, learn to inhabit the wasteland, or else they die. The age at which a sibyl is to be shunned or undergo dur-rahana, is different for each samsaran community. While savage tribal samsaran may leave a newborn sibyl in the wilderness, not days after its birth, other tribes may wait till the coming of age before sending the individual on its way; samsaran who live in civilized cities do not so frequently force a dur-rahana upon a sibyl, but the sibyl is likely to leave on its own regardless upon becoming an adult if not sooner.

### SAMSARAN, SIBYL (CR 1/2)

**XP** 200

Sibyl Samsaran psychic medium (medium) 1

LN Medium humanoid (samsaran)

**Init** +1; **Senses** low-light vision, Perception +5

#### DEFENSE

**AC** 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 spirit)

**hp** 9 (1d8+1)

**Fort** +2, **Ref** +2, **Will** +3 (+2 vs. death effects, negative energy, negative levels)

#### OFFENSE

**Speed** 30 ft.

**Melee** dagger -1 (1d4-1/19-20)

**Ranged** light crossbow +1 (1d8/19-20)

#### MAGIC

**Caster Level** 1; **MSB** +1, **MSD** 12, **Concentration** +4

**Tradition** Fortune Teller (Focus Casting (harrow deck), Skilled Casting (Perform (seance))); **CAM** Cha

**Spell Points** 5

**Divination Sphere:** (divine) Object Reading; (sense) Logos

- *divine*, medium (110 ft.), **Alternate Divinations** (Divine Charm)
  - ◊ **Object Reading** (gain pieces of information about an object)
- *sense*, 1 hour
  - ◊ **Logos** (understand all spoken and written words, 1 sp, be understood by any creature with a language, 1 sp)

**Mind Sphere:** (charm) Vision

- *charm*, close (25 ft.), DC 14
  - ◊ **Suggestion** (implant an idea or suggestion)
  - ◊ **Vision** (alter perception)

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#### STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 12, **Wis** 12, **Cha** 17

**Base Atk** +0; **CMB** -1; **CMD** 11

**Feats** Extra Magic Training

**Skills** Bluff +9, Diplomacy +7, Perception +5, Perform (seance) +9, Sense Motive +5

**Languages** Common, Nagaji, Samsaran

**SQ** lifebound, sphere-touched, spirit (guardian), spirit boon, spirit boon, spirit power (lesser)

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#### SPECIAL ABILITIES

##### Lifebound (Ex)

Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points. Sphere-touched Sibyl samsaran are touched individually by a different sphere of magic, the most common being Divination and Mind (though there are rumors to exist those touched by other spheres). Sibyl samsaran have the Basic Magic Training feat.

##### Spirit (Guardian) (Su)

After a 1 hour seance, gain the benefits of the guardian spirit bonus, boon and power (lesser) for 24 hours.

*Spirit Bonus (Su):* +1 AC, Constitution checks, Fortitude saves, and Reflex saves.

*Spirit Boon (Su):* +1 CMD

*Spirit Power (lesser) (Su):* Gain proficiency in heavy armor and shields (including tower shields)

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#### ECOLOGY

**Environment** any land

**Organization** solitary or clan (3-12)

**Treasure** NPC gear, other treasure

## Treant, Wyr Grove

Wyr Grove treants, like other treants are shepherds of the forest, but with their increased nature magic to aid them, they are even more deadly to those who cross paths with them. To those who have little experience when it comes to these towering treefolk, the sphere treants and the common treant are almost indistinguishable which has on occasion led to the topic

of conversation when two individuals encounter varying types of treant.

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#### TREANT, WYRGROVE (CR 10)

**XP** 9,600

NG Huge plant

**Init** -1; **Senses** low-light vision; Perception +20

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#### DEFENSE

**AC** 24, touch 10, flat-footed 24 (+3 deflection, -1 Dex, +14 natural, -2 size)

**hp** 142 (15d8+75)

**Fort** +14, **Ref** +4, **Will** +10

**Defensive Abilities** plant traits; **DR** 10/slashing

**Weaknesses** vulnerability to fire

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#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +19 (2d6+9/19-20)

**Ranged** rock +8 (2d6+13)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** rock throwing (180 ft.), trample (2d6+13, DC 26)

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#### MAGIC

**Caster Level** 7; **MSB** +15, **MSD** 26, **Concentration** +18

**Tradition** Natural; **CAM** Wis

**Spell Points** 18

**Nature Sphere:** Deep Nature; (*geomancing*) Create Nature (Grow Plants), Elevated Nature, Plant (Entangle, Harvest, Pummel); (*spirit*) Nature's Carapace (Barkskin), Nature Sight (Plantsight), Rejuvenation

- *geomancing*, close (40 ft.), DC 20; Deep Nature (*geomancing* persists 2 rounds after concentration)
  - ◊ **Create Nature** (Grow Plants, tree or 10 ft. radius of plants, instantaneous, 1 sp)
  - ◊ **Plant** (Entangle, Harvest, Pummel); **Elevated Nature** (entangle reaches 70 feet higher)
- **Nature's Carapace** (Barkskin, +2 natural armor, +3 Stealth in nature, 7 min, 1 sp)
- **Nature Sight** (Plantsight, see through plant and underbrush, ignoring concealment, concentration, 7 min with 1 sp)
- **Rejuvenation** (heal 3 hit points per round up to 1/2 maximum, concentration, 7 min with 1 sp)

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#### STATISTICS

**Str** 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

**Base Atk** +11; **CMB** +22; **CMD** 31

**Feats** Alertness, Intimidating Prowess, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (slam)

**Skills** Diplomacy +10, Intimidate +20, Knowledge (nature) +10, Perception +20, Sense Motive +12, Stealth -5 (+12 in forests); Racial Modifiers +17 Stealth in forests

**Languages** Common, Sylvan, Treant

**SQ** double damage against objects, spheres and talents, treespeak, tree warden

### SPECIAL ABILITIES

#### Double Damage Against Objects (Ex)

A treant or tree under the effect of the treant's Pummel that makes a full attack against an object or structure deals double damage.

#### Spheres and Talents

A wyrgrove treant uses Nature ((plant) package) sphere talents and abilities as a Low-Caster, increasing its caster level and talents known by 1 every 2 racial Hit Dice.

#### Treespeak (Ex)

A treant has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful.

#### Tree Warden (Ex)

A wyrgrove treant gains a deflection bonus to armor class equal to its Wisdom modifier.

### ECOLOGY

**Environment** any forest

**Organization** solitary or grove (2-7)

**Treasure** standard

## Typhloter Assailant

This breed of the typhloter has an eel-like appearance with an eyeless head and florescent colored tendrils which it uses to pull its prey into its toothy maw. The assailant whose general appearance is possibly the least threatening of the typhloter is in reality the most deadly of these aberrations.

### TYPHLOTER ASSAILANT (CR 20)

**XP** 307,200

**CN** Tiny aberration

**Init** +6; **Senses** darkvision 60 ft., detect scrying (100 ft.); Perception +37

### DEFENSE

**AC** 36, touch 29, flat-footed 28 (+11 Cha, +6 Dex, +7 natural, +2 size)

**hp** 225 (30d8+90)



**Fort** +13, **Ref** +27, **Will** +23

**Defensive Abilities** no breath, non-euclidean; **Immune** ability drain, cold, energy drain, fire, gaze attacks, poison

### OFFENSE

**Speed** 30 ft., fly 120 ft. (average), swim 60 ft.

**Melee** bite +29 (1d4 piercing), 6 tendrils +27 (1d2 ability damage)

**Ranged** *adhesive blast* +29 (8d6 acid damage/x2), entangled 1 round (Reflex save, DC 30)

### MAGIC

**Caster Level** 15; **MSB** +30, **MSD** 41, **Concentration** +41

**Tradition** none; **CAM** Cha

**Spell Points** 42

**Destruction Sphere:** (blast type) Adhesive Blast

- *destructive blast*, close range touch (60 ft.), 8d6 bludgeoning, **DC** 30
  - ◊ **Adhesive Blast** (acid damage, Entangle 1 round, Reflex negates)

**Illusion Sphere:** Lingering Illusion, Manipulate Aura, Permanent Image

- *illusion*, close range (60 ft.), maximum size Colossal+ (45 ft. cube), **DC** 29; **Lingering Illusion** (15 minute duration, 1 sp); **Permanent Illusion** (*illusions* are permanent, 2 sp)
  - ◊ **Manipulate Aura** (figment or glamor, cause target to appear magical or mask magical aura)

**Mind Sphere:** Powerful Charm; (charm) Deadly Vision, Vision

- *charm*, close range (60 ft.), **DC** 30; **Powerful Charm** (2 sp for powerful effect)
  - ◊ **Suggestion** (implant an idea or suggestion)
  - ◊ **Deadly Vision** (target within range dies if it fails Will save, followed by Fortitude save, 2 sp)
  - ◊ **Vision** (alter target's perception)

**Time Sphere:** Ranged Time; (time) Steal Time, Time Freeze

- *alter time*, medium range (250 ft.), **DC** 30
  - ◊ **Haste** (+40 ft. all speeds, +2 attack and AC)
  - ◊ **Slow** (speed halved, -2 attack and AC)
  - ◊ **Steal Time** (daze target for 1 round, gain an additional standard, Will negates, 1 sp)
  - ◊ **Time Freeze** (freeze activity within a 25 ft. radius for 1 round, Will negates, 1 sp)

**Warp Sphere:** Emergency Teleport; (space) Plane Manipulator

- *teleport*, close (60 ft.), medium (250 ft.) 1 sp
  - ◊ **Emergency Teleport** (immediate action, 35 ft., 1 sp)
- *bend space*, **DC** 29

- ◇ **Plane Manipulator** (dimensional anchor, 150 ft. radius, concentration or 15 min., 1 sp; banish extraplanar, Will negates, 1 sp)

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**STATISTICS**


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**Str** 11, **Dex** 23, **Con** 17, **Int** 21, **Wis** 19, **Cha** 33

**Base Atk** +22; **CMB** +20; **CMD** +26

**Feats** Deadly Aim, Flyby Attack, Improved Natural Attack, Lurker In Darkness, Multiattack, Point-Blank Shot, Precise Shot, Skill Focus (Stealth), Sphere Focus (Destruction), Sphere Focus (Mind), Sphere Focus (Time), Stealthy, Weapon Finesse, Weapon Focus (bite), Weapon Focus (*destructive blast*), Weapon Focus (tendrils)

**Skills** Autohypnosis (see Psionics Unleashed) +34, Bluff +41, Fly +39, Intimidate +44, Knowledge (arcana) +38, Perception +37, Sense Motive +34, Spellcraft +38, Stealth +49

**Languages** Aklo; telepathy 60 ft.

**SQ** detect scrying, no breath, non-euclidean, starflight, tendrils

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**SPECIAL ABILITIES**


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**Detect Scrying (Ex)**

The typhloter assailant has an extraordinary sense which functions as the Divination sphere power with the same name, except that it requires no spell points to utilize.

**No Breath (Ex)**

The typhloter assailant does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

**Non-Euclidean (Ex)**

The typhloter assailant does not exist wholly in the physical world, and space and time strain against its presence. This grants the typhloter assailant a deflection bonus to AC and a racial bonus on Reflex saves equal to its Charisma modifier (+11). Its apparent and actual position are never quite the same, granting it a 50% miss chance against all attacks. Divination spells or sphere abilities can defeat this miss chance, but any creature that looks upon a typhloter assailant while under the effects of a divination spell or sphere ability must succeed at a DC 36 Will save or be afflicted by a random insanity for the Gamemastery Guide (this is a mind-affecting effect). The save DC is Charisma-based (10 + 1/2 Hit Dice + Charisma modifier).

**Starflight (Su)**

A typhloter assailant can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the typhloter assailant knows the way to its destination.

**Tendrils**

The fluorescent tendrils which protrude from its head shift its hue from one glowing colour to the next. Each time that a tendril strikes a creature, roll a d6 to determine which ability score is damaged. 1-Strength (orange), 2-Dexterity (green), 3-Constitution (red), 4-Intelligence (yellow), 5-Wisdom (blue), 6-Charisma (purple).

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**ECOLOGY**


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**Environment** void space

**Organization** solitary or pair

**Treasure** none

## Typhloter Enforcer

The typhloter enforcer has an urchin cube-like appearance. Enforcers have a colossal eyeless body covered in a carapace of spines and sports six tentacles (one per side) which it uses to pull its prey into its toothy maw which protrudes from any one of its corners. The enforcer relies on brute force and grappling to take down those it hunts.

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**TYPHLOTER ENFORCER (CR 15)**


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**XP** 51,200

CN Colossal aberration

**Init** +2; **Senses** darkvision 60 ft., detect scrying (80 ft.); Perception +27

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**DEFENSE**


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**AC** 30, touch 12, flat-footed 28 (+8 Cha, +2 Dex, +18 natural, -8 size)

**hp** 369 (22d8+264)

**Fort** +19, **Ref** +17, **Will** +15

**Defensive Abilities** no breath, non-euclidean; **Immune** ability drain, cold, fire, gaze attacks, poison

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**OFFENSE**


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**Speed** 30 ft., fly 120 ft. (average), swim 60 ft.

**Melee** bite +37 (4d6+20), 6 tentacles +35 (2d8+10)

**Ranged** adhesive blast +18 (6d6 acid damage/x2), entangled 1 round (Reflex save, DC 23)

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**MAGIC**


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**Caster Level** 11; **MSB** +22, **MSD** 33, **Concentration** +30

**Tradition** none; **CAM** Cha

**Spell Points** 30

**Destruction Sphere:** (blast type) Adhesive Blast

- *destructive blast*, close range touch (50 ft.), 6d6 bludgeoning, **DC** 23

- ◇ **Adhesive Blast** (acid damage, Entangle 1 round, Reflex negates)

**Illusion Sphere:** Lingering Illusion

- *illusion*, close range (50 ft.), maximum size Colossal (30 ft. cube), **DC** 23; **Lingering Illusion** (11 minute duration, 1 sp); **Permanent Illusion** (*illusions* are permanent, 2 sp)

**Mind Sphere**

- *charm*, close range (50 ft.), DC 23
- ◇ **Suggestion** (implant an idea or suggestion)

**Time Sphere:** (time) Time Freeze

- *alter time*, close range (50 ft.), DC 23
- ◇ **Haste** (+30 ft. all speeds, +2 attack and AC)
- ◇ **Slow** (speed halved, -2 attack and AC)

- ◇ **Time Freeze** (freeze activity within a 20 ft. radius for 1 round, Will negates, 1 sp)

**Warp Sphere:** (space) Plane Manipulator

- *teleport*, close (50 ft.), medium (210 ft.) 1 sp
- *bend space*, DC 23
- ◇ **Plane Manipulator** (dimensional anchor, 110 ft. radius, concentration or 11 min., 1 sp; banish extraplanar, Will negates, 1 sp)

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#### STATISTICS

**Str** 51, **Dex** 15, **Con** 35, **Int** 16, **Wis** 14, **Cha** 26

**Base Atk** +16; **CMB** +44; **CMD** 56

**Feats** Ability Focus (non-euclidian), Hover, Flyby Attack, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Multiattack, Rapid Grappler, Snatch, Weapon Focus (bite), Weapon Focus (tentacles)

**Skills** Bluff +30, Fly +27, Intimidate +33, Knowledge (arcana) +28, Perception +27, Sense Motive +24, Spellcraft +28

**Languages** Aklo; telepathy 60 ft.

**SQ** detect scrying, no breath, non-euclidean, starflight

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#### SPECIAL ABILITIES

##### Detect Scrying (Ex)

The typhloter enforcer has an extraordinary sense which functions as the Divination sphere power with the same name, except that it requires no spell points to utilize.

##### No Breath (Ex)

The typhloter enforcer does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

##### Non-Euclidean (Ex)

The typhloter enforcer does not exist wholly in the physical world, and space and time strain against its presence. This grants the typhloter enforcer a deflection bonus to AC and a racial bonus on Reflex saves equal to its Charisma modifier (+8). Its apparent and actual position are never quite the same, granting it a 50% miss chance against all attacks. Divination spells or sphere abilities can defeat this miss chance, but any creature that looks upon a typhloter enforcer while under the effects of a divination spell or sphere ability must succeed at a DC 29 Will save or be afflicted by a random insanity from the Gamemastery Guide (this is a mind-affecting effect). The save DC is Charisma-based.

##### Starflight (Su)

A typhloter enforcer can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the typhloter enforcer knows the way to its destination.

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#### ECOLOGY

**Environment** void space

**Organization** solitary or pair

**Treasure** none

## Typhloter Nadir

The typhloter nadir has a starfish like appearance with 6 appendages covered in suction cups spread out evenly from its centered toothy maw. It moves through the void much like a jellyfish does the sea, slowly and seemingly without purpose. While the nadir is in the void, it emits a blinding glow which seems to pulse light, often attracting the attention of those who divine the stars and heavens for answers.

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#### TYPHLOTER NADIR (CR 5)

**XP** 1,600

CN Medium aberration

**Init** +6; **Senses** darkvision 60 ft., detect scrying (40 ft.); Perception +17

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#### DEFENSE

**AC** 18, touch 18, flat-footed 16 (+6 Cha, +2 Dex)

**hp** 45 (7d8+14)

**Fort** +4, **Ref** +10, **Will** +7

**Defensive Abilities** no breath, non-euclidean; **Immune** gaze attacks; **Resist** cold 15, fire 15

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#### OFFENSE

**Speed** 30 ft., fly 60 ft. (average), swim 30 ft.

**Melee** bite +7 (2d6+20), 6 tentacles +2 (2d8+10)

**Ranged** *radiation blast* +7 (1d6 fire, 1d6 untyped damage/x2), low radiation (poison) (Fortitude save, DC 18)

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#### MAGIC

**Caster Level** 3 (4 with Fire blast types); **MSB** +7, **MSD** 18, **Concentration** +13 **Tradition** none; **CAM** Cha

**Spell Points** 13

**Destruction Sphere:** (blast type) Radiation Blast, Searing Blast

- *destructive blast*, close range touch (35 ft.), 2d6 bludgeoning, DC 17

- ◇ **Radiation Blast** (half fire, half untyped, low radiation (primary 1 Con drain; secondary 1 Str damage/day; *cure* 2 consecutive saves), Fortitude negates, 2 sp)

- ◇ **Searing Blast** (d8 fire damage)

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#### STATISTICS

**Str** 14, **Dex** 14, **Con** 14, **Int** 16, **Wis** 14, **Cha** 22

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Alertness, Focused Blast Type Group (Fire), Improved Initiative, Skill Focus (Perception)

**Skills** Bluff +16, Fly +12, Intimidate +16, Knowledge (arcana) +13, Perception +17, Sense Motive +14, Spellcraft +13

**Languages** Aklo; telepathy 60 ft.

**SQ** detect scrying, no breath, non-euclidean, starflight

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#### SPECIAL ABILITIES

##### Detect Scrying (Ex)

The typhloter nadir has an extraordinary sense which functions as the divination sphere power with the same name, except that it requires no spell points to utilize.

**Limited Starflight (Ex)**

A typhloter nadir can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight, a typhloter nadir's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its patience to complete the journey.

**No Breath (Ex)**

The typhloter nadir does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

**Non-Euclidean (Ex)**

The typhloter nadir does not exist wholly in the physical world, and space and time strain against its presence. This grants typhloter a deflection bonus to **AC** and a racial bonus on Reflex saves equal to its Charisma modifier (+6). Its apparent and actual position are never quite the same, granting it a 50% miss chance against all attacks. Divination spells or sphere abilities can defeat this miss chance, but any creature that looks upon a typhloter while under the effects of a divination spell or sphere ability must succeed at a DC 19 Will save or be afflicted by a random insanity from the Gamemastery Guide (this is a mind-affecting effect). The save DC is Charisma-based.

**ECOLOGY**

**Environment** void space

**Organization** solitary or pair

**Treasure** none

## Typhloter Vanguard

The typhloter vanguard is a gargantuan floating orb with barbed tendrils that hang below it. These six tendrils are thin and razor sharp along their sides and are used to cleave to and attach themselves to any unfortunate soul that find themselves beneath it.

**TYPHLOTER VANGUARD (CR 10)**

**XP** 9,600

**CN** Huge aberration

**Init** +0; **Senses** darkvision 60 ft., detect scrying (60 ft.); Perception +27

**DEFENSE**

**AC** 22, touch 15, flat-footed 22 (+7 Cha, +7 natural, -2 size)

**hp** 162 (15d8+90)

**Fort** +11, **Ref** +12, **Will** +11

**Defensive Abilities** no breath, non-euclidean; **Immune** cold, fire, gaze attacks, poison

**OFFENSE**

**Speed** 30 ft., fly 120 ft. (average), swim 60 ft.

**Melee** bite +21 (2d6+20), 6 tentacles +35 (2d8+10)

**Ranged** adhesive blast +11 (4d6 acid damage/x2), entangled 1 round (Reflex save, DC 20)

**MAGIC**

**Caster Level** 7; **MSB** +15, **MSD** 26, **Concentration** +22

**Tradition** none; **CAM** Cha

**Spell Points** 22

**Destruction Sphere:** (blast type) Adhesive Blast

- *destructive blast*, close range touch (40 ft.), 4d6 bludgeoning, DC 20
  - ◊ **Adhesive Blast** (acid damage, Entangle 1 round, Reflex negates)

**Time Sphere:** (time) Time Freeze

- *alter time*, close range (40 ft.), DC 20
  - ◊ **Haste** (+20 ft. all speeds, +1 attack and AC)
  - ◊ **Slow** (speed halved, -1 attack and AC)
  - ◊ **Time Freeze** (freeze activity within a 15 ft. radius for 1 round, Will negates, 1 sp)

**Warp Sphere:** (space) Plane Manipulator

- *teleport*, close (40 ft.), medium (170 ft.) 1 sp
- *bend space*, DC 20
  - ◊ **Plane Manipulator** (dimensional anchor, 70 ft. radius, concentration or 7 min., 1 sp; banish extraplanar, Will negates, 1 sp)

**STATISTICS**

**Str** 30, **Dex** 10, **Con** 22, **Int** 16, **Wis** 14, **Cha** 24

**Base Atk** +11; **CMB** +44; **CMD** 56

**Feats** Awesome Blow, Cleave, Cleaving Finish, Great Cleave, Improved Bull Rush, Improved Cleaving Finish, Multiattack, Power Attack

**Skills** Bluff +22, Fly +18, Intimidate +25, Knowledge (arcana) +21, Perception +20, Sense Motive +17, Spellcraft +21

**Languages** Aklo; telepathy 60 ft.

**SQ** detect scrying, no breath, non-euclidean, starflight

**SPECIAL ABILITIES****Detect Scrying (Ex)**

The typhloter vanguard has an extraordinary sense which functions as the Divination sphere power with the same name, except that it requires no spell points to utilize.

**Limited Starflight (Ex)**

A typhloter vanguard can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight, a typhloter vanguard's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its patience to complete the journey.

**No Breath (Ex)**

The typhloter vanguard does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

**Non-Euclidean (Ex)**

The typhloter vanguard does not exist wholly in the physical world, and space and time strain against its presence. This grants the typhloter vanguard a deflection bonus to AC and a racial bonus on Reflex saves equal to its Charisma modifier (+7). Its apparent and actual position are never quite the same, granting it a 50% miss chance against all attacks. Divination spells or sphere abilities can defeat this miss chance, but any

creature that looks upon a typhloter vanguard while under the effects of a divination spell or sphere ability must succeed at a DC 24 Will save or be afflicted by a random insanity from the Gamemastery Guide (this is a mind-affecting effect). The save DC is Charisma-based.

### ECOLOGY

**Environment** void space

**Organization** solitary or pair

**Treasure** none

## Templates

### Blood Brothers (CR +2)

Blood brothers (and sisters) are groups of creatures that have trained together for years; perhaps their whole lives. They have thus gotten very good at watching each other's backs. Each member has a number of tricks they can employ in combat.

"Blood Brothers" is an inherited or acquired template that can be applied to any two or more creatures.

Their tricks are simple to counter and avoid once they have been witnessed, but most people will fall for them the first time. Treat each trick as being usable only once per combat by any group of blood brothers (not once per creature), except against those who do not witness the trick when it happens. The blood brothers template can be applied to any humanoid creature, but often applied to a group of the same creatures, and often sized Small or smaller.

#### Special Abilities

**Ah! Move It Move It (Ex):** As an immediate action, a blood brother can move an adjacent target blood brother to any other square adjacent to them. They may do this in response to an enemy moving adjacent to the target blood brother.

**Ha Ha Broke Your Toy (Ex):** As a reaction to an adjacent enemy missing with a melee attack on one of their brothers, a blood brother can make a free sunder attempt on the weapon the enemy used without provoking an attack of opportunity.

**Just Kidding (Ex):** As a free action, a blood brother can turn a missed melee attack into a feint. When the blood brother misses, they may attempt a Bluff check. The DC is equal to the higher of 10 + their opponent's base attack bonus + their opponent's Wisdom modifier and 10 + their opponent's Sense Motive bonus. If successful, the next melee attack made by a blood brother (other than the one who feinted) against the target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before the opponent's next turn.

**Mine Mine Mine (Ex):** As an immediate action, a blood brother can make a free steal combat maneuver on an enemy that has just been struck by a different blood brother.

**Hands Off (Ex):** As an immediate action, a blood brother can attempt a trip combat maneuver on an adjacent enemy who just damaged another blood brother with a weapon attack.

**Outta The Way (Ex):** As an immediate action, a blood brother can swap places with an adjacent enemy without provoking an attack of opportunity.

**Snap Out Of It (Ex):** As an immediate action, a blood brother can let an adjacent brother reroll a Will save.

**Step On Your Face (Ex):** When a blood brother makes a charge attack through a square occupied by another blood brother, that blood brother may use an immediate action to launch the charging brother into the air. The charger may attempt an Athletics check with a bonus equal to their brother's Strength modifier. The extra movement from the jump is added to their movement, and their bonuses from the charge are doubled. If the jump is vertical, it can be used to strike targets not accessible from the ground.

**Toss Shorty (Ex):** As a standard action, a blood brother can pick up and throw another blood brother. The blood brother being thrown must be conscious to guide the throw. The blood brother doing the throwing attempts a Strength check with a DC of 10. If they succeed, they throw their brother 5 feet, plus an additional 5 feet for every 5 they beat the DC by. If the thrown brother delayed their action, they can now take their action to make a full-round attack.

### Darkened (CR +Varies)

Through accident of birth, deliberate ritual, or simple long-term exposure, this creature's very being has been suffused with darkness.

"Darkened" is an inherited or acquired template that can be applied to any creature. A darkened creature retains the base creature's statistics and special abilities except as noted here.

**CR:** 8 Hit Dice or less, as base creature +2; 9 Hit Dice or more, as base creature +3.

**Type:** The creature gains the darkened subtype.

**Senses:** A darkened creature gains low-light vision and darkvision 60 feet.

**Weaknesses:** A darkened creature gains light blindness.

#### Special Abilities

**Casting:** A darkened creature gains a caster level equal to its racial Hit Dice and a spell pool equal to its Hit Dice plus its Charisma modifier, as well as a number of bonus talents equal to 1/2 its Hit Dice (minimum 1). A darkened creature gains the Dark sphere. If the darkened creature already possesses the Dark sphere, then it gains a Dark sphere talent without the drawback. Magic talents gained by the darkened creature must be used to acquire talents from the Dark sphere. A darkened creature suffers a -1 penalty to its caster level when attempting to cast in normal light, and -2 when attempting to cast in bright light, to a minimum of 1. The location of the darkened creature is used to determine the light level for this penalty.

**Darkened Nature:** A darkened creature gains one of the following special abilities for every 4 Hit Dice or fraction thereof.

**Hide in Plain Sight (Su):** A darkened creature can use the Stealth skill even while being observed. As long as it is within 10 feet of an area of dim light or darkness, it may hide itself from view in the open without the benefit of cover or concealment. It cannot, however, hide in its own shadow.

**Evasion (Ex):** In areas of dim light or darker a darkened creature gains evasion, as the rogue ability of the same name. This ability may be selected a second time, granting improved evasion in areas of dim light or darker.



**Occulted (Su):** A darkened creature is protected from divinations as if under the effects of a permanent Obfuscation talent using its Hit Dice as its caster level. This ability can be taken a second time, granting the benefits of a second instance of Obfuscation.

**See in Darkness (Su):** The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

**Shadow Rake (Su):** A darkened creature can strike with its shadow. It gains a claw primary natural attack in addition to any attacks it already possesses. The damage for this attack is 1d6 plus its Charisma modifier. This special ability can be selected multiple times, each granting an additional claw attack.

## Destructive Elemental (CR +2)

“Destructive Elemental” is an acquired template that can be applied to any air, earth, fire, or water elemental (referred to hereafter as the base creature). A destructive elemental creature uses all the base creature’s statistics and special abilities, except as noted here.

**CR:** Same as base creature +2.

**Casting:** The destructive elemental gains a caster level equal to its racial Hit Dice and the Destruction sphere as a bonus sphere and one (blast type) talent according to its element, as well as a spell pool equal to its caster level plus its Charisma modifier. The destructive elemental may not use the default *destructive blast* and may only choose blast types from certain categories according to its type, listed below, but may select other talents normally. The destructive elemental gains one talent every odd racial Hit Dice beyond the first.

Elemental Type	Available Blast Types Groups
Air	Air, electric
Earth	Crystal, stone
Fire	Fire, light
Water	Cold, crystal (in the form of ice)

**Detonation:** When slain, a destructive elemental explodes in a burst of energy as if having used a *destructive blast* at its **CL** with the Explosive Orb blast shape and any one (blast type) talent it possesses.

## Elemental, Geomancy Born (CR +1)

Geomancy born is an inherited template that can be applied to any creature, but usually to creatures with the elemental subtype. While most commonly found with matching elemental and Nature packages, this need not always be the case. The CR of the creature increases by +1.

**Born of Geomancing:** A geomancy born elemental possesses an affinity for a particular element above and beyond the usual manifestations of its elemental nature. The geomancy-born elemental gains the Nature sphere with the package most closely associated with its elemental nature. A geomancy-born creature is considered a Low-Caster, possessing both a

number of magic talents and a caster level equal to 1/2 its Hit Dice (minimum 1). These talents may only be spent gaining talents associated with its Nature package or (spirit) talents.

**Spell Points:** A geomancy born elemental gains a small reservoir of energy that it can call upon to create wondrous effects, called a spell pool. This pool contains a number of spell points equal to its racial Hit Dice + its Wisdom modifier. If the elemental has spell points from another source, it gains a bonus their spell pool equal to the elemental’s racial Hit Dice instead.

## Embodiment Of Magic

Embodiment of Magic is an acquired template applied to a sphere effect, granting it intelligence, life, and a motive force. The Embodiment of Magic is naturally invisible; effects that can see magical auras reveal that it appears to be an aura shaped into the vague likeness of the caster, with visual tweaks corresponding to the effect it was created from.

“Embodiment of Magic” can be applied to any sphere ability with a duration longer than instantaneous that does not conjure, create, or summon a creature or object. For the purposes of this template, a sphere ability’s “potency” is equal to its spell point cost plus the number of talents or base spheres it incorporates.

**Challenge Rating:** An embodiment of magic has a challenge rating equal to two-thirds of its Hit Dice, plus one-fourth of its potency minus one, rounded down.

**Size and Type:** An embodiment of magic’s size is Medium by default; however, every 6 caster levels the effect has past the 1st increases its size by one, to a maximum of Huge. Its type is aberration (incorporeal).

**AC:** An embodiment of magic possesses a deflection bonus to **AC** equal to its potency plus its Charisma modifier (minimum potency + 1).

**Hit Dice:** An embodiment of magic has Hit Dice equal to its caster level. Its Hit Dice are d8s.

**Alignment:** An embodiment of magic has the same alignment as its caster.

**Defensive Abilities:** An embodiment of magic is incorporeal, possesses damage reduction bypassed by magic equal to its potency, and spell resistance equal to 10 plus its Hit Dice.

**Speed:** An embodiment of magic has a 30 feet base land speed.

**Abilities:** As an incorporeal creature, an embodiment of magic lacks a Strength score. Three abilities have a score of 10 + its potency, while the rest have scores of 7 + 1/2 its potency, rounded up. These scores are given for a Medium embodiment of magic; adjust its Dexterity and Constitution scores accordingly for embodiments of other sizes.

**Skills:** An embodiment of magic possesses 4 + Intelligence skill points, and treats the following as class skills: Acrobatics, Climb, Escape Artist, Fly, Intimidate, Knowledge (arcana), Perception, Spellcraft, Stealth, Survival, and Swim.

**Attacks:** An embodiment of magic possesses an incorporeal touch attack that deals force damage equal to 1d6 + its Charisma modifier for a Medium embodiment, 1d8 + its Charisma modifier for a Large embodiment, and 2d6 + its Charisma modifier for a Huge embodiment.

## Special Attacks

An embodiment of magic created from an effect that targets creatures or objects possesses mystic touch; if it was created from an effect that affects an area, it instead has mystic aura:

**Mystic Touch (Su):** The embodiment of magic may use embodiment casting as part of an incorporeal touch attack made as a standard action. If they do so, they must target the creature they are attacking.

**Mystic Aura (Su):** The embodiment of magic possesses an aura that duplicates the effects of the sphere effect it was created from, centered on itself. If the area of effect can be moved, it reverts to centering on the embodiment at the beginning of its turn.

## Special Qualities

All embodiments of magic possess embodiment casting and dispel vulnerability. If the sphere effect was a positive effect that targets creatures, it also possesses magical nature.

**Dispel Vulnerability (Ex):** Whenever an embodiment of magic is targeted by a dispel effect, it takes 1d6 damage per point of MSB of the dispel effect, which bypasses the embodiment's damage reduction; in addition, it must succeed at a Will save vs. a DC of 10 + 1/2 the MSB of the dispel effect + the casting ability modifier of the caster, or have its supernatural abilities suppressed for 1d4 rounds. For the purposes of supernatural abilities that duplicate a sphere effect, they are considered to be recast on the turn they resume.

**Embodiment Casting (Su):** The embodiment of magic may cast the sphere effect it was created out of as if it knew all

of the required talents. It does not receive the benefits of any metamagic that was incorporated into the original effect and reduces any non-optional spell point costs to 1 if they are not already lower.

For all other purposes, the embodiment of magic has a spell pool equal to its potency, uses Charisma as its casting ability score, has a caster level equal to its Hit Dice, and calculates its MSB and MSD as if its Hit Dice were levels in a spellcasting class. This ability is considered to be the casting class feature for the purposes of prerequisites.

**Magical Nature (Su):** The embodiment of magic is permanently under the effects of the sphere effect it was derived from.

## Meteorological Creature (CR +0-5)

"Meteorological" is a template that can be applied to any creature, and represents a creature that is connected to a particular type of weather to a powerful degree.

**CR:** Hit Dice 1 or less, as base creature; Hit Dice 2-3 or less, as base creature + 1; Hit Dice 4-9, as base creature + 2; Hit Dice 10-17, as base creature + 3; Hit Dice 18 or more, as base creature + 4; plus +1 for volcanic weather

**Type:** Animals and vermin with this template become magical beasts with the augmented subtype, but otherwise the creature type is unchanged.

**Senses:** A precipitation meteorological creature can see through magical and normal fog, mist, rain, snow, and similar obscurity.

## Special Qualities

A meteorological creature gains the following:

**Personal Climate (Su):** A meteorological creature is constantly followed by a certain type of weather. This functions as the *control weather* Weather sphere ability, except that the creature does not need to concentrate on the effect and it can only create one type of weather. The meteorological creature has no control over the severity of the weather, which depends on the creature's Hit Dice. The range also depends on the creature's Hit Dice.

Hit Dice	Severity	Range
1	1	Medium
2-3	2	Medium
4-5	3	Long
6-9	4	Long
10-13	5	Extreme (1,000 feet + 100 feet per Hit Dice)
14-17	6	Extreme
18+	7	2 miles

The meteorological creature's MSD for this effect is 11 + its Hit Dice and its MSB and caster level are equal to its Hit Dice.

**Adaptation (Ex):** A meteorological creature is immune to the negative effects of weather created by its personal climate ability.

**Feats:** Meteorological creatures gain Mantled Caster as a bonus feat. They can also select Extra Magic Talent for (*mantle*)



talents activated by their personal climate and Weather talents that modify their personal climate (but not its range or duration). They need not meet the prerequisites of this feat to select them.

## Virulent Sensor Template (CR +Varies)

Virulent sensor is an acquired template that can be applied to any creature who, while using the Divination sphere talent Viewing, saw a creature who died or was destroyed suffering from the effects of madness (although not necessarily because of the madness).

**CR:** As base creature, +1 per 5 Hit Dice (minimum +0).

**Alignment:** Creatures with the virulent sensor template replace any good or evil alignment they have with neutral, thus lawful good becomes lawful neutral, and neutral evil becomes true neutral. Types of insanity or madness may override this alignment.

**Type:** Changes to undead (keeping any subtypes their previous form may have had)

**Hit Dice:** Change all Hit Dice (including those gained from class levels) into d8s. Virulent sensors use their Charisma modifier to determine bonus hit points (instead of Constitution).

**Saves:** The base saves remain unchanged, except that Fortitude uses Charisma instead of Constitution.

**Defensive Abilities** The templated creature loses all defensive abilities and gain the qualities and immunities of the undead type. In addition, the templated creature gains the insubstantial quality.

**Speed** Virulent sensors lose all movement speeds. If the templated creature has the Scrying Divination advanced talent, it gains a fly speed of 150 feet.

**Attacks:** Virulent sensors lose all attacks (including special attacks) that are not magic talents, spells, sphere-like or spell-like abilities.

**Reach:** The templated creature has its reach reduced to 0 feet.

**Abilities:** Virulent sensors have no Strength or Constitution scores.

## Special Qualities

Virulent sensors lose special qualities that are dependant upon having a physical body. The virulent sensors gains insanity, insubstantial and naturally stealthy as special qualities.

**Insanity:** The templated creature permanently suffers from the effects of whatever madness it had before its destruction.

**Insubstantial (Ex):** Virulent sensors may appear to be made out of flames, mist, smoke, or some other gaseous substance, and are effectively weightless. Virulent sensors being insubstantial are normally not hit or damaged by conventional means, but may still be attacked or even damaged by spells or abilities that do not target the virulent sensor, but rather affect everything in its area of effect. An insubstantial creature may still target itself however. Insubstantial creatures gain a size penalty to their combat maneuver bonus (CMB) and may squeeze through openings as if they are up to three sizes smaller, but gain a size bonus to combat maneuver defense (CMD) as if they are up to three sizes larger. In addition, insubstantial creatures gain DR 10/- and are not subject to precision damage or critical hits.

**Naturally Stealthy (Su):** The virulent sensor is particularly difficult to notice outside of combat and requires a Perception check DC 20 + its caster level to spot. The virulent sensor if it casts a spell, instantly becomes visible to all creatures within line of sight for 1 minute before fading back into stealth.

**Languages:** The templated creature continues to understand any language it had before it acquired the template, but loses all ability to speak.

**Spell Points:** Lose all spell points, except those gained through feats and traits.

## Walking Bomb (CR +1)

“Walking Bomb” is an acquired template that can be applied to any corporeal creature (referred to hereafter as the base creature). This template can be acquired through a variation of the walking bomb incantations, or by magical accidents or wild magic zones overcharging an exposed creature.

**CR:** As base creature +1.

**Detonation:** When the walking bomb is reduced to 0 or fewer hit points, it detonates, dealing damage as a *destructive blast* (1d6 per odd Hit Die) with the Explosive Orb (blast shape) and a blast type selected at creation with a caster level equal to its Hit Dice and save DCs equal to 10 + 1/2 Hit Dice + Constitution modifier. NPCs

# Chapter 10

# World Building

The Spheres of Power system is a new way of not only handling magic, but also thinking about magic; it is a concept-based approach to magic design that grants a great level of freedom for both character creation and world design. While Spheres of Power can easily be used to recreate the feel of core Pathfinder, it can also be used to create new stories, adjusting the feel of the setting, characters, and plot to fit a multitude of concepts.

At its heart, Spheres of Power is designed to be moldable, easily fitting the needs of the people using it no matter what those might be. In this way, Spheres of Power is less a single system and more a series of tools for creating unique gaming experiences.

## Crafting Casting Traditions

As mentioned earlier in this book, casting traditions are a way of augmenting the how's and why's of magic. In many iconic fantasy stories magic is not the realm of spells that must be memorized and forgotten; instead, magic might take the form of a small number of powers born to people with mutations, or a terrible force that extols a heavy price from any who use it. It is the prerogative of the GM to decide before a game begins what casting traditions are present in their world and how types of magic the PCs will have access to. Not only that, but it is also completely appropriate for a GM to limit which spheres a casting tradition can use to only include appropriate choices. A few examples of this are given below:

### Example

Sherri wants to design a world where martial artists command the 4 elements (water, earth, air, fire) through their bodily movements, based on a certain favorite cartoon show of her youth. Since this concept does not mesh well with the classical idea of fantasy wizards, clerics, druids, and the like, she decides that, in this world, all magic users will need to use one of four custom traditions: water-adept, fire-adept, earth-adept, and air-adept.

To best reflect her concept, she decides she wants each one to be based on martial arts movements (require Somatic Casting). Since her magic is tied to martial arts, she also decides to make magic always tied to one's movements and mind; magic can only continue as long as the martial artist is actively maintaining it, and breaking someone's concentration should end the magic. As such, she gives all of these traditions the Consciousness-Linked drawback and the Rigorous Concentration drawback; knocking an opponent out, or getting

into their face so they have to cast defensively, should always be valid tactics against this type of magic-user. Finally, she chooses Wisdom as the casting ability for all four traditions, to build upon that monk-like martial arts feel.

At this point, Sherri has crafted four casting traditions, each one with 3 general drawbacks (Somatic Casting, Consciousness-Linked, Rigorous Concentration). With three drawbacks, these traditions grant a bonus spell point at every odd level in a casting class.

Because her casting traditions are tied to manipulating elements, she decides that each tradition should only have access to a limited number of spheres: the Nature sphere (taking the water, fire, earth, or air packages, as appropriate), and a small number of additional spheres based on concept:

Earth-adept should be able to take telekinesis with the Limited Telekinesis sphere-specific drawback, allowing them to only manipulate stone and dirt. Fire-adepts and Air-adepts should be able to take the Destruction sphere, but only using the Fire and Air blast types, respectively. For Water, she decides that water should have access to the Life sphere and healing magic.

While it is possible a player might talk her into allowing a few alterations later (for example, a fire-adept wanting to unlock electric blast types as a special application of their power, a water-adept unlocking the Blood sphere, or a earth-adept wanting to branch out into the Nature (metal) package), her custom traditions that will define magic in her world are currently as follows:

#### Air-adept

**Drawbacks:** Somatic Casting, Consciousness-Linked, Rigorous Concentration, **Spheres:** Nature (air package), Destruction (Energy Focus: Air), **CAM:** Wisdom

#### Earth-adept

**Drawbacks:** Somatic Casting, Consciousness-Linked, Rigorous Concentration, **Spheres:** Nature (earth package), Telekinesis (Limited Telekinesis: stone and dirt), **CAM:** Wisdom

#### Fire-adept

**Drawbacks:** Somatic Casting, Consciousness-Linked, Rigorous Concentration, **Spheres:** Nature (fire package), Destruction (Energy Focus: Fire), **CAM:** Wisdom

#### Water-adept

**Drawbacks:** Somatic Casting, Consciousness-Linked, Rigorous Concentration, **Spheres:** Nature (water package), Life, **CAM:** Wisdom

## Advanced Magic

Advanced magic is another aspect of world-building that a GM should decide as they use Spheres of Power to craft original worlds. While some worlds have no problem with teleportation and resurrection, others do not, and it is the role of the GM to decide what advanced magic, if any, should be found in their world.

### Example, Continued

Sherri examines the advanced magic chapter, and decides that rituals simply don't make sense for her world, and while she might use an incantation or two later on in the campaign, there aren't any incantations she can think of that need to be decided at the beginning. She is also worried about some advanced talents; while healing can be found in her world, resurrection is not.

However, most other advanced talents tied to her active spheres (Destruction, Nature) are not a problem, so she decides that talents such as Calamity, Extreme Range, Cyclone, Earthquake, Tsunami, and Effortless Telekinesis are perfectly fine for players to take.

At this point, Sherri has completed all of the adjustments to Spheres of Power necessary to create her world, and passes all of this information along to her players so they can begin character creation.

## Building Characters

Once a casting tradition has been chosen (either through the worldbuilding or by an individual player, if so desired), the next step to using Spheres of Power is simply to choose a class, and then the spheres and talents that best fit one's concept. In Spheres of Power, this is referred to as a concept-based approach to character creation, where instead of looking over a spell list to decide how best to adapt a concept to the options, it is instead easier with Spheres of Power to start with a concept, and then to use the spheres to build upon and grow that concept.

### Example, Continued

One of Sherri's players, Ryan, wants to build a classic pyromancer. He selects the fire-adept casting tradition, and decides to play an incanter to have lots of talents to play with.

If Ryan were using core wizard spells, the ways in which he could play a pyromancer would be limited by the spell list and spell levels before him (*burning hands* at 1st level, *flaming sphere* at 2nd level, *fireball* at 3rd level, etc.) However, with the Spheres, Ryan can choose when and how to manifest the pyromancer's powers by choosing spheres and talents.

Ryan decides he wants to throw exploding fireballs right away, and so selects the Destruction sphere (gaining Fire blast through the fire-adept's sphere-specific drawback), and uses a second talent to select Explosive Orb. Now Ryan's pyromancer can use his signature move as often as the situation and his spell points will allow. With his additional talents gained from being an incanter, Ryan decides to further expand this concept, taking Blistering Blast and Searing Blast; while Ryan's pyromancer can still only throw basic rays and fireballs, he now has several options for what style of fireball and ray he will throw, be it one that sets people on fire, one that

deals extra fire damage, or one that gives targets a penalty to Fortitude saves as their skin blisters from the excessive heat. Ryan's pyromancer can throw one of these fireballs as an at-will ability, augmenting it as desired with spell points if he wants to expand the area and damage.

Willow, on the other hand, wants to play a utility healer. She chooses a hedgewitch and selects the academia and herbalism paths, and chooses water-adept as her tradition. With her magic talents, she chooses the Life sphere for healing, and the Nature sphere (water package) for various ways of manipulating water. She also spends a feat to gain Extra Magic Talent and select Ranged Healing, allowing her to stay safely behind the fight while healing her allies.



# Sample Worlds

The following sample worlds were included in the original *Spheres of Power* as examples of ways to use the Spheres system to craft new and original worlds that might not have been possible through the core Pathfinder RPG alone.

## Shadows of Baine

In the majestic city of Baine, the wizards rule. It's been that way for as long as anyone can remember.

Baine is a city of wonders, powered by magic the likes of which is virtually unknown in the rest of the world. To the magocracy it is a golden age, as the new, strange mineral 'aeril' has enabled them to accomplish feats of magic hitherto unknown outside of the realm of blood sacrifices and ancient cults. Magically-grown food supplies the city, magically-controlled weather keeps the skies clear, and thought-reading police catch criminals before their crimes are even committed. With the help of aeril, blood magic has been abolished and religion has almost followed. Life has truly never been better.

Or so they think.

In reality, the city of Baine is at a tipping point; mage dynasties rule the city as semi-autonomous nations, their monopoly of aeril and their constant in-fighting threatening to tear the city apart. The non-magical populous lives in fear of the city's thought police, watching helplessly as their dignity, rights, and religion are slowly stripped from them one by one. And in the ghettos, the bloodmages have been returning, passing on their forbidden arts, often aided by the poor of the city who view the bloodgangs as their only protection against the wizard rulers.

And underneath it all, lurking in every corner of the city, are the Talents.

Born with powers no one quite understands, the Talents sprang into existence recently, possessing abilities that rival those of the most accomplished of wizards without the need for training, materials, or indeed anything more than their own will. These Talents defy all the known rules of magic, and sometimes can even manifest powers that exceed the potential of aeril. Theories abound as to what created the Talents: the mining of aeril, the abundance of magic in the city, or even that the Talents are a form of revenge sent by the gods to overthrow the arrogant wizards. Wherever they came from, Talents are the great equalizers in the city of Baine, for anyone could be a Talent, and anything could be within their power.

Officially, Talents are illegal, being captured on sight 'for their own and other's protection.' Unofficially, Talents are employed by wizards families, bloodgangs, wealthy merchants, thieves, revolutionaries, and even the few remaining clerics to accomplish in the shadows what could never happen in the light. These individuals are known as 'ghosts', and while they might not officially exist, they make up the front lines in the underground war being waged for control of the city.

The future of Baine is unknown. All that is known is that it will be decided in the shadows.

## Running Shadows of Baine

Shadows of Baine is a city game set in a high-magic world, where magic-using organizations maneuver for control of the wondrous city via teams of underground experts called ghosts. In *Shadows of Baine*, the PCs take on the role of a team of ghosts at the beginning of their careers. If they succeed, they could become rich beyond their wildest dreams and forever change the destiny of the city. If they fail, they'll be buried with the paupers and no one will even know they existed.

Ghosts might be bloodmages out to overthrow the government, wizard royalty who've run away from home, or simply rogues looking to make a bit of money, but more often than not they are Talents; people whose skills are highly illegal, but at the same time extremely valuable. These ghosts are adventurers at heart and while not all their jobs are illegal, they are often the ones hired when someone important needs something done discretely, be it sabotaging a rival, stealing an important artifact, or having someone killed without it being traced back to them.

On their end, PCs could be out for money and take all jobs that come their way, could work secretly toward their own goals, or could even throw their lot in with one organization to help advance its agenda.

*Shadows of Baine* works best on the fast experience-point progression, as the high-powered nature of the city will keep many of the best jobs out of the PC's reach until they have the strength to accomplish them.

## Magic and Technology

Baine is a high-magic society, where magic and magic items are simply a part of daily life for those who can afford them. The city police employs mind readers and truth-seeing magic regularly, and anti-magic barriers, counter-scrying techniques and other measures are a common form of building security.

Advanced magic is very important in Baine, and both rituals and advanced talents play an important role in shaping the world. Rituals are accessed by one of two routes: all casters may power rituals through the Priceless Component alternate pricing method, using aeril to fuel their rituals at a rate of 1 gram of aeril to 1 gp of a ritual's price per use. Aeril is highly regulated and is illegal for anyone to use except for the wizard nobility of the city. Blood mages (those with the blood magic tradition) may also use rituals, but must use the Blood Price alternate pricing method.

Advanced talents are available, but are only selectable by Talents, which are outlined under character creation.

## Character Creation

**Races:** All races are present in Baine, and while some races may draw more looks than others, there is no race unwelcome in the city if they are willing to uphold the law.

**Classes:** All classes are acceptable, although classes with lots of skill points tend to do better (as stealth, gathering information, diplomacy, and disabling locks and traps can be just as

important as combat ability when it comes to successful ghost work). Paladins are an uncommon class choice due to the nature of a ghost's work, but it is not unheard of for a paladin to fight the good fight by becoming a ghost and working to fight the oppression of the poor and the religious.

**Traditions:** While alternate traditions can be found within the walls of Baine, the most common are found below:

**Talents:** Talents are those born with innate magical ability, manifesting their abilities without training of any kind. Talents generally have no drawbacks or boons, but it is not unheard of for a Talent to possess a unique manifestation of magic that follows its own set of rules. Only Talents may use advanced talents.

**Traditional Magic:** Those who practice traditional magic within the walls of Baine are known as wizards, and usually belong to one of the thirteen dynasties within the city as a family member or as one of the hundreds of wizards who work for them. There are also many independent wizards in the city, who often work for the city's police or as merchants and craftsmen.

**Blood Magic:** Blood mages practice an illegal form of magic, and are mostly found in gangs, thieves guilds, and other places they may practice away from the reach of city officials. While generally feared, the unrest among the city populous has led to an increase in their numbers, as some feel the blood mages are the only ones strong enough to protect them from overreaching wizards.

**Divine Petitioner:** There are few clerics left in the city, and those that remain do their best to serve the people while working under heavy official persecution. While not a powerful organization, there are some in Baine who believe empowering the clerics is the only true route to peace, as they are prey to neither the infighting of the wizards, nor the dangerous workings of the blood mages. It is rumored that there exists some hidden religious artifacts in the world that can work wonders comparable to the rituals of the wizards and the bloodmages. If these items could be recovered, the clerics might possess the power to become a formidable force within the city once again.

## The Children of Ire

The Children of Ire takes place in Fein, a nation which, along with a handful of neighboring kingdoms, is all that remains of a once-great empire.

A thousand years ago humanity spanned the globe, building wonders and working magic that could only be dreamed of today. Even the cross-breed races (orcs, lizardmen, owlbears and the like) were a result of that time of magic, created to serve its magocracy as slaves and soldiers.

Yet despite its many wonders, the empire was plagued with infighting, uprisings, and diabolism. When the prophets of Ire appeared warning the people of the approaching shadow, they were at best ignored, and at worst executed as fear-mongers and traitors. When the shadow came, bringing with it both plagues and monsters, nothing could stand in its way. The empire was dismantled piece by piece and destroyed, and were it not for the power of the sacraments of Ire protecting settlements, it might have consumed the world.

Today the world is a shadow of what it once was; magic is a rare skill known only to the forest witches and religious convents who have preserved the art. The wilderness is vast, populated by monsters, demons, and other dark powers, and whispers abound that the shadow is rising again.

But despite this, hope is not lost. Dwarves, elves, and gnomes, once feared lost to the world, have returned and opened their forest domains and subterranean kingdoms for the first time in generations. Friendly fey creatures can still be found in the forest, ready to aid any mortal traveler who catches their fancy. And since the world no longer ignores the warnings of the prophets, the Paladin order is moving en masse to meet the rising shadow before it can reach the populous. It's a time when anyone with a sword and a will can make his fortune, and a skilled adventurer might just find himself poised to turn back the tide of darkness, provided he has the courage to face it.

The time has come for the Children of Ire to reclaim their destiny.

## Running Children of Ire

Children of Ire is a low-magic world that mimics the dark ages not just in technology, but also in tone. The old empire is a story and a memory, with its learning and its wonders lost to time. It's a world where knights, adventurers, and the faith of the people are all that stand between them and the monsters, the demons, and the other terrors that would engulf the world.

The Children of Ire is best played using the Slow experience progression and decreasing wealth-by-level by half to keep the danger level high and the PCs from becoming too powerful. At the same time, any PC with the wealth and power to construct and defend a stronghold gains the benefits of the Leadership feat without having to take it, as citizens and soldiers flock to their banner and the protection it ensures.

## Magic and Technology

Fein is a land in the middle of a massive dark age; firearms are unheard of, and in much of the land blacksmithing is basic at best and even literacy can be an uncommon skill. Most of the world's wealth is concentrated in the hands of a handful of kings and nobles, who keep the economy going through the sheer amount of their expenditures; a treasure that could feed a village for a year might only cover a king's expenses for a month.

While the knowledge of creating magic items is not completely unknown, there is no market for the sale of magic or magic items, and a PC must find or create anything they will use. Selling magic items is difficult and impractical for PCs to attempt, as there are few with the money to buy magic items, and fewer who would spend money on a +1 sword that would be better spent hiring and outfitting a full squadron of soldiers.

Advanced talents are unknown to the world, but rituals and incantations are both available. While rituals can be performed by any caster of sufficient power, only convents, monasteries, and forest hedgewitches possess them in written form, and rarely possess anything above 2nd level. Any rituals of higher levels must be torn from the hands of enemies, discovered through adventuring, or created through research.

## Special

The sacraments of Ire are religious ceremonies known to most of the civilized world, and are used to supplicate for divine aid. These sacraments use the incantation rules, and are available to both PCs and NPCs, although they are unusable by anyone not of Good alignment. Some of these sacraments are performed daily by both individuals and families, while others are generally performed by ordained priests and are performed weekly, yearly, or only on special occasions such as feast days or in times of crisis.

The sacraments of Ire require the use of the Profession (priesthood) skill. Any creature may put ranks into this skill, whether or not they are an ordained priest. Profession (priesthood) cannot be used to earn income as is usual for Profession skills. Any target invoking a sacrament can gain a +5 circumstance bonus to their Profession (priesthood) check by fasting for 1 week before using the sacrament, getting the aid of a congregation of at least 100 secondary performers, or performing the sacrament in a sacred place, such as a temple. These bonuses stack.

### Guidance

**Sphere** Divination; **Level** 1st

**Skill Checks** Profession (priesthood) 1 success, DC 20

**Casting Time** 1 hour

**Components** V

**Target** personal

**Duration** instantaneous

**Saving Throw** none; **SR** no

### Description

By praying and meditating on a course of action, a worthy individual may gain insight. The one invoking this ritual must decide on a course of action they are planning to take sometime during that day and present it to Ire, listening for the subtle promptings of his council. If successful, the one performing this sacrament has a 30% chance +1% for every point rolled above 20 on their Profession check of receiving council, either 'good', 'bad', 'both' or 'neither'. If the percentage roll is unsuccessful, the answer returns 'unclear'. While multiple people may invoke this sacrament for the same course of action, if a single creature asks about the same course of action twice, the answer always returns 'unclear'.

### Backlash

There is no backlash for this sacrament.

### Failure

On a failure, the one using the sacrament has misunderstood the subtle promptings of Ire's council, and gains a false answer.

### Healing

**Sphere** Life; **Level** 1st

**Skill Checks** Profession (priesthood) 1 success, DC 20.

**Casting Time** 10 minutes

**Components** S, V, M (a drop of oil)

**Target** 1 creature

**Duration** instantaneous

**Saving Throw** Fortitude negates (harmless); **SR** no

### Description

The one using this sacrament lays their hands on the target's head and calls upon Ire to grant them health. If successful, the target gains a +2 bonus to any saving throw made against a poison or disease they are suffering from, and any Heal check made that day to heal the target gains a +5 circumstance bonus. These bonuses increase by +1 for every 5 by which the Profession check exceeded the DC of 20. The target is also healed 1 point of damage for every point by which the Profession check exceeded the DC of 20. A target may only benefit from the sacrament of Healing once per day.

### Backlash

There is no backlash for this sacrament.

### Failure

On a failure, the target gains no benefits, but otherwise suffers no penalties.

### Last Rites

**Sphere** Death; **Level** 1st

**Skill Checks** Profession (priesthood) 1 success DC 20

**Casting Time** 10 minutes

**Components** S, V

**Target** 1 corpse

**Duration** Instantaneous

**Saving Throw** none; **SR** no

### Description

The one invoking this sacrament dedicates a corpse and its departed spirit to rest in the afterlife. Any attempt to turn this body into an undead creature, summon the corpse's spirit, or in any way defile the dead creature's rest requires the caster to make an MSB check against the result of the Profession (priesthood) check. On a failure, they cannot affect the target body or spirit, and cannot make the attempt again until they have gained at least 1 level.

### Backlash

There is no backlash for this sacrament.

### Failure

On a failure, the target does not gain any benefit from this sacrament, but otherwise does not suffer any drawbacks.

### Warding

**Sphere** Protection; **Level** 3rd

**Skill Checks** Profession (priesthood) 3 successes, DC varies

**Casting Time** 30 minutes

**Components** S, V

**Target** a house, village, town, or city

**Duration** Permanent

**Saving Throw** none; **SR** no

### Description

You create an area where undead and evil outsiders cannot enter. This area may be a building (DC 20), village (DC 25), town (DC 30), small city (DC 35), or large city (DC 40), or any other area of designated housing. Undead creatures and evil outsiders cannot enter this area unless invited in by someone who calls the location home, or created within the warded area. Once undead or evil outsiders have entered the area (or if they were



in the area when the sacrament was performed), the ward is broken for all. This sacrament can only be performed by someone who can call the location to be warded home.

#### **Backlash**

This sacrament has no backlash.

#### **Failure**

On a failure, an evil spirit or demon appears, defiling your warding and tormenting those who reside in the dwelling.

#### **Prophecy**

**Sphere** Divination; **Level** 3rd

**Skill Checks** Profession (Priesthood) 3 successes, DC 25

**Casting Time** 3 hours

**Components** S, V

**Target** personal

**Duration** instantaneous

**Saving Throw** none; **SR** no

#### **Description**

When using this sacrament, make one check per hour. By spending this time in deep supplication, you can ask a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice gained can be as simple as a short phrase, or it might be an omen or even a vision. If you don't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 50% + 1% per point rolled above the target DC of 25 by the highest Profession (priesthood) check. If the percentage roll fails, the target receives no answer. While multiple people may invoke this sacrament to ask the same question, if a single creature asks about the same goal, event, or activity twice, they gain no answer.

#### **Backlash**

Petitioning in this manner leaves the creature exhausted.

#### **Failure**

On a failure, the creature misunderstood Ire's inspiration and suffers a false answer.

#### **Miracle**

**Sphere** Fate; **Level** 9th

**Skill Checks** Profession (priesthood) 9 checks, DC 40

**Casting Time** 90 minutes

**Components** S, V

**Range** Varies (as mimicked ritual)

**Saving Throw** varies (as mimicked ritual); **SR** varies (as mimicked ritual)

#### **Description**

When a creature uses this sacrament, they invoke Ire's power to directly affect the world. This can accomplish an effect similar to any ritual of 8th level or lower. At the GM's discretion, greater feats (such as swinging the tide of a battle in your favor, protecting a city from a natural disaster, or planeshifting allies without a chance of error) can also be accomplished, but the DC is increased by +10.

#### **Backlash**

A creature must invest a part of themselves into any petition for a miracle. The target becomes exhausted and gains 1 permanent negative level.

#### **Failure**

You have attempted to touch the divine but were unworthy to do so. You gain 2 additional permanent negative levels.

## Character Creation

### **Traditions:** Traditional Magic

In the world of the Children of Ire, magic is simply a part of natural philosophy. The sun rises in the east, water flows downhill, and the right combination of words, gestures, magical materials, taboos, ley-lines, and star alignments can produce wondrous effects. Even priests and paladins use arcane magic; indeed, as convents and monasteries are some of the few locations left in the world with dedicated scientific libraries, most casters in the world who didn't learn from forest witches learned their magic at the hands of the priests.

**Classes:** High-casters (wizards, incanters, clerics, thaumaturges, druids, etc.) do not exist in the world of Ire, as the magical knowledge required to achieve that level of power has been lost for hundreds of years. If a high-caster does appear, it will usually be as a party-sponsor or villain, at the GM's discretion.

While all other classes are welcome, the majority of the casters in the Children of Ire are paladins and hedgewitches. Hedgewitches are generally divided by profession: Priests possess the covenant tradition and either the academia, herbalism, or combat traditions (depending on whether their focus is study, healing, or fighting alongside the paladins). True witches live on the outskirts of civilization and generally possess the black magic, green magic, herbalism, or spiritualism traditions. Hedgewitches who fall into neither category usually possess the charlatanism tradition (being only half-trained in true magic) and one other tradition of their choice.

## Everforge

The world of Everforge is filled with elemental spirits. They live in the water, they travel under the earth, they ride in wind and fire, and they dwell inside wood and metal. They are found everywhere there is life, and when properly called and commanded, they can grant their caster unparalleled strength and power.

It was the elves who first taught humanity to call on spirits, granting them the strength to push back both orcs and giants to establish their empire throughout the world. In the human empire, these spirit-casters (called world-forgers) serve in all walks of life from the military, to agriculture, to construction, and are the backbone of humanity's strength.

And yet, despite their accomplishments and allies, there are many who resent humanity's rise to power. In recent years, the orcs have been stirring in greater numbers than have ever been seen before. In the north, frost giants and dragons have been appearing, pushing against humanity's defenses as if searching for weaknesses. While nothing has yet appeared that can overcome the walls and armies of the civilized races, the time may soon come when humanity's strength must be truly tested.

## Running Everforge

Everforge is a world of outlandish enemies and terrible dangers, where cannibalistic orcs roam the land in bands of thousands, aberrations enslave every mind they meet, and dragons regularly invade cities in search of wealth and food. The alliance of human, elf, and dwarf keeps civilization strong in Everforge, but only through the force of their armies, walls, and magic.

While there is room for traditional adventuring in Everforge, PCs are at their best when they have a personal stake in the world and are defending their homes, their families, their liege lord, or their military comrades in the name of duty and honor instead of simply questing for gold and glory. The PCs could be guards in a city, stakeholders in an outpost on the edge of the frontier, or someone else of theirs and the GM's choosing.

There is no recommended XP progression for Everforge, although wealth by level often becomes more abstract. PCs are more likely to be awarded magic items in exchange for good service to their lord or for protecting their homesteads rather than to find them in dungeons, and often a PC's reward may expand beyond magic items and wealth, taking the shape of titles, royal favors, extra land, or loyal subordinates.

## Magic and Technology

Everforge has a medieval to Renaissance technology level with no firearms. Magic items are rare and not generally sold in any market; while it is not illegal to own, create, or sell them, most casters with the skill to do so possess a patron lord or king that pays better than any market ever would, meaning their wares usually go straight to their patron's military or special agents.

Advanced talents and rituals are unknown in Everforge.

## Character Creation

**Races:** All races exist in the world of Everforge, but anything other than humans, elves, and dwarves will attract attention, and stand out as an anomaly in the empire.

**Classes:** All classes are allowed in the world of Everforge, but some (such as shifters) will find their work as a world-forged difficult because of sphere restrictions (see traditions below).

**Traditions:** Magic in Everforge is accomplished by world-forgers. World-forgers possess the Verbal Casting and Material Casting drawbacks, as well as the Easy Focus boon. Because world-forgers gain their power by asking the spirits of a particular element to come to their aid, they must be able to speak and must have that element on-hand to call forth their power. As their magic is mostly accomplished by their spirit allies on their behalf, they need only a small amount of focus to command their power.

Rather than gaining two bonus talents with their first level in a casting class, a world-forged gains one of the following element packages, gaining its associated bonuses, its sphere-specific drawbacks, and the ability to spend further magic talents to gain its associated spheres. A beginning world-forged also gains one companion from the Conjunction sphere associated with their element (except for metal-forgers, who do not have

access to the Conjunction sphere and may instead choose to gain another magic talent or element package of their choice).

At any time, a world-forged may spend a magic talent to gain another element package, gaining its associated bonuses, sphere-specific drawbacks, and access to its spheres. In many ways, one may consider each element package to be a separate sphere or tradition; while caster level and spell points are shared between them, a world-forged must gain spheres for each element separately, and even though one element package might not be available to them (for example, not having enough water available to use the water package), their other packages might still be available to them.

*Example: Roni is an earth-forged who possesses the Creation sphere and the Forge talent, letting him alter the shape of stone. Later, he spends a magic talent to gain the abilities of a wood-forged, gaining its associated bonuses. However, Roni must spend an additional magic talent to gain the Creation sphere and Forge talent to be able to alter the shape of wood.*

**Air-Forged:** Air-forgers have an affinity for the spirits of air. Air-forgers gain a bonus to Perception equal to 1/2 their caster level, as their affinity allows them to sense air-currents and use their spirits to feel through an area. An air-forged loses her powers if covered in mud or salt, or contained in a room too small to have sufficient air-flow.

Air-forgers possess the Disappearance (Illusion) and Personal Time (Time) drawbacks, and may gain the Conjunction, Divination, Illusion, Telekinesis, Time, and Weather spheres.

An air-forged's companions must choose the Avian Creature (form) talent as their first (form) talent, and fly through magical means with a maneuverability of perfect. An air-forged cannot use any Time abilities except for *haste*.

**Earth-Forged:** An earth-forged can feel the pulses of the earth, and affect feelings of calm and lust. They gain a bonus to Survival checks made to track a target equal to 1/2 their caster level. This stacks with the wood-forged's benefit, granting them a bonus equal to their caster level to Survival checks made to track a target. An earth-forged cannot use their powers if not in contact with the earth.

An earth-forged possesses the Limited Creation (Creation, *alter* only), Material Focus (Creation, stone), Personal Magics (Enhancement), Bodily Enhancement (Enhancement), and Empath (Mind) sphere-specific drawbacks. An earth-forged may gain the Creation, Conjunction, Divination, Enhancement, Mind, and Nature spheres.

An earth-forged may not gain the Change Material Creation talent, and may only use the Enthrall (charm) talent, and the Harden and Bodily Enhancement (enhance) talents. An earth-forged's companions must choose Earth Creature as their first [form] talent. An earth-forged may only possess the earth Nature package.

**Fire-Forged:** A fire-forged may communicate easily with the spirits of fire. They may manipulate the high-energy emotions of others, such as excitement or fear. They gain a bonus to Intimidate checks equal to 1/2 their caster level. A fire-forged cannot use their powers when wet.

A fire-forged gains the Elemental Focus (Destruction, Fire Blast), and Empath (Mind) sphere-specific drawbacks, and may gain the Conjunction, Destruction, Divination, Mind, and

Nature spheres. A fire-forger can only use the Fear, Confusion, Courage, and Enrage (charm) talents, and may only use the fire Nature package. A fire-forger's companions must choose Elemental Creature as their first (form) talent, choosing fire as their associated element.

**Metal-Forger:** A metal-forger can sense the presence of metal and alter its form. A metal-forger gains a bonus equal to 1/2 their caster level to all Craft checks made with metal objects. A metal-forger cannot use their abilities if not in possession of metal.

A metal-forger gains the Limited Creation (Creation, *alter* only), Material Focus (Creation, metal), Personal Magics (Enhancement), Limited Protection (Protection, *aegis* only), and Protected Soul (Protection) sphere-specific drawbacks. A metal-forger may gain the Creation, Divination, Enhancement, and Protection spheres. A metal-forger may only use the Enhancement sphere on metal objects, and may only gain the Deadly Weapon, Harden, and Versatile Weapon (enhance) talents. A metal-forger may only use the Armored Aegis, Obstruction, and Protected Health (*aegis*) talents. Because refined metal does not exist in nature, a metal-forger is the only world-forger that cannot summon physical companions.

**Water-Forger:** A water-forger can manipulate water with ease. Water-forgers are uniquely connected to the emotions of others, and can sense their moods emphatically. Water-forgers gain a bonus to Sense Motive checks equal to 1/2 their caster level. A water-forger cannot use their abilities without enough water present to fill at least a small basin.

A water-forger possesses the Lycanthropic (Alteration), and Empath (Mind) sphere-specific drawbacks. A water-forger may gain the Alteration, Conjunction, Divination, Life, Mind, and Nature spheres. A water-forger may only use the blank form with their *shapeshifts*, may only possess the water Nature package, and may only gain the Paralyze and Read Minds (charm) talents. A water-forger's companions must gain Water Creature as their first (form) talent.

**Wood-Forger:** A wood-forger can communicate with all wooden objects and blend themselves with trees. They gain a bonus to Stealth checks and Survival checks equal to 1/2 their caster level when within a wooded area. This stacks with the earth-forger's benefit, granting them a bonus equal to their caster level to Survival checks made to track a target through a wooded area. A wood-forger cannot use their powers when not around wood.

A wood-forger gains the Limited Creation (Creation, *alter* only), Material Focus (Creation, wood), Personal Magics (Enhancement), and Disappearance (Illusion) sphere-specific drawbacks. A wood-forger can gain the Conjunction, Creation, Divination, Enhancement, Illusion, and Nature spheres. A wood-forger can only *enhance* wooden objects, and may only gain the plant Nature package. A wood-forger's companions must choose Armored Companion as their first (form) talent.

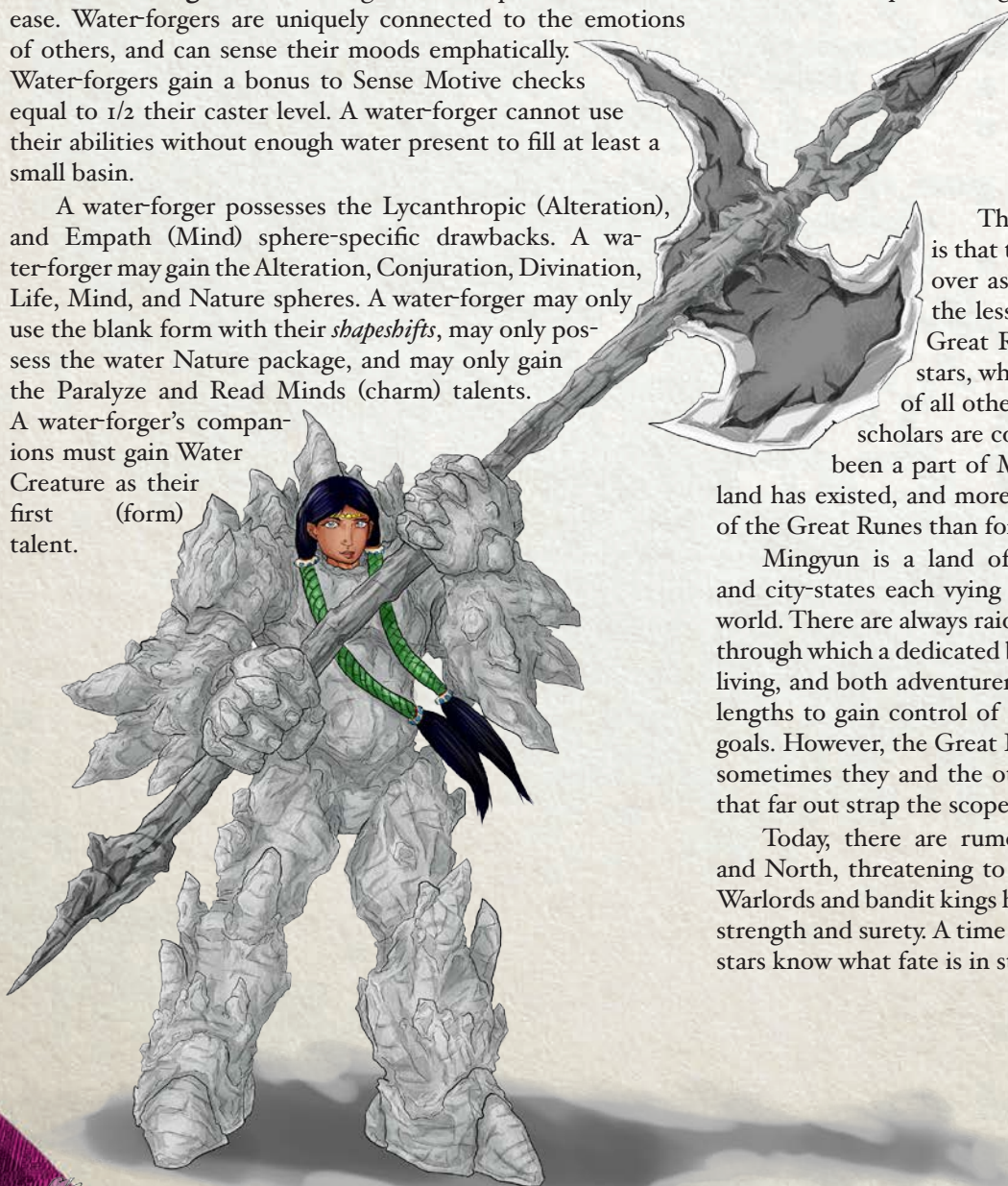
**A Note on Companions:** Companions may possess a multitude of different (form) talents, but cannot possess anything tied to an element other than their own. Thus, a fire-forger's companion cannot gain Elemental Companion to deal Ice damage, an air-forger companion cannot possess a burrow speed, etc. The GM is the final arbiter of what is or is not allowed for a companion to gain.

## Stars of Mingyun

The prevailing theory among scholars is that the stars are the Great Runes, ruling over aspects of reality and giving birth to the lesser runes through their power. The Great Runes on the earth, then, are fallen stars, which is why their power exceeds that of all other terrestrial magics. Whether these scholars are correct or not, the Great Runes have been a part of Mingyun's history for as long as the land has existed, and more wars have been waged for control of the Great Runes than for any other resource on the planet.

Mingyun is a land of conflict, with hundreds of races and city-states each vying for control of their corners of the world. There are always raids, land disputes, and other combats through which a dedicated bandit or sell-sword could earn their living, and both adventurers and governments will go to great lengths to gain control of a Great Rune to help further their goals. However, the Great Runes have minds of their own, and sometimes they and the other stars have plans for the world that far out strap the scope of mortal understanding.

Today, there are rumors of empires rising to the East and North, threatening to march their way across the world. Warlords and bandit kings have also begun striking with greater strength and surety. A time of upheaval is coming, and only the stars know what fate is in store for Mingyun.



## Running Stars of Mingyun

Mingyun is a world built around the Great Runes and those who wield them. Some seek the runes for the power to achieve their goals, while others seek them to protect themselves against the ambitions of others. Sometimes a creature may discover a Great Rune on accident, while sometimes a nation holds a Great Rune in reserve, bestowing it to their king, generals, or heroes when the need arises.

Mingyun is a world of war and politics; rather than hunting monsters or delving dungeons (although these events are still usually part of an adventurer's career), PCs are much more likely to be involved in the wider world as a host of kings, nations, warlords, cities and towns call upon them either to join their efforts or protect their homelands against threats. There is no suggested XP progression in Stars of Mingyun.

## Magic and Technology

Mingyun has a Renaissance technology level, with some experiments with firearms. Magic items are rare in the world of Mingyun (each settlement counts as one size-category smaller than it is when determining what items are available), not because magic is rare, but rather because it is so plentiful. Almost everyone in Mingyun has at least a passing knowledge of runes, and can usually accomplish whatever magic they might need without expensive magic items.

While supernatural and spell-like abilities function as normal in Mingyun, all other forms of magic are accomplished by use of runes. Runes are formed from a special kind of crystal, which must be prepared by one with the Craft (runes) skill. Runes are normally invisible to the naked eye when fused with a creature (although they can be seen with *detect magic*) but glow brightly when in use. Every creature possesses 3 rune slots: one in each of their main hands, and one in their head. Even creatures with multiple arms or heads do not possess more than 3 rune slots, although a creature can lose rune slots if they lose the slot's associated limb.

There are many potential runes in the world both common and rare, but only 30 Great Runes. Each rune possesses a base sphere (and possibly sphere-specific drawbacks), and a series of magic talents arranged in a set of tiers. Great Runes possess a sphere and talents as well, but often grant multiple talents per tier, and possess one or more advanced talents as well. If a creature possesses a Great Rune, they also gain immunity to age and disease; while not immune to injury, they are otherwise immortal. A creature can only possess one Great Rune at a time.

To create a rune, a target must possess the Craft Rune feat (an item creation feat, prerequisite 1st caster level) and must use the Craft (rune) skill when making the required check. Runes are magic items with a base price equal to 100 gp x the number of tiers squared. The one crafting the rune decides which talents and tiers it possesses. Unlike other magic items, a crafter doesn't need to possess the rune's base sphere to craft it, and runes cannot be further improved once finished. Runes have a caster level equal to the number of included tiers. Great Runes always have a caster level of 20 and are considered major artifacts, although they only have 8 tiers.

To fuse a rune into a target, the prepared crystal containing the rune must be placed on one of the target's rune slots until the rune fuses with the target (a full-round action). At any time, a new rune may be fused into that same rune slot, in which case the old rune transfers to the crystal. Great Runes function similarly, but require a diamond with a value of at least 25,000 gp. It is possible to extract a rune from an unwilling target with an empty crystal or diamond, also as a full-round action. If a diamond containing a Great Rune is destroyed or the bearer of a Great Rune dies, the rune transfers itself to the nearest living creature, overriding one of their own runes if necessary.

Instead of selecting spheres and talents, a character in Mingyun assigns each of their magic talents to one of their rune slots. Once a talent is assigned to a rune slot, it cannot be changed. When a creature equips a rune, they unlock a number of tiers included in that rune equal to the number of talents attached to that rune slot. If a creature equips two runes that grant the same sphere or talent, they may choose to unlock the next-highest tier on one of their runes instead of gaining the duplicate ability.

*Example: Sani is a 3rd level soul weaver who possesses 5 magic talents (2 bonus talents + 1 per soul weaver level). She has placed two of these talents in each of her hand slots, and one talent in her head. Later, she equips the Soul rune in her left hand. Since she has 2 magic talents associated with that slot, she gains all Soul rune abilities in its first 2 tiers. Later, she equips a second copy of the Soul rune in her right hand, gaining the 3rd and 4th tier talents for that rune as well.*

There are no rituals in Mingyun, and advanced talents are only usable by those wielding Great Runes.

**Traditions:** Rune-users possess the Center of Power drawback A rune-user cannot manifest their magic without the proper rune. However, rune-users gain no additional spell points from the drawback, as rune-users also have the ability to change their magical skills as needed by changing their runes.

## Sample Runes

While there are too many runes and Great Runes to list them all here, a few are given below as examples.

### DEATH RUNE

**CL 8; Price** 6,400 gp

**Drawbacks:** Death (Necromatic Limit (reanimate))

**Talents:** *Tier 1:* Death Sphere/Greater Reanimate. *Tier 2:* Greater Reanimate. *Tier 3:* Empowered Reanimate. *Tier 4:* Greater Reanimate. *Tier 5:* Expanded Necromancy. *Tier 6:* Lingering Necromancy. *Tier 7:* Necrotic Senses. *Tier 8:* Mass Reanimate.

### CONSTRUCTION REQUIREMENTS

Craft Rune; **Cost** 3,200 gp

### FIRE RUNE, MINOR

**CL 1; Price** 100 gp

**Drawbacks:** None

**Talents:** *Tier 1:* Nature (fire package).

### CONSTRUCTION REQUIREMENTS

Craft Rune; **Cost** 50 gp

**HEALTH RUNE****CL** 7; **Price** 4,900 gp**Drawbacks:** Life (Limited Restoration (*restore*))**Talents:** *Tier 1:* Life Sphere/Greater Restore. *Tier 2:* Restore Health. *Tier 3:* Restore Mind. *Tier 4:* Restore Soul. *Tier 5:* Break Enchantment. *Tier 6:* Restore Movement. *Tier 7:* Restore Senses.**CONSTRUCTION REQUIREMENTS**Craft Rune; **Cost** 2,450 gp**LIFE RUNE****CL** 10; **Price** 10,000 gp**Drawbacks:** Life (Limited Restoration (*cure/invigorate*))**Talents:** *Tier 1:* Life Sphere/Healthy Invigorate. *Tier 2:* Greater Healing. *Tier 3:* Fount of Life. *Tier 4:* Greater Healing. *Tier 5:* Greater Invigorate. *Tier 6:* Greater Healing. *Tier 7:* Resuscitate. *Tier 8:* Greater Healing. *Tier 9:* Ranged Healing.. *Tier 10:* Mass Healing.**CONSTRUCTION REQUIREMENTS**Craft Rune; **Cost** 5,000 gp**MORTAL RUNE****CL** 9; **Price** 8,100 gp**Drawbacks:** Death (Necromatic Limit (*ghost strike*))**Talents:** *Tier 1:* Death Sphere/Greater Ghost Strike. *Tier 2:* Sickening. *Tier 3:* Bleeding Wounds. *Tier 4:* Weakening. *Tier 5:* Inflict Disease. *Tier 6:* Killing Curse. *Tier 7:* Cryptic Strike. *Tier 8:* Vampiric Strike. *Tier 9:* Necrotic Feeding**CONSTRUCTION REQUIREMENTS**Craft Rune; **Cost** 4,050 gp**NATURE RUNE****CL** 6; **Price** 3,600 gp**Talents:** *Tier 1:* Nature (Plant package). *Tier 2:* Grow Plants. *Tier 3:* Thorns. *Tier 4:* Towering Growth. *Tier 5:* Greater Range. *Tier 6:* Speak with Plants**CONSTRUCTION REQUIREMENTS**Craft Rune; **Cost** 1,800 gp**SPIRIT RUNE****CL** 10; **Price** 10,000 gp**Drawbacks:** Death (Necromatic Limit (*ghost strike*))**Talents:** *Tier 1:* Death Sphere/Greater Ghost Strike. *Tier 2:* Manipulate Undeath, *Tier 3:* Command undead. *Tier 4:* Curse. *Tier 5:* Greater Ghost Strike. *Tier 6:* Cryptic Strike. *Tier 7:* Killing curse. *Tier 8:* Drain. *Tier 9:* Vampiric Strike. *Tier 10:* Necrotic Feeding.**CONSTRUCTION REQUIREMENTS**Craft Rune; **Cost** 5,000 gp**SWORD RUNE****CL** 10; **Price** 10,000 gp**Drawbacks:** Destruction (Destructive Touch)**Talents:** *Tier 1:* Enhancement sphere. *Tier 2:* Destruction Sphere/Energy Blade. *Tier 3:* Versatile Weapon. *Tier 4:* Deadly Weapon. *Tier 5:* Energy Weapon. *Tier 6:* Lingering Enhancement. *Tier 7:* Deep Enhancement. *Tier 8:* Ranged Enhancement. *Tier 9:* Ranged Enhancement. *Tier 10:* Mass Enhancement**CONSTRUCTION REQUIREMENTS**Craft Rune; **Cost** 5,000 gp**WALL RUNE****CL** 10; **Price** 10,000 gp**Drawbacks:** Protection (Limited Protection (*ward*), Creation (Custom, the caster may only create walls), Destruction (Shape Focus (Energy Wall)).**Talents:** *Tier 1:* Protection sphere/Greater Barrier. *Tier 2:* Creation/Expanded Materials. *Tier 3:* Destruction Sphere/Energy Wall. *Tier 4:* Lengthened Creation. *Tier 5:* Larger Creation. *Tier 6:* Crafted Blast. *Tier 7:* Distant Creation. *Tier 8:* Distant Protection. *Tier 9:* Extended Range. *Tier 10:* Extended Range.**CONSTRUCTION REQUIREMENTS**Craft Rune; **Cost** 5,000 gp**GREAT FIRE RUNE****CL** 20; **Price** artifact**Drawbacks:** Destruction (Energy Focus (Fire))**Talents:** *Tier 1:* Destruction Sphere (Fire Blast)/Nature Sphere (Fire Package). *Tier 2:* Sculpt Blast/Explosive Orb. *Tier 3:* Extended Range. *Tier 4:* Calamity. *Tier 5:* Move Fire. *Tier 6:* Extended Range. *Tier 7:* Feed on Fire. *Tier 8:* Volcano.**GREAT LIFE RUNE****Talents:** *Tier 1:* Life Sphere/Resuscitate. *Tier 2:* Greater Healing. *Tier 3:* Fount of Life/Greater Healing. *Tier 4:* Greater Healing x2. *Tier 5:* Regenerate. *Tier 6:* Restore Mind and Body. *Tier 7:* Resurrection. *Tier 8:* Greater Resurrection.**GREAT LIGHTNING RUNE****CL** 20; **Price** artifact**Drawbacks:** Destruction (Energy Focus (Electric Blast))**Talents:** *Tier 1:* Destruction Sphere/Electric Blast/Weather Sphere. *Tier 2:* Sculpt Blast/Explosive Orb. *Tier 3:* Greater Weather. *Tier 4:* Calamity. *Tier 5:* Greater Size. *Tier 6:* Focused Weather. *Tier 7:* Storm Lord. *Tier 8:* Climate.**GREAT SPIRIT RUNE****CL** 20; **Price** artifact**Drawbacks:** Death (Necromatic Limit (*ghost strike*))**Talents:** *Tier 1:* Death Sphere/Greater Ghost Strike. *Tier 2:* Manipulate Undeath/Command Undead *Tier 3:* Curse/Drain. *Tier 4:* Summon Spirit. *Tier 5:* Project Spirit. *Tier 6:* Possession. *Tier 7:* Necrotic Feeding. *Tier 8:* Soul Trap.**Character Creation**

All classes and races are allowed, but classes without any form of magic ability (such as fighters, barbarians, and rogues) are rare in the world of Mingyun.

# Plane of Faerie

The following information on how to include the faerie realm in your games was originally printed in the Fey-Binder's Handbook.

## Traveling through faerie

The faerie realm (the precise name and nature of this plane will vary depending on setting) offers both potential and risk for travelers. Its chaotic and ever-shifting relation to the material plane allows rapid transit between distant points for those skilled or foolish enough to attempt it.

Entering and exiting faerie is simple enough; one simply performs the appropriate ritual at a fairy ring or fey mound and steps through. Reaching one's intended destination, however, is another matter.

### Fairy Rings

Fairy rings can be found in any wilderness. They are never present in any developed area unless deliberately created. A ring is usually within 1d6 miles of any given wilderness location. If using a 6 mile hex map, each hex that lacks a settlement of city size or larger will have 1d2 natural fairy rings. Hexes with cities or larger settlements will have only 1 natural fairy ring. The fairy ring consists of a circle 5 to 10 ft. in diameter, consisting of coral (salt water oceans only), mushrooms, small stones, or wildflowers. Noticing the formation requires a DC 10 Perception check (modified for distance) and identifying it requires a DC 15 Knowledge (nature) or DC 20 Knowledge (planes) check. If exploring a hex, any fairy rings in that hex can be located with a DC 10 perception or Knowledge (nature) check as part of the normal exploration.

Once located, rings may be opened using the Open Fairy Ring ritual or by those with the Faerie Ring Traveler advanced talent. Once opened, the gate formed to faerie remains open for 1d6 minutes, though fey creatures of sufficient power can hold it open longer or close it sooner. Rings tend to serve as focal points for local fey activity as well as attracting magical beasts native to the area. Accessing the ring may prove difficult without bargaining with the local fey and magic beast population. There is a 70% chance of a random encounter appropriate to the environment at each end of the fairy ring.

Creatures larger than the size of the ring may have difficulty passing through; most rings are of Medium or Large size, occupying squares accordingly; a creature whose size is no larger than the size of the circle may pass through unimpeded. Creatures of one size larger may pass by squeezing. Creatures of two or more sizes larger cannot pass unless they possesses an ability allowing them to squeeze through small openings.

Fairy rings can be broken if a section of them is destroyed. Each 5-ft. square that contains a ring or part of a ring can be targeted individually. The ring has an AC and touch AC of 10, with hardness 0 for flowers and mushrooms or 10 for coral and rocks, and each square has 30 hit points. Once broken, a ring cannot be opened until it is repaired. A fairy ring counts as a

magic item with a caster level of 5 (higher level rings can exist) for the purposes of restoring its hit points, repairing it, or suppressing its magic.

The region of faerie the ring opens into is not apparent before crossing through, though the local fey are usually knowledgeable (if accurate information can be obtained from them) and may even be willing to open the way to favored persons. The connection point of a given ring may drift with time; using the same ring days apart is reliable, but over the course of a month it may change somewhat (roll 1d3; on a 1, move the random location result up one entry, on a 2 it is unchanged, on a 3 move down one entry) and over a year it may change significantly (re-roll).

**Table Land-Based Fairy Ring Random Connection**

d100	Roll Result
1-5	Island. Roll 1d20; on a roll of 20, there is a fairy ring to your destination within 1 mile on the island, otherwise reaching another ring requires crossing 1d6 miles of water.
6-20	Seelie forest
21-25	Unseelie forest
26-35	Seelie plains
36-45	Unseelie plains
46-55	Seelie caverns
56-65	Unseelie caverns
66-75	Frozen wastes
76-85	Mistlands
86-95	Swamp
96-100	Lake

## Traveling through Faerie

The land of Faerie is a place where the usual rules of time, space, and location do not apply. Sometimes time moves faster or slower, and yet, a place might have a permanent weather pattern or even time of day, which changes as slowly as the seasons do on the material plane. The denizens of Faerie might populate entire cities, and look upon an intruder from the material plane with as much distrust as a mortal city might look upon a visiting ogre. As such, while the PCs might have incredible adventures in the realm of Faerie as determined by them and the GM, most mortal visitors to the world of Faerie do so only temporarily; using Faerie as a shortcut for their desired travels in the mortal world.

Once in Faerie, the travelers must locate a fairy ring that connects to a spot near their desired destination. Friendly denizens of the plane may be willing to help and indifferent ones may be bribed or persuaded to give directions. Once the return ring's location is known, reaching it requires crossing 1d12 miles. There is a 25% chance each mile that the terrain will change (roll on Table 7.1). Random encounters are rolled for each hour of travel. When the destination is reached, just as with entering, there is a 70% chance of a random encounter appropriate to the environment at either end of the fairy ring.

Once the fairy ring has been reached, it may be opened by the same methods and passing through will deposit you near your target destination, with the distance determined by how successful you were in selecting it. See the below table:

**Table: Distance From Destination**

<i>Destination Accuracy</i>	<i>Distance</i>
Correctly Identified	1d6 miles
Close	1d6 miles per mile traveled in fairy
Random	1d20 miles per mile traveled in fairy
Malicious Misinformation	1d100 miles per mile traveled in fairy

Be aware that time travels differently in Faerie. Consult the following table to determine how much time has passed:

**Table: Time Difference**

<i>d10 Roll</i>	<i>Time</i>
1	1 day passed per hour in Faerie
2-5	Twice as much time passed as you were in Faerie
6-9	Half as much time passed as you were in Faerie
10	1 minute passed per hour in Faerie

## Fairy Mounds

Fairy mounds allow travel without these difficulties. Each side of the portal in a fairy mound remains fixed unless Sundered by powerful magic and the difference in time flow is fixed by the mound's creator. As the locations are known and constant, encounters at the mound are not random. However, creatures with the power to create such mounds rarely do so without cause. Mounds will usually be found deep in the desmenes of powerful lords of faerie and watched and guarded appropriately.

## Setting Application

This section is not intended to present settings or advocate particular sets of options, but simply to present thoughts on different ways fey creatures and Faerie can be used to color and enrich a setting.

### Faerie?

While throughout this book it is assumed that there is a separate plane that is the home or origin of fey creatures, this may not be true in all settings. In building or modifying a setting, it is important to ask what you want different elements to do. In some types of game, the fey are simply a creature type, more magical than humanoids, less strange than aberrations, and less aligned than outsiders. If that is all you need, the rest of this chapter may be of little interest.

Fey creatures could also be representatives of the natural world. If so, there isn't necessarily a need for them to originate elsewhere; they are simply spirits tied to trees, streams, and rocks. Some work very well for this, such as dryads with their bond to trees and their nature magic. Others are less obvious.

In addition to or instead of representing nature, they can represent other things, selecting creatures as appropriate. Not every creature is appropriate for every setting and selecting or

modifying creatures to suit the desired framework is a valuable tool for setting-building.

Having a separate plane offers some benefits. Adventures can be based on traveling through Faerie and having an entire plane makes room for all kinds of fey that may not fit well with narrower themes. Plots can also involve the relations between planes. Is Faerie at risk of invasion from the abyss? Do fey lords strive to increase their power by subsuming parts of the material plane into their domains?

## The Courts

Courts are a convenient way to group fey creatures bound by some similar characteristics. This does not require that the courts are solitary, global, or exclusive. It is possible to have all fey tied to a court and each court organized into a single body, but this is by no means the only option. There may be many regions with or without a separate plane and each may have separate and even competing structures. There is no need for all fey to be tied to a court; court politics may only be of interest to a limited set of fey. Possibilities range from having one or two high fey that dominate a rigid structure all the way down to the lowliest brownie and gremlin to there being multitudinous 'courts', each based around a creature slightly more influential than the others, with membership in constant flux.

Moving towards the former emphasizes structure and the incredible power of alien beings and can work for showing how they are bound by rules, even if those rules are incomprehensible to mortals, while the later emphasizes the chaotic and variable nature frequently ascribed to fairies.

## Seasons

If emphasizing the fey link to nature, tying fey courts to the seasons can be useful. In temperate climates, this could simply give you summer and winter courts, mapped roughly over the seelie and unseelie mentioned previously, or could be expanded to give spring, summer, fall, and winter courts.

Spring naturally carries themes of birth and rebirth, youth, growth, and change. The days are getting longer and the future is bright. On the darker side, the young are weak, the nights are still cold, and the melting snow can uncover buried secrets or cause sudden floods.

Summer is reaching adulthood, heat, and possibly drought. It is most often a time of plenty and the long days are filled with light. Areas tied to summer have towering trees, summer flowers, and may never see sunset. By contrast, they can also be battered by terrible storms.

Autumn also carries themes of change and transition, though mixes them with preparation, exemplified by the harvest. The dark and hunger of winter are in sight. Autumn regions are brilliantly colored in yellows, oranges, and red, with fruit hanging low from trees, but the wind is cool and there is an underlying unease.

Winter is the death of the world, a time of cold and hunger. Winter region are filled with snow and ice. Food is scarce and the inhabitants see others as either predators or prey.

If the setting is more focused on other regions, the fey there could instead be tied to wet and dry seasons, with a court of rain, flood, or monsoon opposed to a court of drought. Island

fey may be divided between courts of land, sea, and storm, or even further divided between freshwater and saltwater.

In any case, the courts do not necessarily require moral alignments; a summer tornado and a winter blizzard can both deal death and destruction and both are equally natural.

## Faerie Incantations

### Create Fairy Ring

While many fairy rings occur naturally, they can be created.

**Sphere** Fallen Fey; **Level** 5th

**Skill Checks** In order: Knowledge (nature) DC 23 1 success, Knowledge (geography) DC 23 1 success, Knowledge (planes) DC 23 1 success, Perform (dance) DC 23 3 successes

**Casting Time** 2 hours

**Components** S, V, M (spores taken from fungus native to fairy or stones taken from Faerie)

**Target** unoccupied natural ground of at least 10 feet in diameter.

**Duration** instantaneous

**Saving Throw** none; **SR** no

#### Description

To begin the incantation, the primary performer seeds the ground with spores taken from a fungus native to Faerie or places stones taken from Faerie, attempting the Knowledge (nature) check. The destination is then fixed by attempting the Knowledge (geography) and Knowledge (planes) checks. The performers (at least 20 total, though creatures of the fey type count double) then dance vigorously around the circle, causing the fairy ring to form. Regardless of the result, all performers must succeed on a DC 18 Fortitude save or be fatigued at the end of the incantation.

Upon successfully completing the incantation, the fairy ring will be fully formed.

#### Backlash

The ring opens to a destination 1d10 miles away from the intended target per failure.

#### Failure

The ring is malformed, opening briefly to disgorge 4d6 Hit Dice of gremlins before crumbling into useless dust.

## Faerie Advanced Fallen Fey Talents

### Banish to Faerie

**Prerequisites:** 8th caster or higher.

As a standard action, you may spend a spell point to make a melee touch attack against a creature and hurl it into Faerie. This provokes an attack or opportunity. A successful Will save negates this ability. Once within Faerie, if the target creature wishes to return to where it previously was, it must travel 1d12 miles to reach a fairy circle and find a way through, arriving within 1d6 miles of its former location. This is a teleportation effect.

### Fairy Ring Traveler

**Prerequisites:** 5th caster or higher.

You know the secrets of traveling via the fey realms. You may spend a 1-round action to determine the direction to the

nearest fairy ring. You may open a fairy ring with a 10 minute ritual or by spending a spell point as a standard action. Once opened, creatures may pass through the fairy ring into the realm of Faerie. The ring remains open for 3d6 rounds. While in Faerie, you may spend a 1-round action to determine the direction to the fairy ring connected to the spot nearest your desired destination.

When rolling on **Table: Time Difference**, you may spend two spell points to shift the result by one step in the direction of your choice. These points must be spent before the result of the roll is known.

## Faerie Items

### COMPASS OF THE FEY WALKER

**Aura** faint Divination; **CL** 3rd

**Slot** none; **Price** 6,000 gp; **Weight** 0.25 lbs.

#### DESCRIPTION

This silver compass' needle wanders randomly while on any plane other than Faerie. Once in Faerie, the compass's bearer may hold it up and concentrate on a destination on the material plane for 1 minute. The compass will point toward the nearest fairy ring, mound, or other similar passage between worlds that opens within 1d12 miles of that destination that is large enough to allow the bearer to pass. It continues to do so until it returns to the Material Plane, a new destination is selected, or it leaves the bearer's possession.

#### CONSTRUCTION REQUIREMENTS

Craft Apparatus, Divination sphere (Dowsing (divine)); **Cost** 3,000 gp

## Organizations

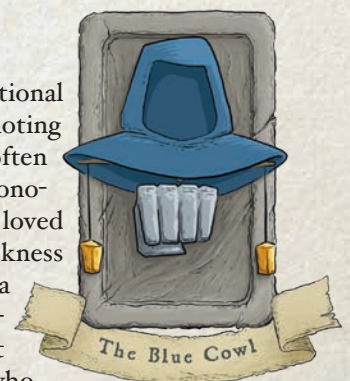
These organizations use the prestige rules from the Pathfinder Faction Guide.

### The Blue Cowl

The blue cowl is a multinational guild of mages dedicated to promoting a positive ideal of magic and is often involved anywhere magic affects economy and politics. The blue cowl is as loved as it is hated, as its power and quickness to interfere in the world makes it a hated bureaucracy by both the magical and non-magical populous, but at the same time there are few who would trust the raw power of magic-users without the knowledge that the blue cowl was always on hand to regulate its members.

#### Goal: Promotion and Regulation of Magic

The blue cowl exists to provide order among magic users and to lobby on their behalf in all nations where they are recognized. It provides materials and training, as well as strict rules by which its members must abide. Some wizards balk at these regulations, but the benefits greatly outweigh the price, as those who make their living by providing professional magical





services find that the trust the Blue Cowl has built over the years is something they can't do business without, especially in places with a history of dark sorcery or strong superstitious traditions. Along with the regulation of its members, the Blue Cowl also rigorously roots out evil magic and any who taint the name of wizard through dark practices.

### Alignment: LG

The Blue Cowl is dedicated to promoting the good use of magic, as well as the reputation of magic users. As such, it follows strict rules to ensure magic is always used properly and for the right reasons. Those who break its rules or show an evil inclination are subject to the wrath of the Blue Cowl, whether or not they are members.

### Tradition

While magic-users of any tradition may be accepted among the Blue Cowl, those trained by its membership usually possess the Traditional Magic casting tradition.

### Leader

The leadership of the Blue Cowl is left in the hands of the guildmasters. The guildmasters meet once each year as the guild council and decide on major policies and expenditures by majority vote. Guildmasters appoint local officers to fill needed roles and pay them for their time, but the position of guildmaster is only appointed by a council vote.

There are many inner-factions among the blue cowl, led by influential guildmasters with their own agendas. The largest faction of the guild right now is **Argus Silverhand** (human male incanter 18), whose highest priority is hunting down magic-using criminals and bringing them to justice. A smaller faction is controlled by **Selvahya Greenwarden** (elf female thaumaturge 15), who wants to expand the guild's economic power.

### Headquarters

The Blue Cowl guild is decentralized, with each guildhall answering to its guildmaster, and they to the guildmaster council. Each guildhall is supported by its local membership, who use their facilities and purchase magical materials through their stores. Highly successful guildhalls may include additional floors, floating towers, and extradimensional spaces.

### Joining

Any spellcaster who wishes to sell magical goods or services may join the guild, provided they have a clean enough criminal record and agree to abide by its precepts. In exchange, guild members are allowed to display the Blue Cowl's crest on their place of business, certifying that their goods and services are backed by the guild.

Members must clearly mark all of their magical goods and can be expelled from the guild if they are found to be selling any kind of fake magic. Guild members are required to price their goods and services according to guild standards, provide service to the guild one day in nine, and observe their guildmaster's edicts. Whenever the guild assists law enforcement by hunting down a rogue mage, every member in the area is required to lend their service, most often as part of an enforcement squad.

The Blue Cowl does not tax its members' business, but does require them to pay for training and materials and requires them to perform work for the guild one day in nine. This usually takes the form of crafting magic items in the guild's workshops with provided materials, hunting rogue wizards, or

providing spellcasting services to businesses that have long-term contracts with the guild. Sometimes, those seeking substantial magical services will approach the guild directly, which will regulate these contracts out to members of sufficient skill as part of their required service.

### Gaining Prestige

The guild often has need of raw materials and costly spell components, and members can be sent on missions to obtain and transport these goods. When a mage commits crimes with magic the guild mobilizes task forces to investigate and bring them to justice. Even inexperienced mages may be assigned to these task forces to learn from their more experienced contemporaries and gain favor for a successful capture. However, the main focus of the guild is economic; if a particular magic item is needed quickly, a guild member who can supply it will gain favor. Likewise, any wizard who can bring in substantial contracts for the guild will gain favor for the effort. A PC also gains 1 PA for every level gained in a spellcasting class.

### Resources

The typical guildhall is a large building that includes housing areas, libraries, laboratories, offices, and sometimes a merchant area, where guild members can sell their wares to other members. In larger cities, guildhalls have more specialized facilities based on their members' needs.

**1 TPA:** When within a guildhall, gain a +5 on Knowledge (arcana) checks. The check takes 1 hour, reflecting the need to reference the appropriate materials.

**1 TPA:** Study in the library, whether for general knowledge or common magic theory. This allows a caster to perform any required research to create rituals, spells, or magic items.

**1 CPA:** Transcribe a common ritual (any spell listed in the Pathfinder RPG Core Rulebook, or any ritual the GM feels is common in the world) from the guildhall's library into a ritual book. This benefit does not require a Spellcraft check or any additional transcribing costs.

**1 CPA:** Request the guild send a message via magic to someone of your choice. The target must be on the same plane, and the message may be up to 25 words long (if delivered directly to their mind), or must be written down (in which case they receive it within a day, as messengers are dispatched via portals).

**5 TPA, 1+ CPA:** Borrow a magic item from a guildhall's collection for 1 week. The CPA cost is 1 per 1,000 gp of the item's market price. Increase this cost by 1 CPA if the item must travel far from the guildhall, by 1 CPA if the use doesn't further the interests of the guild, and by an additional 1 CPA if there is a significant risk of the item's loss or destruction. The school does not lend out charged items or items that are destroyed after use.

**5 TPA, 3 CPA:** Gain specialized help for magical research. You gain a +2 circumstance bonus to any Craft or Spellcraft check related to making a single magic item or ritual, and may double your progress each day on that item or ritual. This only applies so long as you conduct the research and enchanting at the guildhouse; the assistance cannot travel with you.

**10 TPA, 2 CPA:** Commission a magic item from a guild member who can craft it. You may specify any custom item of your choice, but you must pay full market price for the item

and must wait 1 day per 1,000 gp of the item's base price for it to be crafted.

**10 TPA, 3 CPA:** Request an investigation into a crime committed with magic. This cost may be waived if the investigation uncovers a particularly nefarious plot.

**15 TPA, 2+ CPA:** Perform independent research to create a new ritual. This research takes 1 week, and the cost is 2 CPA per level of the new ritual. This replaces the normal cost and feat requirements to create a new ritual.

**15 TPA, 2 CPA:** Access a special section of the library for 1 week and gain a +10 bonus on any Knowledge check.

**15 TPA, 3+ CPA:** Have the guild improve a mage's business. Some of the guildmaster's customers will be referred to them, they will find it much easier to obtain raw materials, and their place of business will never be vandalized or robbed. Spending 3 CPA is usually enough to make an unprofitable business located in one city profitable for at least a year, but especially large businesses may cost more.

**20 TPA, 4+ CPA:** Have the guild blacklist the business of a mage who is not a guild member. The target must be involved in illegal activity, or otherwise be deemed worthy of this action. They will find it difficult to obtain spell components and raw materials. The guild will also spread rumors about their products and services being unsafe. Spending 4 CPA is usually enough to ruin a profitable business located in one city, but especially powerful businesses may cost more.

**20 TPA, 7 CPA:** Request the intervention of a guild enforcement squad (10 apprentice mages of 3rd level, 3 journeyman mages of 5th level, and three senior mages of 10th level or higher) which arrives in 1d6 hours. You must have hard evidence of the use of magic to commit a crime. If no guild resources are destroyed and the result improves the guild's reputation, then some or all of the CPA will be refunded.

### Traits

The following traits are available to members of the Blue Cowl:

**Formal Arcane Training:** You studied magic according to a rigid curriculum with many teachers and peers. You can use all scrolls and rituals of 1st level, whether or not you possess the prerequisite sphere.

**Magebreaker:** During your early training you were recruited into the guild's enforcement squads to hunt down rogue mages, and have learned many tricks for countering another's magic. You gain a +2 trait bonus to your MSB when attempting to dispel or counter magical effects.

**Magecraft:** You have helped more experienced mages as an assistant on dozens of magical experiments. You gain a +2 trait bonus to Spellcraft checks made to create a new ritual.

## Whitecloud Monastery

The Whitecloud Monastery is an organization based on the teaching of Rashen Thunderfist, a legendary weather wizard who became disillusioned with his arcane occupation and spend a decade in secluded study of the sky and the self. Practitioners of the Whitecloud style focus their spirits into magical manifestation, believing that magic's true power must be coupled with the highest levels of discipline. They are often called in when others require their services, both for their ability to control weather and elements as well as their prowess in battle.



### Goal: Personal Enlightenment

Most who study with the Whitecloud Monastery do so to seek a higher understanding of magic through spiritual discipline. These practitioners often become adventurers to find new ways to put their training to use, both for the betterment of others as well as to challenge themselves and promote personal growth.

### Alignment: LG

Like all monasteries, Whitecloud students follow a strict code of discipline. Unlike some monasteries, though, the Whitecloud places a strong emphasis on the proper use of power to better the lives of others. The greatest heights of self-mastery and enlightenment, they argue, can only be reached in service to others.

### Tradition

Any character may become a friend and honorary member of the monastery, but any student trained by the monastery possesses the monastic casting tradition.

### Leader

The current leader of the Whitecloud Monastery is **Pavre the Wise** (NG male elf elemental 16), a former pupil of Rashen Thunderfist. While a powerful warrior in his youth, he has since become a strict pacifist as a means to cultivate his own connection to life and spends his days offering instruction and counsel to students. It is said that the weather around the monastery always reflects his mood—clear when he is calm, rain when he is sad, lightning when he is angry, and windy when he is troubled.

### Headquarters

The Whitecloud Monastery rests at the top of a large mountain, and is an imposing stone building that can house thousands of students.

### Joining

To be trained by the Whitecloud Monastery, a character must dedicate themselves to the monastery, often spending years learning discipline and technique. However, anyone judged to be worthy of heart may become a friend of the monastery, working alongside them in their own search for enlightenment.

## Gaining Prestige

Those who accomplish great deeds such as slaying powerful monsters or stopping natural disasters find their deeds recognized by the monastery. Characters gain 1 PA for slaying a monster in single combat or stopping a band of monsters, so long as the fight was a worthy challenge (at least a CR equal to APL +2)

### Resources:

The Whitecloud Monastery maintains buildings in a variety of lands, where students may stay while pursuing their work of hunting monsters, manipulate the weather, or otherwise following their respective paths. While the monastery attempts to stay neutral in most political squabbles, they have a multitude of powerful students always on hand if a situation demands their interference.

**5 TPA, 1 CPA:** Attain the rank of 'adept' in the monastery. You gain a +2 bonus to all Diplomacy checks made with other members of the monastery, or with those who hold the monastery in high regard.

**5 TPA, 3 CPA:** Have the weather adjusted for 1 day over an area with a radius of Long. The cost increases by 1 CPA for each additional day affected.

**10 TPA, 3 CPA, adept rank:** Gain the service of a junior student (whose class level is equal to half the PC's level) for 1 week. This student is an assistant and pupil for the character and will fight to defend him, but is not willing to fight to the death. If the character spends at least 1 hour per day training this pupil (combat while adventuring does not count as training) and the pupil survives the week, the next time the character visits a Whitecloud stronghold he regains 1 CPA for this service (this benefit does not affect his TPA).

**10 TPA, 5 CPA:** Have the weather adjusted for 1 day over an area with a radius of 1 mile. The cost increases by 1 CPA for each additional day.

**13 CPA:** Undergo a ritual that grants resistance 5 to cold, electricity, or fire as an extraordinary ability. The character can undergo the ritual for all three energy types.

**20 TPA, 2 CPA:** Gain the rank of 'teacher'. A teacher gains a +2 bonus on Bluff, Diplomacy, and Intimidate checks made to influence monks and those who respect the wisdom and skill of their order.

**20 TPA, 7 CPA:** Have the weather adjusted for 1 week over an area with a radius of 2 miles. The cost increases by 1 CPA for each additional week.

**30 TPA, 3 CPA, teacher rank:** Gain the rank of 'master'. A master gains an additional +2 bonus on Bluff, Diplomacy, and Intimidate checks made to influence monks and those who respect the wisdom and skill of their order (this bonus stacks with the teacher bonus) and a +2 bonus on one Knowledge skill of his choice.

### Traits:

The following traits are available to those associated with the Whitecloud Monastery:

**Foehammer:** You have studied a particular foe long and hard, learning weaknesses that may be exploited. Choose one

humanoid subtype. You gain a +1 trait bonus to attack rolls against any creature of that subtype.

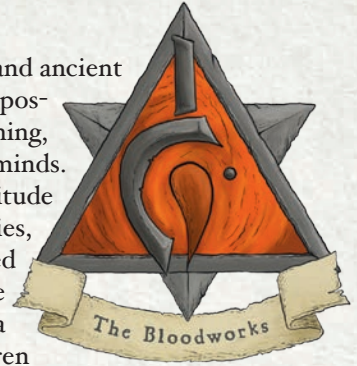
**Thunderclap:** The power of the storm flows through all of your magic. Whenever you score a critical hit with the Destruction sphere, the target must pass a Fortitude save or be deafened for 1d4 rounds. If you score a critical hit with a thunder blast, the deafened effect increases to 1 day.

**Inner Peace:** Once per day if you fail a concentration check you may reroll it at a -4 penalty.

**Lightning Blitz:** The first unarmed attack or natural attack you make after rolling initiative gains a +1 trait bonus to hit.

## The Bloodworks

The Bloodworks is a legendary and ancient organization of blood mages that supposedly specialized in demon summoning, necromancy, and manipulation of minds. They appear as villains in a multitude of stage shows and children's stories, and wherever else a story is in need of an unabashedly evil villain. The Bloodworks is as much a joke as a source of fear, as their place as children story villains leads many to assume they never really existed. Or at least, that's the impression the Bloodworks has meticulously cultivated in the minds of the masses.



### Goal: Power in Secrecy

The Bloodworks is a secret society dedicated to the furthering of their own demonic plots, and the expansion of their understanding and mastery of magic. The organization was founded through several demonic pacts, which new members take on when they join.

### Alignment: LE

The Bloodworks seek power, carefully cultivating human sacrifices and other demonic or necromantic rites, all while maintaining the secrecy of their organization.

### Tradition

Casters of all types are welcome among the Bloodworks, but those taken as apprentices by the organization gain the blood magic tradition.

### Leader

Who controls the Bloodworks is unknown, but it is thought that their orders may come directly from the Abyss. They have a tightly controlled hierarchy and a very strict code by which its activities are hidden. No individual member knows more than a few of his contemporaries, to better protect the other membership in case of a breach of secrecy. Orders are sent via hidden messages and magical communications, and true names are never used.

### Headquarters

While there are locations anciently associated with the Bloodworks, these structures are completely abandoned, but strangely fail to be reclaimed or torn down. Anyone sent to examine or catalog these buildings becomes unable to find their way, or disappears for a few days with no memory of what happened.

## Joining

The secrecy of the organization makes seeking the organization out quite difficult. However, it is not uncommon for members to take apprentices, or to contact necromancers or diabolists of particular renown about joining their ranks.

## Gaining Prestige

The Bloodworks rewards those who seek their ambitions, so long as it does not conflict with the interests of the other members. Therefore, those who successfully accomplish great feats of planar binding, necromancy, or other magic raise quickly in the esteem of the organization.

## Resources

The Bloodworks' resources are vast, as their members and victims (who usually have had their minds altered with magic without their knowledge) extend through all nations and all walks of life. There is always at least one home within any given community where a member may seek refuge, and members are almost always welcome in the courts of liches, vampires, and other similarly dark creatures.

**5 CPA:** Gain a permanent +2 bonus on Knowledge (arcana) relating to necromancy magic or Knowledge (religion) check relating to undead. This benefit requires 1 week of study with a dedicated necromancer.

**5 TPA, variable CPA:** Purchase magical service from the following list of rituals: animate dead (4 CPA, up to 10 HD of uncontrolled skeletons or zombies), clone (24 CPA), desecrate (1 CPA), false life (1 CPA), inflict critical wounds (2 CPA), inflict serious wounds (1 CPA).

**5 TPA, 1 CPA:** Consult with otherworldly forces to gain a +10 bonus on one Knowledge (arcana), Knowledge (religion), or Knowledge (planes) check.

**10 TPA, 1 CPA:** Borrow a rare ritual book or other magical document for the purposes of learning or researching one ritual. This benefit does not require a Spellcraft check or any additional transcribing costs. Typical rituals owned by Bloodworks members involve the Death, Conjuration, or Mind spheres.

**10 TPA, 3 CPA:** Gain the assistance of a specialist (any NPC member of the organization with HD equal to half the character's level) for 1 week.

**15 TPA, 1 CPA:** Transform the character's familiar into an undead version of its living self. This change requires an 8-hour ritual. The familiar's type changes to undead but it retains all of its other familiar abilities. This does not work on familiars of the construct or outsider type (such as imps and quasits from the Improved Familiar feat).

**20 TPA, 2 CPA:** Gain the service of an undead homunculus. This creature has all the abilities of a standard (construct) homunculus except its type is undead. The character must pay for all the normal costs associated with creating a homunculus.

**20 TPA, 3 CPA:** Arrange a conjuring of an extraplanar undead (such as a devourer) or an incorporeal undead in a ritual similar to planar ally or planar binding. The character must negotiate and pay for the undead's service, though he can spend CPA to have disciples of the Way pay the price for the service. If the character is a poor negotiator, he can pay 1 CPA to hire

a charismatic advocate to bargain on his behalf. If the creature has the ability to create spawn, the spawn are not under the control of the character.

**30 TPA, 5+ CPA:** Undergo a ritual that transforms the character into a specific type of corporeal intelligent undead, such as a ghoul, mummy, skeletal champion, or zombie lord. The CPA cost is equal to 5 times the total of the Hit Dice of the desired undead form plus the character's Hit Dice. This transformation requires an 8-hour ritual and the character must provide material components as if creating an undead of the desired type using the create undead ritual.

## Traits:

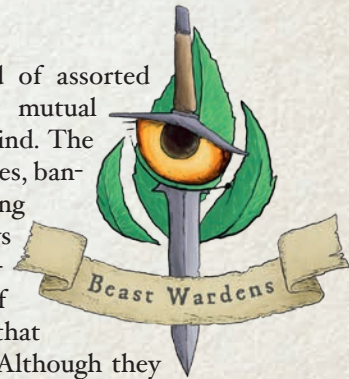
**Preserver:** Your work preparing corpses has given you detailed knowledge of anatomy which you can leverage for healing magic. Whenever you use the *cure* or *invigorate* Life sphere abilities, you grant additional healing or temporary hit points equal to 1 + 1 per 10 caster levels.

**Necromaster:** You have worked with undead so long that some of their negative energy seems to have rubbed off on you. You gain a +1 trait bonus saving throws against attacks and effects originating from undead creatures.

**Undertaker:** Your work required you to handle corpses from a young age, and your immune system is quite strong as a result. You gain a +2 trait bonus to saving throws against disease.

## Beast Wardens

The Beast Wardens are a band of assorted lycanthropes, working together for mutual protection and the benefit of their kind. The Beast Wardens functions as mercenaries, bandits, guardians of nature, and anything else they need to be, provided it pays well. The Beast Wardens make especially good spies, as their mastery of Alteration magic gives them abilities that far out strap the average mercenary. Although they are loyal to coin, all employers must be weary, as the Beast Wardens' truest loyalty is only to themselves.



## Goal: Profit and Protection

The Beast Wardens were formed as a form of mutual protection for those under the curse of lycanthropy. The organization tries to be as formidable a force as possible to ensure enemies will keep their distance. This is accomplished through driven recruitment and earning enough money to keep themselves outfitted as well as possible.

## Alignment: NE

The Beast Wardens are loyal only to their own self-interest, and while their services can be bought, they will turn at a moment's notice if it is to their advantage.

## Tradition

To become a member of the Beast Wardens, a creature must either possess the lycanthropic tradition, or otherwise be a lycanthrope.

## Leader

The Beast Wardens are led by **Grigroc** (male natural werewolf shifter 16), who is as ruthless a leader as the Beast Wardens have ever had. He treats the Beast Wardens as family, but will

exile any children deemed too weak to be of benefit to the organization. At the same time, however, he will defend any lycanthrope to the death, caring little for how many he must kill in the process.

### Headquarters

The Beast Wardens are nomadic, traveling wherever they must in search of jobs. However, they do maintain several safe houses that serve both as staging points for their operations, and as hiding places for lycanthropes on the run.

### Joining

If a creature wishes to join the Beast Wardens, they must either possess the lycanthropic casting tradition, or else must accept the curse of lycanthropy from its members. There are a multitude of lycanthrope types among the Beast Wardens, and those who want to join would have their pick of which form they wish to obtain.

### Gaining Prestige

A Beast Warden gains prestige by completing jobs, finding work for the organization, and generally increasing the Beast Warden's wealth and power. A PC gains 1 PA for every mission completed, and additional PA if they find a way to make a contract more lucrative than expected.

### Resources

**1 TPA:** Gain a tattoo or brand of the company's symbol, usually on the forearm, signifying allegiance to the group. Anyone exiled from the Beast Wardens is forbidden to display the mark and usually has it magically erased or covered with a different image.

**5 TPA, 1 CPA:** Hire a squad of 10 1st-level shifters for a routine mission such as guarding a caravan or escorting a person from one city to another. These missions are considered low-risk training operations for the newest and youngest members, and dragging these mercenaries into deadly conflicts is a sure way to lose prestige with the company; most characters using this resource do so just for a show of force, though the warriors do fight if combat occurs.

**5 TPA, 1 CPA:** Acquire combat trained mounts for a week

**5 TPA:** Consult with a local officer of the wardens, gaining a +2 bonus on a Knowledge (history), Knowledge (local), Knowledge (nobility), or Knowledge (religion) check made regarding that region. The character must wait 24 hours for the officer to report back with the desired information.

**10 TPA, 3 CPA:** Have any animal (or another creature with an Intelligence of 1 or 2) trapped and shipped to your location for use as a pet or animal companion. Depending on distance, this could take anywhere from a few days to a few months. The animal does not come trained, but is ready for immediate training if it is a common domesticated creature such as a horse, dog, or bird. If it is exotic and not normally domesticated, you may choose to have the creature delivered as a newborn, ready to be reared with the Handle Animal skill.

**10 TPA, 3 CPA:** Hire a specialist (any NPC shifter, mageknight, or hedgewitch whose level is equal to half of the PC's) for 1 week.

**20 TPA:** Purchase or upgrade weapons from the following list at a 10% discount: bane (goblinoid, human, orc), flaming, frost, seeking, shock, throwing.

**20 TPA:** Purchase or upgrade magical armor or shields from the following list at a 10% discount: arrow catching, arrow deflection, bashing, blinding, energy resistance (cold, fire), shadow (all).

**20 TPA:** Purchase magic items from the following list at a 10% discount: efficient quiver, gloves of arrow snaring, handy haversack, periapt of wound closure, restorative ointment, stone of alarm.

**30 TPA, 2 CPA:** Gain the rank "lieutenant" and a loyal team of 1 sergeant (5th-level shifter, mageknight, or hedgewitches) and 5–8 corporals (3rd-level shifters, mageknights, or hedgewitches) as followers. These troops won't necessarily die on the character's behalf.

### Traits:

**Beast Tamer:** You gain a +1 trait bonus to all Handle Animal or Diplomacy checks made against wild animals.

**Guide:** When using the Survival skill to gather food and water while traveling, you can provide food and water for one other person for every 1 point by which your check result exceeds 10.

**Savagery:** As a full-round action, you may designate a target as your prey. Your first attack against that target gains a +1 bonus.

## The Artificer's Guild

The Artificer's Guild is a powerful instructional, regulatory, and advocacy group for the creation and sale of magic items. While in some locations its guildhalls amount to little more than a centralized market, in others they are great laboratories and libraries, equipped for mass production and research. While its public front is strictly mercantile, the artificer's guild also secretly employs powerful agents, who are sent to both protect their interests and uncover artifacts of great renown.

### Goal: Profit

The Artificer's Guild regulates the creation and sale of magical equipment, and is more concerned with making money than anything else.

### Alignment: $\mathcal{N}$

The Artificer's Guild cares little for good or evil, so long as there's enough money involved. Likewise, while they try and maintain a good legal reputation, they are not above shady dealings when it serves their interests.

### Tradition

Any caster with the skill to create can register with the guild, but those trained by the guild to serve as agents possess the artificer casting tradition.

### Artificer

An artificer does not use magic, but rather constructs items of power to accomplish the magic on their behalf. In its basic



form, this involves ‘sul magickas’, which are items the artificer attunes to his aura, and uses to focus his magic. Sul magickas have a negligible cost and take at least 8 hours of work to create. An artificer must generally construct a different sul magicka for every sphere. Sample sul magickas could include a wand of death, a ring of creation, or a tin soldier that grows into a Conjunction companion when activated. An artificer can only use a sul magicka that he has created himself, and cannot active one created by another artificer.

Sul magickas are unstable magic items and are prone to misfire, but carry the advantage over standard casting of not requiring more of the user’s focus than what it takes to push a button.

**Drawbacks:** Focus Casting (sul magickas), Wild Magic

**Boons:** Easy Focus

### Leader

The head of the Artificer’s Guild is **Sheshiko** (female merfolk incanter 17), who handles the business aspects of the guild. Her creations are legendary, and fetch a very high price whenever she chooses to sell one.

### Headquarters

The headquarters of the Artificer’s Guild is a large building located at the bottom of a lake. The lake is surrounded by a number of guild sub-buildings, where land-dwellers with business in the guild headquarters can access the required magic to make the trip to the headquarters.

### Joining

Anyone with the ability to create magic items may join the Artificer’s Guild, paying a 200 gp fee per month. In exchange, they may purchase materials through special guild channels, often at a great discount. In addition, the guild often receives and distributes contracts to members with the prerequisite abilities to fill the order.

### Gaining Prestige

A PC may gain prestige with the Artificer’s Guild by creating powerful magic items, making large sales, or recovering and delivering items of particular power to the guild for study.

### Resources

The Artificer’s Guild is a rich entity with branches all over the world. As such, there is little they can’t do and few places they can’t do it, if they are willing to expend the prerequisite time and money. However, they are always loathe to take any action that might cost them business in the long term.

**1 CPA:** Gain a +5 bonus on any one Profession or Craft check representing 1 week of work. This benefit requires daily access to a guild workshop for 1 hour each day during the week the check occurs.

**1 TPA:** Use the guildhall’s workshops and libraries free of charge. This grants a +4 circumstance bonus to Knowledge (arcana) checks, and a +4 circumstance bonus to Spellcraft or Craft checks to craft magic items.

**5 TPA, 3 CPA:** Gain specialized help for magic item creation. You gain a +2 circumstance bonus to any Craft or Spellcraft check related to making a single magic item, and may double your progress each day on that item. This only applies so long as you create the item at a guildhouse; the assistance cannot travel with you.

**10 TPA, 3 CPA:** Hire a specialist (any NPC whose level is equal to half of the PC’s) for 1 week.

**10 TPA, 3+ CPA:** Arrange the safe transportation of a magic item to a guild hall of your choice. Powerful items may cost more CPA to safeguard.

**10 TPA, 10 CPA:** Hire a master specialist (any NPC whose level is equal to the PC’s) for 1 week.

**10 TPA, 2 CPA:** Commission a magic item from a guild member who can craft it. You may specify any custom item of your choice, but you must pay full market price for the item, and must wait 1 day per 1,000 gp of the item’s base price for it to be crafted.

**15 TPA:** Purchase the required material components to craft any magic item at a 10% discount.

**20 TPA:** Purchase any magic item with a 10% discount.

### Traits:

**Gem Polisher:** You have worked with strong chemicals long enough that your skin is somewhat resistant to them. You gain a +1 trait bonus to saving throws against acid effects.

**Guild Craftsman:** You start character creation with a set of masterwork tools. You gain a +1 trait bonus to Craft checks with one Craft skill of your choice.

**Guinea Pig:** You have worked with unstable magic items so long that you are very good at resisting them. You gain a +1 trait bonus to saving throws against all effects originating from magic items.

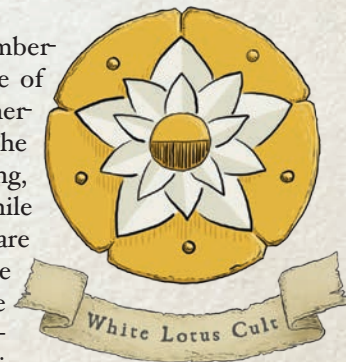
**Lab Rat:** Your constant exposure to magic in the laboratory has given you a sense for the presence of magic. You can immediately tell when you touch a magic item, or touch a creature or object under the effects of magic.

## The White Lotus Cult

This mystery religion boasts membership among the clergy of a multitude of other sects, and represents a conglomeration of devotees to life and repose. The White Lotus specializes in embalming, funerals, and undead slaying, and while their rituals are secret their services are not. The White Lotus cult tracks the progress of spirits through the afterlife and often act as mediums to communicate the will of the dead to their living descendants. Although they sometimes engage in ‘white necromancy’ when necessary, their greatest devotion is eradicating the scourge of unlife from the world.

### Goal: Tend the Dead, Destroy all Undead

The White Lotus cult is devoted to purging the taint of undeath from the world. Their core belief is that there is an imbalance in the world between life and death, and that many of the great evils of the world (disease, demon cults, etc.) stem from the imbalance of energy that this brings and the effect this has on the psyche and physiology of the world’s inhabitants. They also guide spirits through the afterlife, seeing to their needs and the execution of their last desires.



## Alignment: NG

The cult seeks to destroy undead for the good of all living creatures. However, they are willing to make sacrifices when necessary. Members of the cult are encouraged to avoid collateral damage whenever possible, but the guild is lenient when dealing with accusations of excessive force.

## Organization

The cult possesses a few openly-designated buildings (often one per major city) where those who wish to inform them of undead, join their ranks, or use their embalming services may seek them out. Each new recruit to the cult is called an initiate, and as they advance through the cult's rituals gain the title of peer, master, and grandmaster, respectively. At least one grandmaster must oversee every temple of the White Lotus. When major decisions must be made, a meeting of the grand masters will be called for all within the area, and the spirits of former grand masters are often called to lend their knowledge and wisdom to the proceedings.

## Leadership

**Geshin Win** (human female soul weaver 20) is the arch-grandmaster, and has led the cult as a ghost for the past 500 years (a voluntary decision on her part, and the one great exception to the cult's general hostility towards unlife in all its forms).

## Tradition

The White Lotus is mostly comprised of priests, clerics, and others of the divine petitioner tradition, although other casters are welcome if they are sincere enough.

## Joining

Those wishing to join the White Lotus must be vouched for by a member of at least master rank. Any wishing to join without a recommendation must demonstrate their dedication, often by accompanying a White Lotus member to exterminate undead and demonstrate their value to the cult. As a member rises through the ranks, they are allowed to participate in a variety of rituals, empowering them in their mission against the undead.

## Gaining Prestige

All cult members are expected to end the scourge of the undead whenever they are found and to perform rites for the recently deceased whenever called upon. Members are also expected to lend any aid called for when a member is in need, even in issues not related to the undead. PCs gain 1 PA any time they destroy a major stronghold of the undead, or a particularly powerful undead creature such as a vampire or lich.

## Resources

The White Lotus possesses temples in every major city, and boasts a diverse membership in a variety of influential positions. The White Lotus cult believes strongly in not abusing their power, which is fortunate because no one knows just how much power they might be able to wield if they wanted.

**1 TPA:** You may enact a ritual at any White Lotus temple, granting you a +2 bonus to all saving throws against attacks, spells, or effects originating from an undead creature for 1 day.

**1 CPA:** You may petition the dead for general information and advice. This grants you a +2 bonus to any Knowledge check.

**3 CPA:** You may summon one specific deceased individual, as the Summon Spirit advanced Death talent with an effective caster level of 15. The target is allowed their Will save as usual, and you may only ask questions of the spirit, as opposed to any other use of the talent.

**5 TPA, 1 CPA:** Become a Peer. You gain a permanent +2 bonus to all Knowledge (religion) checks made to identify undead and their weaknesses.

**5 TPA, 1 CPA:** Petition the cult for aid. You may gain use of a medium magic item for 1 week.

**10 TPA, variable CPA:** Receive an exorcism to expunge demonic or ghostly influence. The CPA is based on the gp cost of the appropriate ritual to drive off the possessing creature; 1 CPA per 3 levels of the required ritual, rounded up.

**10 TPA, Peer:** You may participate in rituals at any White Lotus temple, granting you a +2 bonus to saving throws against death effects and curses for 1 day.

**15 TPA, 1 CPA:** Become a Master. You gain an additional +2 bonus to Knowledge (religion) checks made to identify undead and their weaknesses. This stacks with the benefit granted by being a Peer.

**30 TPA, 10 CPA:** Become a Grandmaster. You gain a permanent +2 sacred bonus to all saving throws against all attacks and abilities originating from undead creatures.

## Traits:

**Slayer Pupil:** You have studied under men and women who had first-hand experience destroying undead creatures. You gain a +2 trait bonus to Knowledge (religion) checks to identify the weaknesses of undead creatures.

**Requiem:** You are skilled at putting souls to rest. You gain a +1 trait bonus to Knowledge (religion) checks, and Knowledge (religion) is always a class skill for you. You may spend 10 minutes to give a dead body its last rites and make a Knowledge (religion) check. Anyone attempting to animate this body must make an MSB check against this Knowledge (religion) check. On a failure, their attempt fails and any materials or spell points spent are wasted.

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