

IRON HEROES

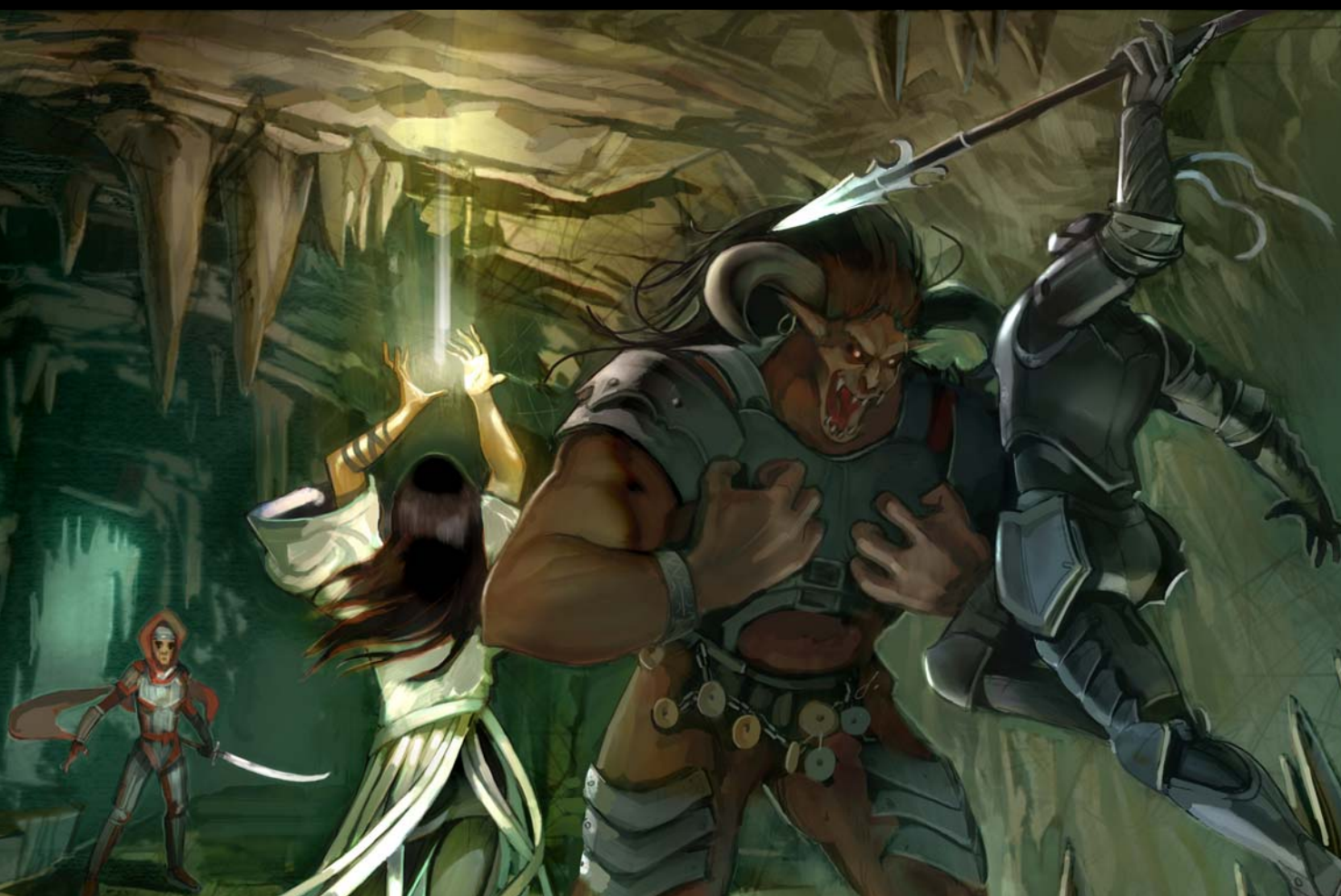
◆ PLAYER'S COMPANION ◆



Fiery Dragon

IRON HEROES

▶ PLAYER'S COMPANION ◀



A PLAYER'S RESOURCE FOR IRON HEROES BY ADAM WINDSOR

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ADDITIONAL CREDITS

Editing: Scott Holden and Adam Windsor

Cover Art: David Sourwine • **Interior Art:** David Sourwine, Claudio Pozas, and Kev Crossley

Cover Design and Interior Page Design: Lisa Chido

Proofreading: Scott Holden

Special Thanks: Monte Cook, Jonathan Tweet, and Skip Williams

PLAYTESTING CREDITS

Peter Ball, Bill Collins, Peter Ellis, Kath Fitzhywel, Derek Guder, Vanessa Hughes, Jay Imhoff, Chuck Ingold, Chris Knall

Kevin MacKay, Kris Noland, Kevin Powe, Colin Staron, Mayur Subbarao, David Swanson

For supplemental material, visit the *Iron Heroes* Website:
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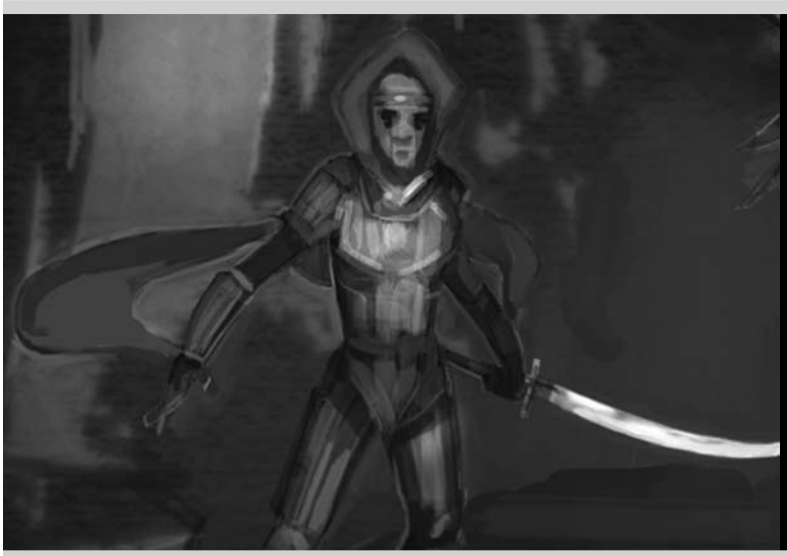
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INTRODUCTION:

MORE ACTION!

Welcome to the *Iron Heroes Players' Companion*, an expansion for the *Iron Heroes* roleplaying game. The purpose of the *Players' Companion* is to provide players and Game Masters of *Iron Heroes* games with new options and abilities for their characters and campaigns.



WHAT'S IN THIS BOOK?

The *Players' Companion* offers additions and extensions to the core *Iron Heroes* rulebook. All of the new material presented here is designed to work alongside the material in the core book, not to replace it. This book has been designed to make it as easy as possible for you to pick and choose which parts of the new material you will add into your *Iron Heroes* game.

Chapter One: New Traits offers 21 new traits for your characters. Many of these new traits use traditional sword-and-sorcery motifs as their inspiration. Now your characters can hail from primitive tribes, be decadent scions of a once-mighty empire, or fight their way out of the ignominy of slavery. They can possess physical features that mark them as blessed by the spirits, be born under a sign of portent, or be natural prodigies at certain tasks.

Chapter Two: New Classes presents three new classes for your *Iron Heroes* game. Two of these are stalwart warriors. The stern Dedicate uses her discipline and mental focus to gain the edge on her foes, while the ruthless Myrmidon revels in the confusion and pack tactics of combat. Finally, there is a new magic-using class the Spiritualist, who derives her powers from forging pacts with otherworldly entities.

Chapter Three: New Feats presents a dozen entirely new feat masteries, plus one more than has previously been available only as a web enhancement. In total, this chapter provides over one hundred individual feats. Each of the eight existing feat categories receives at least one new mastery, and particular attention has been paid to expanding the number of feat masteries for those categories which had the fewest masteries in the *Iron Heroes* rulebook.

Chapter Four: Spiritualism presents the rules and mechanics by which Spiritualists cast their spells. Spiritualists call on outsiders and other supernatural powers to achieve their magical ends, and casting a spell requires them to strike a bargain with these fickle entities. The rules in this chapter reflect both the risks of the Spiritualist's rituals and the uniqueness of the means by which the spells' effects come about.

All of the new material in this book has been designed to work with *Iron Heroes* and assumes knowledge of that system and its terms. While many of these rules are entirely compatible with other fantasy roleplaying games, particularly those created under the Open Game License, certain concepts may require access to the *Iron Heroes Variant Player's Handbook*. Whenever the text in this book refers to "the *Iron Heroes* rulebook," it is referring to the *Variant Player's Handbook*.



DESIGN COMPANION SIDEBARS

Throughout this book, you will see Design Companion sidebars. The purpose of these sidebars is to give an insight into the way certain abilities in this book were designed, and why. These kind of explanations haven't been done much in roleplaying books in the past: we hope you find them useful!

IRON HEROES ERRATA AND CLARIFICATIONS

This book assumes the use of all errata and rules clarifications for the *Iron Heroes* game. You can find the latest errata and clarifications on <http://ironheroesfaq.pbwiki.com>.



CHAPTER ONE:

NEW TRAITS

The *Iron Heroes Players' Companion* introduces twenty one new traits to help you make your *Iron Heroes* character as unique and memorable as possible. The new traits in this book follow all of the rules outlined for the existing *Iron Heroes* traits on pages 18–19 of the *Iron Heroes* rulebook.

NEW TRAITS BY CATEGORY



Name	Category	Description
Child of Omen	Background	You were born under a great omen.
Hunter-Gatherer	Background	Your people live a pre-agricultural life of hunting and gathering.
Marsh Born	Background	You grew up in a land of swamp and marsh.
Patrician	Background	You were born into privilege and political power.
Reaver	Background	Your people are notorious raiders and pillagers.
Road Rat	Background	You grew up in a tribe of wandering, landless outcasts.
Slave	Background	You were born a slave, or were enslaved at a very young age.
Animal Affinity	Mental	You have an innate connection with animals that makes them befriend you.
Deranged	Mental	Your unhinged mental state makes you resistant to mind-affecting attacks.
Intuitive Learning	Mental	You learn intuitively, rather than academically.
Prodigy	Mental	You have a natural talent for certain techniques.
Skillful	Mental	You have an uncommon gift for a specific skill.
Stubborn	Mental	You are very strong-willed and do not easily give up.
Vengeful	Mental	You believe in an eye for an eye and a tooth for a tooth.
Changeling Child	Physical	You have an unusual physical characteristic that marks your unnatural heritage.
Light-Footed	Physical	You are exceptionally graceful and poised.
Powerful	Physical	You have a large and powerful frame.
Robust	Physical	You can throw off the effects of poison, disease, and similar effects.
Swift	Physical	You move with great speed.
Vitality	Physical	Your body clings to life, even under the most extreme punishment.
Warrior's Grace	Physical	You have an inborn talent with the tools of war.



TRAIT DESCRIPTIONS

The mechanics and detailed descriptions for all twenty one new character traits appear below in alphabetical order. Each of the descriptions includes the trait's name, category, a basic overview of what it provides a character, its mechanics, and any applicable options.

ANIMAL AFFINITY (MENTAL)

You have an uncanny ability to calm and befriend animals. Perhaps there is something in your scent that seems comforting to them, or perhaps the cause is completely unknown, but

domesticated animals fawn all over you and even wild creatures might come to your call. Somehow, you have a knack for making an ill-tempered bear leave you alone or a vicious guard dog let you by.

Mechanics: You gain a +2 bonus to all Handle Animal checks and to Survival checks made for hunting and foraging, as your prey doesn't seem to associate your approach with danger. When you encounter an animal, you can use a Handle Animal check to improve its attitude. This check is resolved in the same way as a Diplomacy check made to improve an intelligent creature's attitude and requires a full-round action. You must be within 30 feet of an animal to use this ability, and the animal must be able to see and hear you.

An animal whose attitude is improved to Helpful may aid you for a short period of time. For instance, a wild horse might allow you to ride it, or a guard dog that saw you attacked might spring to your aid. An animal will not go against its existing loyalties (such as to its master, pack, or herd) to aid you, nor will it stay for long no more than one minute for each rank you have in Handle Animal. It will flee immediately if it becomes injured. The GM has final say on how much aid an animal will give you, and for how long.



DESIGN COMPANION: ANIMAL AFFINITY

Animal Affinity is intended to model those moments in the movies where the hero pacifies the barking Doberman, or leaps on a passing horse's back and rides off, even though the horse has never seen him before and has no saddle or bridle. It's not intended that characters use it to surround themselves with a menagerie. (If you want to do that, use the Beastmaster feat in Chapter Three.)



CHANGELING CHILD (PHYSICAL)

You have an unusual physical characteristic, such as eyes of different colors, a birth mark, or a third nipple, that marks you as not quite normal. Perhaps there is some magical or non-human heritage in your bloodline, or perhaps the mark is just a quirk of fate, but your unusual appearance is a physical sign of less obvious but more significant differences beneath the surface.

Mechanics: Your blood and body are attuned to magical energies. You gain a +2 bonus to Use Magic Device checks and a +1 bonus on all pact checks (refer to the Spiritualism chapter for details on these checks).

CHILD OF OMEN (BACKGROUND)

Strange happenings marked the day of your birth. Perhaps there was a comet in the sky or a volcano erupted. Perhaps the milk from the goats spoiled as you were born, or maybe every rooster in town crowed as you came into the world. Whatever its form, a portent hung over the hour of your birth, and you will forever be under this sign: you have been marked for some special fate.

Mechanics: Whether it is fate or some other agency, something has taken an interest in you. Whenever you roll a "1" on an attack roll or saving throw, you gain an Omen token. Any time you are about to make an attack roll or saving throw, you can choose to spend Omen tokens on the roll. Each token grants you a +1 bonus for that roll only; you must announce how many tokens you are spending before you make the roll. You can spend as many tokens as you wish on a single roll, up to the number currently in your pool. Omen tokens do not expire; they are lost only when they are used. However, you can only have a maximum number of Omen tokens at any one time equal to 10 + your character level.

In addition, select one of the following trait abilities.

Omen of Despair: Other creatures are unnerved by you, though they are not always sure why. You may spend Omen tokens on Intimidate skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

Omen of Glory: Other creatures instinctively warm to you, believing you capable of great things. You may spend Omen tokens on Diplomacy skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

Omen of Sacrifice: Other creatures find themselves willing to give you the things you need or want, even if it costs them a little to do so. You may spend Omen tokens on Bluff skill checks. This works exactly as outlined above when spending tokens on attack rolls and saving throws, except that you get a +2 bonus per token spent, rather than +1.

DERANGED (MENTAL)

Your mind is disordered and chaotic, leaping from one concept to another without any rhyme or reason that others can detect. Your actions and behavior may be eccentric, but your unusual cognitive processes also render you more resistant to most mental attacks.

Mechanics: You gain a +3 bonus to all saves against mind-affecting effects, and you are immune to any attack or effect that causes confusion.

HUNTER-GATHERER (BACKGROUND)

You come from a community that still practices, or has recently fallen back to, pre-agricultural techniques of survival. Your people get their food by hunting game and gathering wild roots, berries, and herbs. They survive in small, semi-nomadic communities that must migrate every few months as they pick the local area clean.

Mechanics: You gain a +2 bonus on all Survival checks except those made to follow tracks. Choose one weapon from the following list: bolas, club, dagger, dart, greatclub, handaxe, javelin, mace (light or heavy), quarterstaff, shortbow (but not composite shortbows), shortspear, sling, spear. You gain proficiency and a +1 bonus to attack rolls with this weapon.

In addition, select one of the following trait abilities.

Gatherer: Your many hours gathering herbs and other plants has taught you much about poisons. You gain a +2 bonus to Heal checks made to treat poisons. Additionally, when calculating your eligibility to take Venom Mastery feats, treat your Lore feat mastery as one higher than it actually is. If you would normally have no access to Lore feats, you are considered to have a Lore mastery of 1 for the purposes of taking Venom Mastery. Your maximum mastery rating in this feat is 10.

Hunter: You are adept at finding and killing game animals. You gain a +2 bonus on Survival checks made to follow tracks. You gain a +1 bonus to damage rolls with your chosen weapon from the list above. Additionally, when you attack an animal, you gain a +1 bonus to your attack and damage rolls. This bonus stacks with your bonuses for your favored weapon, if you are using it.

DESIGN COMPANION: HUNTER-GATHERER WEAPONS AND ARMOR

For the sake of simplicity, the rules in this book assume that while a character with the Hunter-Gatherer trait grew up in a primitive community with only the most archaic of weapons and armor, she has been exposed to the wider world for long enough that the character has all the normal weapon and armor proficiencies for her class.

If a player wishes to portray a character who has only just left her home community, we suggest that you replace the character's normal weapon and armor proficiencies with the following:

Weapon and Armor Proficiency: Hunter-Gatherers are proficient with bolas, clubs, daggers, darts, greatclubs, handaxes, javelins, maces (light and heavy), quarterstaves, shortbows (but not composite shortbows), shortspears, slings, and spears. They are proficient with light armor and with shields, but not tower shields.

As this will in most cases reduce the list of weapons and armor the character can use, the GM may wish to compensate the player by allowing him to choose a second weapon with which his character gains a +1 bonus to attack rolls (but not damage rolls, even if the character has the hunter trait ability).

INTUITIVE LEARNING (MENTAL)

You might not be what most people think of as "clever," but you have a knack for learning new things nonetheless. Even as seemingly more intelligent people struggle with a new concept, you intuitively understand what needs to be done.

Mechanics: Use your Wisdom ability modifier, rather than your Intelligence ability modifier, to calculate the number of languages you know at 1st level, as well as the bonus skill points you gain at each level (including 1st).

LIGHT-FOOTED (PHYSICAL)

You are exceptionally light on your feet and have a superb sense of balance.

Mechanics: You gain a +2 bonus on all Balance and Move Silently checks. You do not become flat-footed when you are balancing, and you retain your active defense bonus in these circumstances. When you make Perform (dance) checks, you may choose to add your Dexterity modifier to your checks instead of your Charisma modifier.

MARSH BORN (BACKGROUND)

You were born and raised in a community deep within a marsh or swamp. Your people may have made their homes in small mud huts, on houses raised on wooden stilts, or on free-drifting rafts, but they all relied on the isolation and solitude to protect them from their enemies. You are completely at home in the muddy tracts and waterways of such lands.

Mechanics: You gain a +2 bonus to all Survival checks while in swamps and marshes and may use Survival untrained in such regions. You gain a +2 bonus on Balance checks required due to wet or slippery conditions.

In addition, select one of the following trait abilities.

Fen Hunter: You are skilled in hunting and slaying the most dangerous predators of the marshlands, such as crocodiles and snakes. You gain a +2 bonus to attack and damage rolls against any creature with the reptilian subtype.

Swamp Stoicism: Life in the wetlands can be dour and difficult. Your upbringing there has imbued you with a deep-seated fatalism and pessimism. Perversely, this makes you very hard to discourage from your objectives, since you always assumed the worst to begin with. Whenever you are subject to a morale penalty, you reduce the penalty by 2; this benefit can reduce the morale penalty to 0, but not below 0.

Webfoot: Your affinity for wetlands and the water is uncanny, even amongst your marsh-dwelling people. You are completely at home in a swamp, whether on ground or in the water. When moving across trackless swamp, you move as fast as if there was a clear trail. For each rank you have in the Survival skill, you can confer this bonus on one companion.



Additionally, years of swimming has left you with strong lungs. You can hold your breath for a number of rounds equal to 10 + your Constitution score, rather than just your Constitution score.

PATRICIAN (BACKGROUND)

You were born into a powerful family within a well-organized state. You were very well educated, taught from a young age to be a leader, not a follower. Your homeland may have slipped into decadence and decline, or might even have been destroyed, but the training of your youth has not deserted you.

Mechanics: You received excellent schooling. Choose any one Intelligence- or Charisma-based skill. You receive Skill Focus with this skill as a bonus feat.

In addition, select one of the following trait abilities.

Demagogue: Your background in political machinations gives you an edge in such matters. When calculating your eligibility to take Political Mastermind feats, treat your Social feat mastery as one higher than it actually is. If you would normally have no access to Social feats, you are considered to have a mastery of 1 for the purposes of taking Political Mastermind. Your maximum mastery rating in this feat is 10.

Dilettante: You have led a life of ease and leisure, leaning on your family's wealth and good name while you dedicated your life to pleasure. Your exposure to many intoxicants gives you a +3 bonus on saving throws against poison, while your privileged background means you begin with double the normal amount of gold to purchase equipment.

Tyrant: You know exactly how your homeland could recover its former glory: by letting you take charge. When calculating your eligibility to take Overwhelming Presence feats, treat your Social feat mastery as one higher than it actually is. If you would normally have no access to Social feats, you are considered to have a mastery of 1 for the purposes of taking Overwhelming Presence. Your maximum mastery rating in this feat is 10.

POWERFUL (PHYSICAL)

You are bigger and stronger than almost anyone you know. Though perhaps not an irresistible force, you aren't far off being an immovable object, and your broad shoulders can support a heavy load.

Mechanics: Whenever you are subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), you are treated as one size larger if doing so is advantageous. You are also treated as a creature of one size larger for the purposes of calculating your carrying your light, medium and heavy loads.

PRODIGY (MENTAL)

You have an uncommon aptitude for a specific combat technique or field of lore.

Mechanics: Choose any one mastery feat, such as Cleave or Razor Fiend. When calculating your eligibility to take this feat, treat your related feat mastery as one higher than it actually is. If you would normally have no access to feats

using this mastery, you are considered to have a mastery of 1 for the purposes of taking your chosen feat. Your maximum mastery rating in this feat is 10. Note that you get these bonuses only to your chosen feat, not to all feats of that mastery.

Special: You can choose to take this trait twice (but no more than twice). The second time you take it, you must choose a new feat.

REAYER (BACKGROUND)

Raiding and pillaging other communities is a key element of your homeland's culture. You might engage in cattle-raiding expeditions with neighboring clans, for instance, or send out hosts of warriors to prove themselves in months-long sea voyages against other nations. Such raids are not seen as crimes in your homeland, but as a test of strength and ability.

Mechanics: Your people's focus on martial prowess makes them skilled warriors. Choose one weapon. If you would normally have proficiency with this weapon at 1st level, you gain a +1 bonus to attack rolls with this weapon. Otherwise, you gain proficiency with the weapon as a bonus feat. You gain this proficiency even if you do not meet the prerequisites for this feat.

In addition, select one of the following trait abilities.

Golden Horde: Your people are fast-riding horse archers who sweep down on unprepared enemies to carry off their supplies and riches. You gain a +2 bonus to Ride checks. When calculating your eligibility to take Mounted Archery feats, treat your Projectile feat mastery as one higher than it actually is. If you would normally have no access to Projectile feats, you are considered to have a mastery of 1 for the purposes of taking Mounted Archery.

Herd Raider: The warriors of different villages or tribes in your homeland raid each other's herds of livestock in order to win glory and renown. You gain a +2 bonus to Handle Animal checks and a +2 bonus on Survival checks made to follow tracks.

Sea Wolf: Your people are expert naval raiders, ranging far and wide in search of booty and fame. You gain 4 ranks in Profession (sailor) at 1st level and 1 bonus rank in it at each subsequent character level.

ROAD RAT (BACKGROUND)

You grew up as part of a community that traveled from place to place, never settling in one area for any length of time. For your whole life, the road has stretched out in front of you, leading to the next village or town where you would try to make your living, and your people often met with suspicion and distrust from the locals.

Mechanics: You are used to travel and to allaying the suspicions of those you have just met. You gain a +2 bonus on Diplomacy checks and on Survival checks made for any purpose except following tracks.

In addition, select one of the following trait abilities.

Carnival Folk: You grew up as part of a traveling show, using your skills to entertain the masses ... sometimes while other members of your clan relived the audience of their valuables.

You gain a +3 bonus on Perform checks made to distract an audience, as well as a +2 bonus on Sleight of Hand checks.

Herder: Your people's riches are their livestock: herds of cattle, goats, or other animals that they drive with them everywhere they travel. You have spent all your life around animals and gain a +2 bonus to Handle Animal checks and a +3 bonus on Heal checks made on animals.

Trader: The livelihoods of your people are based on their ability to buy and sell goods for a profit. You travel far and wide to find the right customers for your goods. You gain 4 ranks in Profession (merchant) at 1st level and 1 bonus rank in it at each subsequent character level.

ROBUST (PHYSICAL)

Either from a regimen of tiny doses of poison or as a result of sheer determination and grit, you can fight off the ill effects of poison, disease, and similar ailments.

Mechanics: Whenever you are the recipient of a Heal check to treat poison or disease, the character performing the Heal check gains a +2 bonus on the check result. Additionally, as a full-round action, you can spend reserve points to recover from ability damage (but not ability drain) in much the same way as hit point damage. It costs 5 reserve points to recover 1 point of ability damage to one ability score. You dig deep, fighting off whatever ails you, and press on.

SKILLFUL (MENTAL)

You have an uncommon aptitude for a specific skill.

Mechanics: Choose any one skill. You gain a +4 bonus on all checks with this skill. Additionally, your maximum number of ranks in this skill is increased by 2, to a total of 5 + your character level (or 7 + your thief class level if you have levels in the thief class).

SLAVE (BACKGROUND)

You were enslaved at a very young age, possibly even at birth. You grew up as the property of another person, but either by escape or some other method you have won your freedom and must now make your own way in the world.

Mechanics: You have learned to cope with hardship and privation. You gain Endurance as a bonus feat.

In addition, select one of the following trait abilities.

Escapee: You escaped from slavery, a difficult process that taught you several new tricks along the way. You gain a +2 bonus to all Escape Artist, Open Lock, and Disguise checks.

House Slave: You worked in the home of a wealthy noble or merchant, possibly performing menial tasks or tutoring your owner's children. Due to the unassuming manner you developed as a result, you are often overlooked and know more than you should about what is going on. You gain a +2 bonus to Hide and Listen checks, and also to Spot checks made to read lips.

Indentured Entertainer: You have been rigorously schooled in the performing arts to ensure that you can please your owner. You gain 4 ranks in Perform at 1st level (choose a specialization for this skill as normal) and 1 bonus rank in it at each subsequent character level. You can purchase other specializations of Perform at the normal cost.

STUBBORN (MENTAL)

Once you have decided on a course of action, your bullish tenacity and refusal to back down usually lead to success in the end. Nothing can deter you from your chosen course.

Mechanics: You may add your Charisma bonus (in addition to your Wisdom modifier) to your Will save bonus. In addition, once per day you may re-roll a failed skill check, pact check, attack roll, or saving throw. You must decide to take this re-roll immediately after you fail the roll, before the effects of the failure are revealed.

SWIFT (PHYSICAL)

Your natural pace of movement is greater than normal. You might have an uncommonly long stride or a scampering gait that eats up the ground, but whatever the cause, you often have to consciously slow yourself down lest you leave your companions behind.

Mechanics: You gain a +10 foot (2 square) bonus on your base speed.

VENGEFUL (MENTAL)

When someone does injury to you, you cannot be satisfied until you have paid them back in full.

Mechanics: Whenever a creature inflicts damage on you, your strikes become fueled with a white hot need for revenge. You gain a +1 bonus to attack and damage rolls against that creature until the end of your next turn. (This is an unnamed bonus: It stacks with itself and with all other bonuses to attack and damage rolls.) Keep track of your bonus against different creatures separately: If you are fighting two creatures and the first hits you three times and the second one once, then you receive a +3 bonus against the first but only a +1 bonus against the second.

VITALITY (PHYSICAL)

Your body simply doesn't know how to give up the fight to survive. Perhaps a lifetime of violence and bloodshed has conditioned it to endure the unendurable, or perhaps you were simply gifted with unnatural resistance to pain and injury, but you keep going where anyone else would collapse.

Mechanics: You gain a +4 bonus to all Fortitude saves against massive damage and to avoid dying from being at death's door. You also gain a number of bonus hit points at 1st level equal to your Constitution bonus. These bonus hit points apply in addition to those you would normally receive for a high Constitution.

WARRIOR'S GRACE (PHYSICAL)

You can snatch up any weapon and your body will instinctively adopt the best techniques for using it.

Mechanics: Choose any two weapons. You gain proficiency in both of these weapons as bonus feats. Whenever you wield a weapon with which you are not proficient, you suffer only a –2 penalty to your attack rolls, instead of the usual –4 penalty.

NEW CLASSES

One of the core features of the Iron Heroes roleplaying game is that most of the character classes are tied not to a broad role such as spellcaster, warrior, or skills expert, but to a specific style or approach to fighting. The first two classes presented here follow this same approach. The third applies this same question of “style” to the sphere of magic. The Spiritualist is intended not as a replacement to the Arcanist, but as another approach to spellcasting: a class that feels and plays differently to the Arcanist while still achieving the same basic tasks, much as a Berserker and a Man-at-Arms feel and play very differently despite the fact that they are both “fighters.”

The new classes in this book follow all of the rules outlined for the existing Iron Heroes classes on pages 28 to 30 of the Iron Heroes rulebook.



DESIGN COMPANION: TOKEN-BASED CLASSES

All three of the classes in this chapter have been designed to make token-based abilities a core element of that class. Tokens are a new mechanic that were introduced in Iron Heroes, and they contribute greatly both to making each class feel unique as well as to making Iron Heroes feel different than other fantasy roleplaying games. A deliberate effort has been made to weight each class's abilities toward such token-based abilities, rather than inherent “x times per day” feats and skills.



DEDICATE

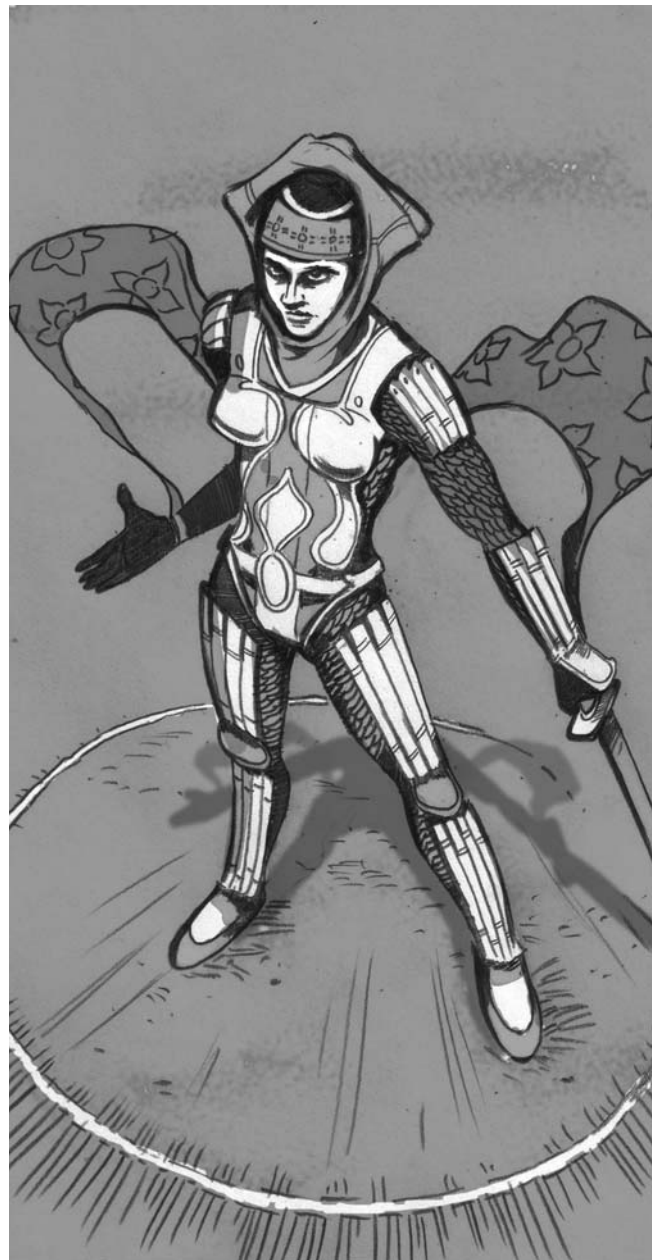
All warriors understand the need for focus and commitment in combat, but none more so than the Dedicate. These highly skilled combatants hone their mental discipline to gain an edge over those opponents who concentrate solely on weapons drills or physical conditioning.

Dedicates are often, though by no means always, motivated by a specific set of beliefs or a lifelong goal. Such goals or beliefs are usually vast, perhaps even unattainable by a single individual, but they provide a focus that the Dedicate uses to hone her powers of concentration to an incredible degree.

Dedicates often overcome their opponents by using speed and agility to disrupt their enemies' concentration, while never wavering in their own focus and readiness to strike. They are not necessarily dependant on the ability to move, however: a Dedicate can be just as dangerous in a confined space as in an open field. Her mental focus allows her to maximize her effectiveness in any combat situation.

Wisdom is important for a Dedicate, for mental discipline and strength of will play an important part in her combat technique. All the physical ability scores are also important, but especially Dexterity, which allows her to avoid being hit, since she has a relatively low hit point total.

Hit Die: 1d4+4 per level



SKILL GROUPS

A Dedicate relies on mental discipline and the sudden and focused application of force. She learns to outmaneuver her opponents and strike them where they are weakest in order to achieve her objectives as quickly as possible. A Dedicate gains access to her choice of any two of the Agility, Athletics, and Mysticism skill groups; this choice must be made at her first Dedicate class level and may not subsequently be changed. She may purchase skills from other groups as normal.

A Dedicate needs a high Concentration skill in order to best use her powerful mental focus. Agility and Athletics give her the ability to move wherever she needs to on the battlefield.

Skill Points at 1st Level: (6 + Intelligence modifier) x 4

Skill Points at Each Additional Level: 6 + Intelligence modifier

FEATS

A Dedicate's preference for outmaneuvering her opponents lends itself to Defense feats. Her training in self-hypnosis and other forms of mental discipline often includes an introduction to unusual forms of knowledge, granting her some access

to Lore feats. Finally, all Dedicates are highly trained warriors, and may choose advanced mastery of either Finesse or Power feats (one or the other, not both).

CLASS FEATURES

The Dedicate's class abilities revolve around her formidable powers of self-discipline and the near superhuman focus she brings to every task she undertakes. A Dedicate never approaches a task with anything less than total commitment. This level of dedication doesn't override her tactical senses; she still recognizes that sometimes the best way to achieve her goals is to fall back and come at a task from a new direction, but her whole-hearted commitment to her task certainly does give her a significant edge against many opponents.

Weapon and Armor Proficiency: Dedicates are proficient with all simple weapons and with all martial melee weapons. They are proficient with light armor, medium armor, and shields, but not tower shields. Dedicates favor hand-to-hand combat over ranged attacks, but have a grounding in a broad variety of weapons. Their fast-moving combat style is not well-suited to the use of heavy, bulky forms of armor.

DEDICATE CLASS FEATURES AND MASTERY

Class Level	Base Attack Bonus	Base Defense Bonus	Special Abilities	Weapon Feat Mastery	Defense Feat Mastery	Lore Feat Mastery	Other Feat Mastery
1	+1	+1	Dedication pool, dedicated focus, dedication ability	1	1	–	–
2	+2	+2	Dedicated skill	1	1	–	–
3	+3	+3	Iron Will	2	2	1	–
4	+4	+4	Dedication ability	2	2	1	–
5	+5	+5	Mind over matter	3	3	2	1
6	+6/+1	+6	Dedicated skill	3	3	2	1
7	+7/+2	+7	Defiant dedication	4	4	3	2
8	+8/+3	+8	Dedication ability	4	4	3	2
9	+9/+4	+9	Greater dedication ability	5	5	4	3
10	+10/+5	+10	Dedicated skill	5	5	4	3
11	+11/+6/+1	+11	Mind Over matter	6	6	5	4
12	+12/+7/+2	+12	Dedication ability	6	6	5	4
13	+13/+8/+3	+13	The Twofold Path	7	7	6	5
14	+14/+9/+4	+14	Dedicated skill	7	7	6	5
15	+15/+10/+5	+15	Strength in adversity	8	8	7	6
16	+16/+11/+6/+1	+16	Dedication ability	8	8	7	6
17	+17/+12/+7/+2	+17	Mind Over matter	9	9	8	7
18	+18/+13/+8/+3	+18	Dedicated skill	9	9	8	7
19	+19/+14/+9/+4	+19	Greater dedication ability	9	9	8	7
20	+20/+15/+10/+5	+20	Dedication ability	9	9	8	7

Dedication Pool: Dedicates spend years studying and honing their abilities in pursuit of martial excellence. This immense effort endows them with uncommon powers of mental focus and dedication, which they can apply to any task they encounter. Any other character's focus might falter from time to time, causing them to miss an opening in their enemies' defense or to expose an opening in their own, but not so with the dedicate: her focus never wavers, and every advantage is pursued to its fullest.

As a Dedicate, you gain access to a dedication token pool. Your extreme mental discipline is the first way you earn these tokens. At the start of an encounter, you automatically gain a number of dedication tokens based on your level (see table, below). These tokens represent your unwavering focus and dedication, which allow you to exploit any momentary lapse by your enemies. The more experienced you become, the quicker you sense an enemy's weakness and the more fully you can exploit it.

DEDICATION POOL TOKENS PER ENCOUNTER

Dedicate Class Level	Tokens/Encounter
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6
13-14	7
15-16	8
17-18	9
19-20	10

You use dedication tokens to power your dedication abilities, as described below. If a dedication ability has a target other than yourself, you may use your tokens against any opponent. At the end of the encounter, you lose any remaining tokens you have built up. Your pool of unspent dedication tokens cannot exceed 10 + your Dedicate level.

Dedicated Focus: In addition to earning tokens as described above, you may earn them by consciously calming your mind and focusing on the task at hand. To do so, you make a Concentration check as a free, move, standard, or full-round action. Your check gains modifiers based on how long you spend on it.

DEDICATED FOCUS ACTION MODIFIERS

Action Type	Concentration Check Modifier
Free	-10
Move	-5
Standard	0
Full-round	+5

You gain a number of dedication tokens based on the result of your Concentration check, as shown on the table below. As with dedication tokens gained from other sources, you can spend tokens earned through this ability against any opponent.

DEDICATED FOCUS TOKENS GATHERED

Concentration Check Result	Dedication Tokens Gained
Less than 15	0
15-19	1
20-24	2
25-29	3
30-34	4
35-39	5
40-44	6
45-49	7
50+	8

Dedication Ability: Dedication abilities are special combat options available only to Dedicates, who may spend tokens to activate these abilities in battle. They represent the advantages the Dedicate gains because of her exceptional focus and drive.

A dedication ability must be active in order for you to spend tokens upon it. You may have only one dedication ability active at any one time. At the beginning of your first action during any encounter, you may choose a dedication ability as a free action. In subsequent rounds, you may change your active dedication ability as a free action during your turn. You may make only one such change per round. You cannot make this change while still resolving another action. For example, you could change your dedication ability before making any attacks from a full attack action, or after all the attacks of that action were resolved, but you could not change your dedication ability between two attacks within the full attack.

You *can* spend tokens on two different dedication abilities in one turn, if you have the opportunity to do so. For example, you might spend 2 tokens on focused speed to allow you to reach an opponent as a move action, then use a free action to change your dedication ability to insightful blow before making your attack roll.

Unless otherwise stated in an ability, you can only spend tokens on your dedication abilities during your own turn. Spending the tokens is a free action.

Every time you gain a dedication ability (at 1st, 4th, 8th, 12th, 16th, and 20th levels), select a new ability from those listed below.

Combat Dedication: Your disciplined and focused mind allows you to recognize your enemies' ploys and overcome them. Whenever an opponent uses an ability against you that you can oppose with a base attack check, you may spend 2 dedication tokens as a reaction in order to use a

Concentration check in place of that base attack check. Remember that this ability must be active in order for you to spend tokens on it. You must decide whether or not to spend these tokens before making the check. This benefit lasts for only one check.

Composure: Your strength of concentration means you can work effectively even under the greatest pressure. Spend 2 dedication tokens and choose a skill. You may take 10 on all checks with this skill, even if threatened or distracted, until the beginning of your next turn.

Dedicated Attack: Your ability to dedicate yourself completely to your current task gives you an advantage whenever you focus solely on attacking your enemies. When you make a full attack action, you can spend 2 dedication tokens to gain an additional attack against your opponent at your highest base attack bonus. This additional attack and all others you attempt until your next turn suffer a –4 penalty. The additional attack and penalties of this ability stack with all other feats and class abilities that provide similar benefits, such as Two-Weapon Fighting or Razor Fiend.

Dedicated Blow: Just as you can focus your mind on a single objective or purpose, you can also focus your physical strength. Each dedication token you spend grants you a +2 bonus to your damage roll for one attack. You must choose whether or not to spend these tokens before making the attack roll. The number of tokens you can spend on one dedicated blow cannot exceed your Dedicate class level.

Dedicated Defense: You focus all your attention on avoiding the blows of your enemy. You may activate this ability as a reaction to an enemy's attacks, but remember that this ability must be active in order for you to use it. For every 2 dedication tokens you spend, you gain a +1 active bonus to Defense against that opponent's attacks until the beginning of your next turn. You can spend tokens on multiple enemies if you wish. You gain benefits against each enemy based on the number of tokens you spend against them.

Dedicated Speed: Your single-minded pursuit of a material goal allows you to reach it with exceptional speed. You can spend dedication tokens to increase your movement. Each token you spend grants you +5-foot bonus to your base speed, on foot only, until the beginning of your next turn. You can increase your base speed up to a limit of double its normal value.

Feat of Dedication: Your dedication to your task allows you to achieve feats that would normally exceed your capabilities. If you spend 4 dedication tokens, you may choose one Defense, Finesse, or Power feat for which you meet the prerequisites, but which you do not currently possess. You gain the benefits of the chosen feat until the beginning of your next turn. Remember that in order to get any expanded mastery feat, you must have the base mastery feat.

You can use this ability as often as you have tokens to do so, but you can gain the benefits of only one feat at a time. For example, you could spend 4 tokens to get Sudden Strike, allowing you to Quick Draw your weapon as a free action, then spend 4 more tokens to get the benefits of Improved Disarm (note that you would lose the +1 attack and damage bonus provided by Sudden Strike, for you would no longer have this feat once you choose a new one), make your attacks for the round, and then spend 4 tokens to gain Deflect Missiles to protect you from a nearby archer.

If you gain tokens from your chosen feat of dedication, then use this ability again to select another feat, you lose the tokens, unless you possess another feat that provides access to the same token pool. You also lose such tokens at the beginning of your next turn, unless you immediately spend 4 tokens to continue using the same feat, or you possess another feat that provides access to the same token pool.

Insightful Blow: Your keenly focused mind allows you to exploit any weakness in your opponent's defense, no matter how small. Each dedication token you spend grants you a +1 bonus to your attack roll for one attack. You must choose whether or not to spend these tokens before making the attack roll. Your attack bonus from insightful blow cannot exceed your Dedicate class level.

Tireless Dedication: You can use force of will to overcome the effects of mental and physical shock or fatigue, spending dedication tokens to suppress the effects of certain conditions. The number of tokens required depends on the condition to be suppressed:

TIRELESS DEDICATION TOKEN COSTS

Condition	Tokens Required
Dazed	2
Exhausted	2
Fatigued	1
Nauseated	3
Sickened	2
Stunned	3

The condition remains suppressed until the beginning of your next turn.

To the Bitter End: Your focus on the task at hand keeps you on your feet when all others would fall. If your hit points are below 0, you may spend 1 dedication token to remain conscious. (You may spend this token as a reaction, but remember that this ability must be active in order for you to use it.) You are treated as staggered, rather than dying or at death's door, until the end of your next turn. At the end of that turn, you may spend another token to remain conscious if you wish. If you do not spend a token, you immediately fall unconscious.



You must still make Fortitude saving throws for being at death's door as normal, even if you are using this ability to remain conscious. You make these saving throws at the end of your turn each round.

Dedicated Skill: A Dedicate's powers of concentration make her capable of great feats of skill. Each time you gain this ability, choose one skill. If you spend 1 full round concentrating before attempting a check with this skill, you gain a +4 bonus on the skill check.

You may also spend dedication tokens to improve skill checks with this skill. Each token grants you a +2 bonus for one check only. You must announce how many tokens you are spending before you make the check. You can spend as many tokens as you wish on a single check, up to the number currently in your pool. You do not have to concentrate for one round before spending these tokens. The bonuses from concentrating and from spending tokens stack.

Dedicated skill is not one of your dedication abilities. You can spend tokens to gain your dedicated skill bonus at any time, regardless of what dedication ability you currently have active.

Iron Will: A Dedicate's mental discipline grants her Iron Will as a bonus feat at 3rd level. This feat is in addition to the feats normally gained at every even level.

Mind over Matter: A Dedicate's disciplined mind is not easily distracted. At 5th, 11th, and 17th levels, you gain your Wisdom bonus, if any, as a bonus to all Concentration checks. These bonuses stack.

Defiant Dedication: Not even abject terror can make you flee from your chosen task. From 7th level onwards, you ignore any result that would leave you frightened or panicked. You are considered to be shaken instead. The duration of the effect is not changed.

The Twofold Path: At 13th level, the Dedicate learns how to balance two competing needs. As a free action at the beginning of your first turn during any encounter, you may choose two dedication abilities to be active, rather than just one. In subsequent rounds, you may change one of your active dedication abilities as a free action during your turn. You still may make only one such change per round.

Strength in Adversity: Seemingly hopeless odds simply make you more determined to succeed. Starting at 15th level, if you have been successfully attacked since your last turn, you gain a +2 morale bonus to attack and damage rolls until the end of your next turn. You are considered to have been successfully attacked if any spell, ability, or blow caused you at least 1 point of damage, or if you were the unwilling target of any effect for which you failed your saving throw.

Greater Dedication Ability: As Dedicates become more experienced, they develop ever more sophisticated applications of their dedication abilities. Each time you gain this class ability (at 9th and 19th levels) you may choose one of the following abilities. To choose a greater dedication ability, you must already have the standard dedication ability to which it corre-

sponds. For example, to choose greater insightful blow, you must possess the insightful blow ability. Except as noted in their descriptions below, each greater dedication ability functions exactly like the corresponding dedication ability.

Greater Combat Dedication: When you activate your combat dedication ability, the effects last until the beginning of your next turn, rather than for only the next check you make.

Great Composure: When you activate your composure ability, you do not need to choose a specific skill. You can take 10 on any skill check you make before the beginning of your next action.

Greater Dedicated Attack: You no longer suffer a -4 penalty to your attacks when using your dedicated attack ability.

Greater Dedicated Blow: You may choose whether or not to spend tokens on your dedicated blow ability *after* resolving your attack roll. The number of tokens you can spend on this ability still cannot exceed your Dedicate class level.

Greater Dedicated Defense: If you activate your dedicated defense ability against an enemy during your own turn, rather than as a reaction to his attacking you, each token you spend grants you a +1 active bonus to Defense against that opponent's attacks until the beginning of your next turn. You can still spend tokens as a reaction if you wish, at the normal rate of 2 tokens per +1 bonus.

Greater Dedicated Speed: Each token you spend grants you a +10-foot bonus to your base speed, instead of +5-foot. The maximum bonus you can attain remains unchanged.

Greater Feat of Dedication: You may choose any feat for which you meet the prerequisites when you use your feat of dedication ability, not just Defense, Finesse, or Power feats.

Greater Insightful Blow: When you use your insightful blow ability, each token you spend grants you a +2 bonus to your attack roll for one attack.

Greater Tireless Dedication: When you spend tokens to suppress a condition's effects, the condition remains suppressed for the remainder of the encounter.

To the Greater End: If you are at death's door and fail your Fortitude save against dying, you may spend 2 tokens to re-roll the save. You may make as many re-rolls as you have tokens to pay for. You can spend tokens on this ability only if you are conscious.

PLAYING A DEDICATE

Dedicates can appear in almost any culture. Their defining trait is their combination of both physical training and mental discipline. Followers of real-world tenets such as the Japanese code of *bushido*, with its emphasis on discipline, honor, and virtue, could readily become Dedicates. Dervishes, zealots, and other holy warriors (even that fantasy role-playing staple, the paladin) are also a good fit for the Dedicate's focus and abilities.

The place of Dedicates in a society can vary widely according to the culture and the individual. As noted previously, many dedicatives have a lifelong goal or firmly held belief system that motivates them in their constant physical and mental training. Society's perception of the Dedicate's goals, methods, or beliefs often play a major part in how well the Dedicate herself is accepted. Motivations that might inspire a Dedicate include altruism, hatred, justice, love, power, pride, religion, revenge, shame, and wealth, but this is by no means an exhaustive list.

Although Dedicates gain their abilities due to mental discipline and intense dedication to their task, they should not be thought of as humorless or emotionless people. In fact, emotion may be a key part of what drives them. A Dedicate's mental intensity could be driven by fury and rage as much as any Berserker: however, where a Berserker's fury is a raging bonfire, that of the Dedicate is the controlled, intensely hot flame of a cutting torch.

CAMPAIGN MODELS

Dedicatives make an excellent choice for players who want to play a warrior who draws on more than just advanced training and special techniques for her abilities. It's also an excellent choice of class for those players who want a character who will provoke strong reactions. A Dedicate's committed pursuit of her own agenda makes her many friends, and just as many enemies.

Military Orders: In this campaign model, Dedicates are most commonly found as members of religious or quasi-religious military orders, similar to the Knights Templar, the Hospitalers, or the Hashshashin (from whose name the term "assassin" is said to have originated). Fanatically devoted to the defense of their faith and its adherents, such orders make natural enemies for each other. Itinerant members of each order could easily become or join with adventurers, traveling widely in search of enemies of their faith or fellow adherents of their faith. Provided they did not act against the order's interests, such Dedicates would willingly undertake other tasks with their traveling companions, in the expectation that their companions would aid them in their own endeavors in the future.

Such military orders historically held a disputed position in the world, being seen as heroes and champions by some and villains of the worst order by others. Political strife against forces who were supposed to be their allies eventually brought about the end of most such groups. Such orders in the campaign world would probably engender similar reactions, with some seeing the Dedicates as noble defenders of the faith, while others consider them dangerous fanatics.

Depending on the cultures in the campaign, the role played by these military orders could easily be transferred to competing noble houses, rival philosophical movements, or any other groups that would engender passionate loyalty from their adherents.

Avengers: In this campaign model, most Dedicates are individuals whose lives have been shattered by some tragic event and who now seek to punish those who harmed them, or to prevent anyone else from being harmed in the same way. In

these cases, a Dedicate might be a young boy who saw his parents cut down in front of him, or someone who was raised as a slave and now wants to stamp out slavery wherever it is found. Such Dedicates usually act entirely on their own terms, ignoring the laws and strictures of society in pursuit of what they believe to be a more noble or necessary pursuit. As with the military orders option above, some people will revere these Dedicates while others revile them.

Dedicatives in this campaign model might be quite theatrical and flamboyant. These types of Dedicates want to make themselves and their goals as famous (or infamous) as possible, and often adopt an evocative pseudonym, distinctive costume, or memorable battle cry as part of their public persona. Their main motivation for joining up with other Iron Heroes is likely to be to pool resources. Fulfilling a task at another's request creates a bond of debt and loyalty that the Dedicate expects to be repaid in kind.

DEDICATE STRATEGY

Aggressively collecting and spending dedication tokens is a key part of successful Dedicate strategy. At lower levels, the Dedicate is well-advised to use a move action to gather tokens in any round where she does not need to move more than 5 ft. to make an attack. If she must move and attack or take full attacks, she should still be sure to use a free action to gather tokens every round.

Spending tokens is just as important as gathering them. Having a dozen tokens won't do you any good if you're knocked out of the fight before you can use them. You should be gathering tokens every time it's your turn in any case, and replenishing your pool won't take long. Particularly at low levels, you should be as aggressive as possible in spending tokens. You should rarely if ever finish your turn with unspent tokens, unless you have an active dedication ability that you can use as a reaction.

Appropriately enough, it's generally wise for Dedicates to be focused when selecting their feats. Many of the Defense feats are not that strong at their base mastery, but can become very effective as you start to get expanded masteries. You're better off pursuing fewer different masteries pursued to higher levels than taking a wider number of base masteries.

DEDICATE STARTING PACKAGE

Ability Scores: Str 15, Dex 16, Con 16, Int 8, Wis 16, Cha 10

Traits: Choose any two and apply their modifications, if any.

Skill Groups: Athletics and Agility at 4 ranks each

Skills: Three more at 4 ranks

Feats: Elusive Target, Sudden Strike

Armor: Leather armor, light wooden shield

Weapons: Scimitar or warhammer, dagger, light crossbow with 10 bolts

Gear: Backpack, bedroll, flint and steel, lantern, oil (4 flasks), waterskin, 2 days' trail rations, vial of ink, scroll case, parchment (10 sheets).

Gold: 5d4 gp.



MYRMIDON

Seizing the right opportunity can be vital to success on the battlefield. There is no one better at seeing and exploiting such opportunities than a Myrmidon. These pragmatic fighters are masters of the battlefield, as at home among the mud, blood, and chaos of a skirmish as anywhere else. There is little elegant or refined about the way Myrmidons fight, but there is plenty that is effective. They rely not on skilful use of their armor or complex weapon techniques, but on dirty tricks and sheer ruthlessness. A Myrmidon will as happily stab an enemy in the back as the front. In fact, he'll do it *more happily*, since there's less risk that way. A Myrmidon never leaves an opportunity untaken, and is adept at creating those opportunities in the first place.

There's no particular style of combat associated with Myrmidons: they employ all kinds of tactics, depending on what they are best suited to and what has worked for them in the past. Some favor heavy weapons, particularly longswords and glaives, which let them strike at many opponents, while others select weapons that are light and easily concealed. Still others choose to avoid the cut and thrust of melee at all, preferring to kill their enemies at a distance. About all you can be sure of, should you face one in combat, is that there's no trick he won't try in order to survive.

Strength is usually the Myrmidon's most important ability score, for it lets him carry more weapons and armor and improves his ability to attack and injure his opponents. Some Myrmidons may focus on other ability scores, however, especially those who favor light weapons or ranged attacks.

Hit Die: 1d4+6 per level

SKILL GROUPS

Myrmidons lead tough, physically demanding lifestyles and must be alert to the many dangers of the battlefield, where enemies can strike from any direction. They gain access to the Athletics and Perception skill groups and may purchase skills from other groups as normal.

Spot is a vital skill to a Myrmidon. It helps him keep track of threats around him, and also to see opportunities to give his enemies a nasty surprise. Many Myrmidons also become skilled at Intimidate or Bluff, finding both skills to be useful both on the battlefield and off.

Skill Points at 1st Level: (4 + Intelligence modifier) x 4

Skill Points at Each Additional Level: 4 + Intelligence modifier

FEATS

Many Myrmidons are or were professional soldiers, and they possess a wide range of skills and abilities depending on the training they received. A Myrmidon gains excellent access to Tactics feats. He also gains excellent access to one combat

related mastery of his choice from the following list: Armor, Defense, Finesse, Power, or Projectile. Finally, he gains good access to any one other mastery of his choice.



CLASS FEATURES

The Myrmidon excels in the cut-and-thrust of small-unit skirmishes and tight-formation combats. He is an expert in taking advantage of the confusion inherent in such circumstances; he fights with wolf-like ferocity, striking at foes who are distracted or weakened and dragging them down before they can defend themselves. A Myrmidon is a master opportunist, whose shield or blade always seems to find just the right spot.

Weapon and Armor Proficiency: Myrmidons are proficient with all simple and martial weapons, all armor, and all shields, including tower shields. A Myrmidon has to be able to handle anything the battlefield throws at him, and grounding oneself in a broad range of weapons and armor is a vital first step toward survival.

MYRMIDON CLASS FEATURES AND MASTERY

Class Level	Base Attack Bonus	Base Defense Bonus	Sneak Attack	Special Abilities	Tactics Feat Mastery	Combat Feat Mastery	Open Feat Mastery	Other Feat Mastery
1	+1	+1	–	Opportunism pool, opportunism ability	1	1	–	–
2	+2	+2	–	Eye for opportunity	1	1	–	–
3	+3	+3	–		2	2	1	–
4	+4	+4	1d6	Opportunism ability	2	2	1	–
5	+5	+5	1d6	Uncanny dodge	3	3	2	1
6	+6/+1	+5	1d6		3	3	2	1
7	+7/+2	+6	1d6	Opportunism ability	4	4	3	2
8	+8/+3	+7	2d6		4	4	3	2
9	+9/+4	+8	2d6	Bonus feat	5	5	4	3
10	+10/+5	+9	2d6	Opportunism ability	5	5	4	3
11	+11/+6/+1	+10	2d6	Improved uncanny dodge	6	6	5	4
12	+12/+7/+2	+10	3d6		6	6	5	4
13	+13/+8/+3	+11	3d6	Opportunism ability	7	7	6	5
14	+14/+9/+4	+12	3d6	Improved opportunism pool	7	7	6	5
15	+15/+10/+5	+13	3d6	Improved eye for opportunity	8	8	7	6
16	+16/+11/+6/+1	+14	4d6	Opportunism ability	8	8	7	6
17	+17/+12/+7/+2	+15	4d6		9	9	8	7
18	+18/+13/+8/+3	+15	4d6	Bonus feat	9	9	8	7
19	+19/+14/+9/+4	+16	4d6	Opportunism ability	9	9	8	7
20	+20/+15/+10/+5	+17	5d6	Opportunism ability	9	9	8	7

Opportunism Pool: Myrmidons are quintessential soldiers, and the blood, mud, and sodden death of the battlefield are part and parcel of their lives. They are ruthless and deadly combatants who are used to doing everything it takes to survive. The way they fight might not be glamorous, but it's effective.

As a Myrmidon, you gain access to an opportunism token pool. This pool represents your experience on the battlefield, knowledge of skirmishing tactics, and willingness to use whatever underhanded tactics are necessary to survive. You gain tokens by getting into a position where you can take advantage of any distraction your enemies may suffer.

At the end of your turn each round, you gain one opportunism token for every enemy you threaten who is also threatened by at least one of your allies.

You use opportunism tokens to power your opportunism abilities, as described below. If an opportunism ability has a target other than yourself, you may use your tokens against any opponent. At the end of the encounter, you lose any remaining tokens you have built up. Your pool of unspent opportunism tokens cannot exceed 10 + your Myrmidon level.

DESIGN COMPANION: MYRMIDONS AND PROJECTILE MASTERY

While a Myrmidon can choose Projectile mastery as his favored weapon-related mastery, it's important to note that one of the ways this class gains tokens is by threatening enemies whom his allies also threaten. Myrmidons prosper when they are up close and personal, sinking their blade into someone's back. While ranged weapons offer the luxury of distance, it's also harder to pick the perfect moment to strike.

With these ideas in mind, there are a couple of things the projectile-using Myrmidon can do to address the problem of gaining fewer tokens than his melee-focused counterparts:

- make frequent use of the eye for opportunity class ability to gather tokens;
- make use of weapons that can be either thrown or used in melee, such as daggers or light hammers, which allow the Myrmidon to get close and thus earn tokens, then back off to make his attacks;
- take Point Blank Shot mastery 2 as early as possible so he can treat his ranged weapon like a melee weapon.

Opportunism Ability: Opportunism abilities are special combat options available only to Myrmidons, mainly because Myrmidons are the only ones crafty and shameless enough to use them. A Myrmidon may spend tokens on these abilities to activate them in battle.

Unless otherwise stated in an ability, you can only spend tokens on your opportunism abilities during your own turn. Spending the tokens is a free action. There is no limit to the number of opportunism abilities you can activate in a round, provided you have the tokens to do so.

Every time you gain an opportunism ability (at 1st, 4th, 7th, 10th, 13th, 16th, 19th, and 20th levels), select a new ability from among those listed below.

Cheap Shot: Myrmidons like nothing better than to sink a blade into an unsuspecting enemy. For every two opportunism tokens you spend, you add a bonus of +1d6 sneak attack damage to your next attack. You must announce how many tokens you are spending before you make your attack roll.

Confound Opponent: Your clever tactics often leave foes unsure of what to do. To use this ability, spend 2 or more tokens and make a base attack check as either a standard action or in place of an attack. If you make it in place of an attack, you suffer a –5 penalty to your check. Each token you spend in excess of 2 grants you a +1 bonus to your check. Your opponent opposes your check with her choice of either a base attack check or a Will save. If you win the opposed check, your target is so unsure of how to respond to your attacks that she becomes dazed until the beginning of your next action.

Cross Purposes: Myrmidons are used to dealing with multiple attackers. Any time you are threatened by two or more enemies, you may spend opportunism tokens as a reaction to lead your opponents to step into each other and get in the way of each other's blows. You may spend a maximum of 1 token per enemy that threatens you. Each of these enemies suffers a

penalty to any attack rolls against you equal to the total number of tokens you spend. This penalty lasts until the beginning of your next turn.

Dangerous Move: You need only the slightest opening to make an attack. Normally, creatures do not provoke attacks of opportunity for making a move action that is not an attack. However, if a creature performs such an action while you threaten it, you may spend 3 tokens and make an attack of opportunity as if your opponent had performed a standard action rather than a move action. This is a normal attack of opportunity that counts against your limits for such attacks during the round. If you have the seize opportunity ability, you may use that ability on this attack if you wish.

Desperate Defense: Sometimes it's better to give up an advantage in order to save your hide. Any time any enemy successfully uses an opposed check to make you lose your active bonus to Defense, you may spend 4 tokens to re-roll your check. You abandon your own plans to concentrate solely on staying alive. You may only make one re-roll for each opposed check.

Eye for Danger: A Myrmidon who can't tell where the biggest threat is probably won't live very long. If you spend 2 opportunism tokens and take a move action to scan the battlefield, you learn which enemy within 60 feet of your current position has the highest base attack bonus. This assessment includes only those enemies you can see.

False Start: Myrmidons excel at outwitting their opponents. If you see a creature within 60 feet of you ready an action, you may spend 1 or more opportunism tokens during your turn. If the trigger for the creature's readied action was some action on your part (such as, "I wait for the Myrmidon to move or charge toward me, and attack when he comes in reach"), you may make a base attack check. You gain a +2 bonus on this check for every token spent beyond the first. Your target can oppose this check with either a Sense Motive check or a base attack check of its own. If you win the opposed check, the creature falsely believes you are about to commit the action for which it has readied, and takes its action. For instance, if it had readied to attack you, it would swing at thin air. If it had readied to move, it would take its move. Once the creature's action has been resolved, you continue with your turn.

If the trigger for the creature's readied action was not an action on your part, your spent tokens are lost without effect. This ability is best used in combination with Analyze Opponents feat mastery 3.

Mud in Your Eye: You cut a foe so blood drips in his eyes, or perhaps you scoop up dirt to throw in his face. To use this ability, spend 3 or more tokens and make a base attack check as either a standard action or in place of an attack. If you make it in place of an attack, you suffer a –5 penalty to your check. Your opponent opposes your check with his choice of either a base attack check or a Reflex save. If you win the opposed check, your target is temporarily blinded for a duration dependent upon the number of tokens you spend:

MUD IN THE EYE DURATION

Tokens Spent	Target is Blinded Until...
3	End of your current turn
5	Beginning of his next turn
6	He takes a move action to clean his eyes

Creatures that do not have eyes or that possess blindsight are immune to this ability.

Press the Advantage: A Myrmidon never lets up on an enemy once he has the advantage. Any time you make a successful attack against an enemy and inflict at least 1 point of damage, you may spend 5 tokens to immediately make an additional attack. The extra attack is with the same weapon and at the same bonus as the attack you just made, and must target the same creature. You can continue to press the advantage as long as you have sufficient tokens and you continue to hit and deal damage.

Rapid Riposte: There's nothing better than spoiling someone else's plans. When an enemy makes a failed attempt to deny you your active bonus to Defense, you may spend 2 tokens as a reaction to immediately make a single attack against that enemy. You make this attack at your highest attack bonus, and it "interrupts" the normal flow of combat and initiative. Resolve your attack immediately, then continue with your target's turn (or the next character's, if your attack's target has now completed her turn).

Seize Opportunity: If an enemy you threaten performs an action that provokes an attack of opportunity from you, you may spend 1 token as a reaction. You may make an attack of opportunity against this enemy without it counting against your number of allowed attacks of opportunity for the round, nor against the maximum number of attacks of opportunity you can make against that opponent in a round. You may even make the attack if you have no remaining attacks of opportunity available this round. You cannot use this ability if you are flat-footed.

You may use this ability only to seize an opportunity against an enemy once per round. Your ability to make normal attacks of opportunity against that enemy is not affected by using this ability.

Spit and Polish: Many Myrmidons keep their armor and shield well-oiled and gleaming, and it's not just because they last better that way. To use this ability, you must spend at least 1 token and make a base attack check in place of an attack. You may add your mastery rating in the Armor category to your check. You may also add +1 to your check for every token you spend on this ability after the first.

Your target opposes your base attack check with her choice of a Fortitude saving throw or a base attack check of her own. If you win the opposed check, your opponent is dazzled until the beginning of your next turn.

The Direct Approach: Sometimes it's better to dispense with all the clever tricks and just make a straightforward attack, which could be the last thing your opponent expects. Each opportunism token you spend grants you a +1 bonus to your attack roll for one attack. You must choose whether or not to spend these tokens before making the attack roll. Your attack bonus from this ability cannot exceed your Myrmidon class level.

Uncanny Strike: Myrmidons are experts at dodging enemy blows, and they know a few tricks for dealing them, as well. When you attack a foe who has improved uncanny dodge, you can spend opportunism tokens. Each token you spend allows you to treat your base attack bonus as 3 higher than it actually is for the purpose of determining whether or not you can flank that creature. This bonus lasts until the end of your current turn.

Unorthodox Technique: There are many styles of combat in the world, and you've seen most of them. You can do things with weapons that your opponents don't expect. If you spend 2 tokens, you may treat your weapon as if it possesses one of the following descriptors, even if it normally would not: disarm, finesse, power, trip. Alternatively, you may treat your weapon as if it did not possess one of these descriptors, even though it does. For instance, you could treat a power weapon as if it were not a power weapon in order to use Combat Expertise with it.

You can add or remove only one descriptor at a time: you cannot use this ability twice to gain two descriptors, or to gain one and lose another. The benefits of this ability last until the start of your next turn.

Eye for Opportunity: Myrmidons quickly become more adept at spotting opportunities for dirty tricks and surprise tactics in combat. From 2nd level onward, you may make a Spot check as a free, move, standard, or full-round action. Your check gains modifiers based on how long you spend on it.

EYE FOR OPPORTUNITY ACTION MODIFIERS

Action Type	Spot Check Modifier
Free	-10
Move	-5
Standard	+0
Full-round	+5

You gain a number of opportunism tokens based on the result of your Spot check, as shown on the table on the following page. As with opportunism tokens gained from other sources, you can spend tokens earned through this ability against any opponent.

EYE FOR OPPORTUNITY TOKENS GATHERED

Spot Check Result	Opportunism Tokens Gained
Less than 10	0
10-19	1
20-29	2
30-39	3
40+	4



Bonus Feats: Myrmidons get lots of practical combat experience, and they pick up plenty of tricks along the way. At 9th and 18th levels, the Myrmidon gains a bonus feat. You can spend this selection on any feat of your choice, provided that you meet its mastery requirements. Bonus feats are in addition to the feat a character gets at every even level.

Uncanny Dodge: By 5th level, a Myrmidon's senses are so attuned to danger that he can react to threats before he would normally be able to do so. You retain your active bonus to Defense even when you are caught flat-footed. If you already have uncanny dodge from a different class, you instead gain improved uncanny dodge (see below).

Improved Uncanny Dodge: Starting at 11th level, the Myrmidon cannot be flanked. This ability prevents the use of sneak attack and other precision-based attacks that require flanking, unless the attacker's base attack bonus is 5 or more points higher than your base defense bonus.

Improved Opportunism Pool: Starting at 14th level, a Myrmidon can find opportunities even against foes who aren't distracted. At the end of your turn each round, you gain 1 opportunism token for every enemy you threaten, regardless of whether or not they are threatened by your allies.

Improved Eye for Opportunity: Experience helps you spot opportunities more easily. From 15th level, you gain a +5 bonus to all Spot checks you make to gather opportunism tokens.

PLAYING A MYRMIDON

Any setting that features conflict is a setting which is ripe for Myrmidons. In particular, any culture with an organized army is likely to produce members of this class. Myrmidons don't need full-scale wars to exist; they can learn their skills hunting bandits or fighting off marauding monsters if need be, but an organized militia is an excellent place to pick up familiarity with small-unit tactics.

Due to the considerable degree of freedom they have in choosing their feats and class abilities, Myrmidons can easily be designed fit a wide range of different play styles. Think of just about any renowned fighting force in history, whether it be Greek hoplites, Roman legions, Mongol horse archers, or a host of other options, and you can design a Myrmidon to fit. Similarly, the class adapts well to just about every archetype of military film and fiction: the grizzled sergeant, the retired veteran, the new recruit with the gift for killing ... all suit the class very well.

CAMPAIGN MODELS

The Myrmidon is a good choice of class for a player who wants a character with a bit of a gritty edge. The Myrmidon knows the dirty underbelly of war, and isn't afraid to nuzzle it if it keeps him alive. From grizzled veterans of a hundred campaigns to cold-eyed battlefield murderers, every Myrmidon is drenched in the blood of fallen foes.

Imperial Legions: In this campaign model, Myrmidons form an elite cadre in the armed forces of a strong and militaristic empire. In such a culture, Myrmidons would enjoy privileges like those of the Praetorian Guard of the Roman Empire, though it's unlikely the Myrmidons would be allowed to take their ease in the capital city if there was fighting to be done on the frontier.

It's a fine thing indeed to be a Myrmidon in this campaign model: for those who aren't noble-born, admittance into the army's elite units is probably the highest honor to which they can aspire in life. Competition for places is likely to be fierce,





possibly to the point of violence and treachery. Depending on the culture, the appointments process may have become corrupted, leading to a situation where the “elite” units are now a mix of disgruntled Myrmidons and privileged appointees who have purchased their position. Such a situation contains endless possibilities for conflict.

Mercenary Dogs: In this campaign model, Myrmidons are feared but despised mercenary warriors, seen by their employers as a necessary evil only slightly less unwelcome than the alternative. Being a Myrmidon in such a culture is a position fraught with peril. The very people who hire you would just as soon you died in fulfilling your task, and from time to time they might even try to ensure that that’s what happens; yet they’re also the way you make your living. Sense Motive and Diplomacy become vital skills for a Myrmidon in this campaign model, in which he must negotiate with prospective employers and try to determine if they are dealing in good faith.

MYRMIDON STRATEGY

Although Myrmidons are usually ruthless people, they’re rarely loners. They work best in a group, especially at low levels, when allies are vital for generating opportunism tokens. Even at higher levels, Myrmidons favor working with a group. It’s always wise to have someone watching your back, and it’s easier to make sneak attacks when you have someone to flank with.

Myrmidon abilities work best when there are large numbers of foes around, so be sure to seek out clumps of enemies on the battlefield (particularly if those enemies aren’t much of a threat individually). This can be an excellent way to build up opportunism tokens for when you attract the attention of a really dangerous enemy. Consider using a reach weapon to

maximize your token-earning opportunities, but remember that such weapons generally lack the power or finesse descriptors, which does limit the feats that can be used with them.

Remember that as the number of enemies dwindles, the rate at which you will accumulate opportunism tokens dwindles as well. While you don’t want to be miserly with your tokens, you don’t want to blow them all, either: try to gauge where the biggest threats on the battlefield are and save some tokens if it seems likely you’ll face them. The eye for danger ability is very useful for this purpose, or you can simply rely on your own observations at the game table.

MYRMIDON STARTING PACKAGE

Ability Scores: Str 16, Dex 12, Con 16, Int 14, Wis 14, Cha 10

Traits: Choose any two and apply their modifications, if any.

Skill Groups: Athletics and Perception at 4 ranks each

Skills: Four more at 4 ranks

Combat Feat Mastery: Choose either Power or Finesse.

Open Feat Mastery: Choose any one.

Feats: Analyze Opponent, Hafted Weapon Mastery

Armor: Scale mail

Weapons: Glaive, longsword, shortbow with 20 arrows

Gear: Backpack, bedroll, flint and steel, lantern, oil (4 flasks), waterskin, 2 days’ trail rations.

Gold: 3d4 gp.

SPIRITUALIST

The Spiritualist is a new spellcasting class that gains its powers through contact with otherworldly creatures, whom she petitions for magical power. The Spiritualist learns rituals that allow her to contact these spirits and request them to grant her certain magical effects. Unlike an Arcanist, a Spiritualist is not so reckless as to attempt to shape magic herself: it is the spirits who actually perform this dangerous task, forming the spell effects the Spiritualist requests.

This is not to say that spiritualism is without risk, for that is not the case. The motives of the spirits are not those of mortals, and their whims are strange and incomprehensible. They do not always provide the Spiritualist with all the power she desires, either because they lack the strength or because they choose not to do so. Even worse, they sometimes take offense at the Spiritualist's petitions, and either take back magical power they have already promised, or leave her reeling and disoriented as they suddenly break off the connection.

Because of their focus on learning their arcane rituals, Spiritualists lack the sophisticated combat skills of many other classes. They can compensate in some part for this weakness by calling a spirit servant to guard them; this magical creature often adopts an innocuous form such as a cat or raven, but is able to defend the Spiritualist quite capably. However, many choose to form alliances with members of the more martially inclined classes as an added level of security.

Charisma is vital to a Spiritualist, for she relies heavily on her ability to negotiate with fickle and dangerous spirits in order to cast her spells. As her combat prowess is relatively limited, it is also useful for her to have a high Dexterity or Constitution in order to increase her chances of survival in a battle.

Hit Die: 1d4+4 per level

SKILL GROUPS

Spiritualists have an intimate connection with supernatural forces. Their naturally strong personalities make them well suited to manipulating others, while the dangers of their chosen profession tend to make them alert for any sign of trouble. A Spiritualist gains access to the Perception skill group and to her choice of either Academia or Mysticism; this choice must be made at her first Spiritualist class level and may not subsequently be changed. A Spiritualist may purchase skills from other groups as normal.

Spiritualists usually have an excellent practical and theoretical understanding of supernatural forces (Knowledge [arcana and the planes]) and of Spellcraft. Many of them have a wide range of other Knowledge skills as well. Their natural force of personality means they also tend to excel in social skills such as Bluff or Intimidate.

Skill Points at 1st Level: (8 + Intelligence modifier) x 4

Skill Points at Each Additional Level: 8 + Intelligence modifier

FEATS

Spiritualists are often masters of obscure and demanding fields of knowledge, whether it be the true names of powerful spirits, the properties of a rare herb, or the weakest point of a ravening monster's hide. It takes a persuasive tongue and a forceful personality to get what she wants from the spirits, and most Spiritualists are similarly adept at manipulating people. Spiritualists gain advanced access to Lore feats and good access to Social feats.

There are times when all the knowledge and honeyed words in the world can't save you, and the Spiritualist knows how to get out of harm's way when the time comes, avoiding her foes and leaving the chaos of combat to those better suited; she gains some access to Defense feats.



CLASS FEATURES

The Spiritualist's most significant class ability is of course her ability to use magical rituals. This ability is described in detail in Chapter Four of this book. Don't think that a Spiritualist is entirely bereft of other abilities, however: she also receives a spirit servant, a supernatural creature that serves her as both scout and bodyguard. Additionally, her constant interaction with the spirit realm causes her to manifest certain physical and mental phenomena commonly known as stigmata.

Weapon and Armor Proficiency: Spiritualists are proficient with all simple weapons and with light armor, but not shields. A Spiritualist's time and energy are focused on her mystical training, so she has little opportunity to gain skill in a broad range of weapons.

SPIRITUALIST CLASS FEATURES AND MASTERY

Class Level	Base Attack Bonus	Base Defense Bonus	Special Abilities	Defense Feat Mastery	Lore Feat Mastery	Social Feat Mastery	Other Feat Mastery
1	+0	+1	Spiritualism, spirit servant	–	2	1	–
2	+1	+2	Stigmata	–	2	1	–
3	+2	+3	New ritual	1	3	2	–
4	+3	+4	Favored ritual	1	3	2	–
5	+3	+5	New ritual	2	4	3	1
6	+4	+5	Stigmata	2	4	3	1
7	+5	+6	New ritual	3	5	4	2
8	+6/+1	+7	Favored ritual	3	5	4	2
9	+6/+1	+8	New ritual	4	6	5	3
10	+7/+2	+9	Stigmata	4	6	5	3
11	+8/+3	+10	New ritual	5	7	6	4
12	+9/+4	+10	Favored ritual	5	7	6	4
13	+9/+4	+11	New ritual	6	8	7	5
14	+10/+5	+12	Stigmata	6	8	7	5
15	+11/+6/+1	+13	New ritual	7	9	8	6
16	+12/+7/+2	+14	Favored ritual	7	9	8	6
17	+12/+7/+2	+15	New ritual	8	10	9	7
18	+13/+8/+3	+15	Stigmata	8	10	9	7
19	+14/+9/+4	+16	New ritual	8	10	9	7
20	+15/+10/+5	+17	Master of Spirits	8	10	9	7

Spiritualism: Spiritualists perform rituals that allow them to contact the spirit realm and bargain for access to the spirits' otherworldly power. There are eighteen separate rituals for contacting the spirits. Each ritual allows the Spiritualist to create a particular group of effects, different from those of any other ritual.

The process of bargaining with the spirits is known as making a spirit pact. These pacts are separated into seven "orders," based on the relative power of the spirits they contact. The higher a spirit's order, the more potential reward and danger there is in contacting it.

SPIRITUALIST RITUALS

Ritual	Summary of Effects	Page #
Rite of Binding	Limit or control other creatures' actions	58
Rite of Crafting	Alter, move, or shape non-living materials	61
Rite of Curses	Cast debilitating or lethal curses on other creatures	63
Rite of the Flame	Throw blasts of fire and other damaging energy types	65
Rite of the Grave	Create or control undead creatures	66
Rite of the Hand	Telekinetically move objects and creatures	68
Rite of the Heart	Heal injuries, disease, and poisons	70
Rite of Light and Shadow	Create sources of light and shadows	72
Rite of the Mind	Daze, charm, or confuse other creatures	75
Rite of Phantoms	Create illusionary creatures, objects, and terrain	77
Rite of Protection	Protect target creatures from blows, energy, and magic	79
Rite of Second Sight	View distant locations and see more clearly	81
Rite of the Spirits	Detect, analyze, or dispel magical effects	85
Rite of Summoning	Summon creatures to fight for you	88
Rite of Tongues	Speak and understand different languages	90
Rite of Traveling	Move faster, fly through the air, or even teleport	92
Rite of Trickery	Disguise target creatures or hide them from sight	95
Rite of Warding	Protect objects and areas with magical traps and walls	97

Full details of spiritualism and the way it works are provided in Chapter Four, beginning on page 46.

Once she has concluded a spirit pact, the Spiritualist uses the power granted to her by the spirits to create her spells. Because contacting the spirits is an act of will, and because the magical power for her spells comes from the spirits, not herself, the Spiritualist does not need to make any special gestures, expend any magical reagents, or even speak in order for her spells to take effect. Amongst other things, this means that she suffers no spell failure chance for wearing armor.

Starting Rituals and Pacts: At 1st level, a Spiritualist has access to 3 rituals of her choice, selected from the list in Chapter Four. She can attempt to contact spirits of any order with these rituals but the more powerful spirits are at this stage extremely difficult and dangerous for her to bargain with.

Spirit Servant: You gain a spirit creature as a servant and aide. Details of this creature and its abilities are located at the end of this class description, on page 27.

Stigmata: Mortal creatures cannot constantly be exposed to the spirit realm without experiencing certain side effects: their bodies and minds were simply not intended to channel the powerful energies of the spirits. These changes are commonly known as stigmata. They mark the Spiritualist as differ-

ent from other mortals, not just in terms of their abilities but also in physical appearance.

Each time you gain a stigmata (at 2nd, 6th, 10th, 14th and 18th levels), you may select a new physical change from those listed below. Each stigmata you gain is accompanied by a strange and distinctive physical mutation, such as becoming an albino or growing small spurs of bone through your skin. These changes make it difficult for you to conceal your nature; you suffer a –2 penalty to Disguise checks for each stigmata you possess. People the Spiritualist encounters are more likely to remember and recognize him, but generally do not automatically fear or distrust him because of his unusual appearance.

You may choose not to take a stigmata if you wish. You gain no benefits from doing so, other than not suffering an additional –2 penalty to Disguise checks.

Each stigmata comes with a suggestion for a suitable mutation. These are intended only as examples, and you are free to choose some other physical alteration if you wish. You may wish to have all of your stigmata share a common theme: For example, you might exhibit physical traits associated with angels, with demons, or with a specific nature spirit or deity.

SPIRITUALIST STIGMATA

Stigmata	Effect	Sample Mutation
A Thousand Faces	Your facial features become malleable and easy to change. You still suffer all normal penalties to Disguise for your stigmata, but you can now make Disguise checks as a full-round action, instead of requiring the usual 1d3 x 10 minutes.	Your flesh is soft and pasty, like that of a drowning victim
Astral Hand	You can almost will small objects to appear and disappear. You gain a +4 bonus to Sleight of Hand checks.	You grow a sixth finger on one hand.
Beast Jaw	You gain a bite attack that deals 1d4 points of damage as a secondary natural weapon. When you make an attack action or an attack of opportunity, you may choose to use this bite in place of any other weapon you may possess. When you make a full attack action, you gain one bite attack in addition to all other attacks to which you are entitled due to your equipment and feats. Attacks with your bite suffer a –5 penalty as normal for a secondary natural weapon. (Remember that natural weapons and unarmed strikes are different things in Iron Heroes.)	Your jaws distends and your teeth become large and jagged.
Blood Of Spirits	Your contact with the spirits grants you unusual hardness. You gain +4 hit points.	Your blood becomes an unusual color, such as black
Elemental Stigmata (Acid)	Spiritual energy changes your flesh to be more resistant to some types of damage. You gain acid resistance 5.	Your flesh is soft and pale, and your sweat becomes viscous and green.
Elemental Stigmata (Cold)	Spiritual energy changes your flesh to be more resistant to some types of damage. You gain cold resistance 5.	Your skin turns pure white, except for at the fingers and joints, which are tinged with blue.
Elemental Stigmata (Fire)	Spiritual energy changes your flesh to be more resistant to some types of damage. You gain fire resistance 5.	Your skins turns a dusky shade of red and you give off a faint smell of smoke.
Elemental Stigmata (Electrical)	Spiritual energy changes your flesh to be more resistant to some types of damage. You gain electricity resistance 5.	Your hair sometimes sparks with static electricity
Elemental Stigmata (Sonic)	Spiritual energy changes your flesh to be more resistant to some types of damage. You gain sonic resistance 5.	Your ears atrophy down to a small hole on either side of your head.



SPIRITUALIST STIGMATA



Stigmata	Effect	Sample Mutation
Empty Vessel	Spiritual energy fills a void within you. When you are holding spirit tokens, treat the number you are holding as one less than its actual value for the purposes of calculating your penalty to attack rolls, ability checks, skill checks, pact checks, and saving throws. The benefits of this stigma stack with those of the spiritsoul stigma.	Your ears atrophy, leaving you with cadaverously deep eye sockets (though your sight is not affected).
Evil Eye	You eke every last drop of power from a spell. Any time an unwilling tarket of one of your spells (from any ritual) rolls a 1 on his saving throw, he automatically fails to save, even if the result would normally have succeeded.	Your eyes become an unusual color, such as red or black.
Fearsome Visage	You gain a physical feature or aura that makes you terrifying. You gain +4 on Intimidate checks.	Your features take on a demonic and twisted appearance
Gift of Lore	You gain a snippet of knowledge from the spirits. Choose one skill. You gain an additional 4 ranks in this skill, up to your normal maximum ranks.	Thick green or blue veins protrude from your temples.
Mystic Knack	You gain a snippet of knowledge from the spirits. You gain one bonus feat. You may choose any feat you desire, provided you meet the requirements.	Your skull swells noticeably.
Mystic Resilience	Some of the spirits' resilience is passed on to you. You gain a +1 bonus on all saving throws.	Strange scars or runes appear all over your body.
Shadow Eyed	Spiritual energy grants you unusual powers of perception. You gain low-light vision.	Your pupils become elliptical, like those of a cat.
Shadowfriend	You have spent so much time in the spirit realms that you barely seem present in the material world anymore. You gain a +4 bonus on Hide checks.	Your skin is mottled with shifting patterns.
Speaking in Tongues	Like the spirits, you can speak and read any language (but not codes or ciphers).	Your tongue becomes forked like that of a snake.
Spirit Skin	Your skin, flesh, or bones becomes stronger and harder, reinforced with spiritual energy. You gain +1 natural armor class bonus to Defense (this is a passive bonus).	Your skin takes on a scale-like texture.
Spiritsoul	You are an exceptional Spiritualist. When calculating your pact check modifier, reduce any penalty you suffer for spiritual fatigue by 1. You can reduce the penalty to 0 in this way, but not below 0. This benefit stacks with that from the empty vessel stigma.	Strange lights sometimes appear in the air around you.
Summoner's Mark	Outsiders and elementals which are hostile to you will attack you only if there is no other enemy they can attack this round.	You gain a strange mark on your face or hands.
Transfiguration of Flesh	You gain DR 1/magic. (This stacks with armor DR.)	Spurs of bone grow through your skin.



New Ritual: Over time, the Spiritualist's magical knowledge increases. At 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th levels, she learns one additional ritual. She may choose this ritual from any of the eighteen she does not currently know. She can contact the same orders of spirit with her new ritual as with any of the others she already possesses.

Favored Ritual: At 4th, 8th, 12th and 16th levels, the Spiritualist gains a special insight into one type of ritual she knows. She receives a +2 bonus to all pact checks with this ritual thereafter. This bonus stacks with the bonus received for the master of spirits ability, below. Each time the Spiritualist gains this ability, she must choose a different ritual; she cannot give this benefit to the same ritual more than once.

Master of Spirits: At 20th level, a Spiritualist's mastery of her craft is all but complete. She may attempt spirit pacts using all eighteen spiritualism rituals. Furthermore, she receives a +5 bonus on all pact checks hereafter, regardless of the ritual she is attempting. This bonus stacks with the bonus provided by the favored pact class ability.

PLAYING A SPIRITUALIST

People have always had a fascination with supernatural powers. Every culture has had its witches, curses, spirits, and magicians, from the earliest civilizations to the current day. Spiritualists can therefore develop in any culture or society, though the way they are viewed can vary widely from one culture to the next, as illustrated in the campaign models below.

As you'll read on page 46, we've been deliberately vague regarding exactly what the spirits are and why they provide their powers to those mortals who petition them. This indistinctness allows players more freedom in designing their Spiritualist and her background, and also allows for Spiritualists who contact different kinds of spirits to co-exist within the same campaign. Just because Ashandra the Spiritualist gets her powers by tapping into the unconscious psychic energy of the world doesn't mean that Mortrik the Spiritualist can't fuel his spells by petitioning wicked demons from the nether planes: both options can be readily available in the campaign if the GM chooses to make them so.

Therefore, Spiritualists can run an entire gamut of character types: one Spiritualist might be a shaman from a jungle tribe, bedecked in feathers and bones and calling on his

ancestors to aid him, while another might be a learned scholar who pores over dusty old tomes to find the ancient rites for tapping the Worldheart. Still another might be a black-hearted villain who thinks nothing of sacrificing human lives to dark gods if it brings him the power he seeks.

CAMPAIGN MODELS

Obviously, Spiritualists make a good choice of class for anyone who wants to play a spellcaster in *Iron Heroes*, but they should also appeal to any player who likes to take a few chances with his or her character. A Spiritualist takes a risk every time she calls on the spirits a factor that often affects the way the class is perceived in the campaign.

Dangerous Meddlers: In this campaign model, most Spiritualists are lone scholars, pursuing little known and even less understood branches of knowledge. Most people think of them as charlatans at best, and “dangerous cranks” is a more common assessment. Spiritualism is almost certainly restricted or viewed with suspicion in such a society, and may be illegal without a special permit, or simply illegal altogether. A Spiritualist will need to be circumspect in her activities in such a culture (especially if she has stigmata which cause her appearance to be unusual), and sages of all stripes will need to be careful lest their innocent researches be mistaken for Spiritualist experiments.

One of the most interesting aspects of a society where spiritualism is banned or restricted is discovering the reasons these attitudes have evolved. Perhaps there is more to the story than there seems at a glance.

Demon Kings: In this campaign model, Spiritualists form a ruling class by virtue of their supernatural powers. Common-born children who exhibits signs of being sensitive to the spirit realms are either forcibly adopted by noble parents or quietly murdered by the ruling powers. In this society, Spiritualists flaunt their stigmata, consciously drawing attention to any physical changes their bodies experience. Spirit servants in such a culture will generally take on the most twisted and impressive appearance the Spiritualist can devise. It's likely the spirit servants will spend most of their time at their largest possible size as well, allowing their the Spiritualists to flaunt their own arcane might.

As with the “dangerous meddlers” campaign model, conflict between Spiritualists and non-Spiritualists is likely to be a feature of this campaign model, though the shoe is most definitely on the other foot. A demon kings campaign might include a rebellion by the non-spellcasting masses, or a secret cabal of Spiritualists who were trying to end the worst excesses of their peers.

Shamans and Priests: In this campaign model, Spiritualists are the religious and spiritual leaders of their communities. The Spiritualists' powers are generally ascribed to the culture's deities or ancestors, rather than to the Spiritualists themselves, but Spiritualists still receive the respect of the people because of their social position and the obvious favor in which the gods evidently hold them. In a campaign using this model, conflict between different factions of Spiritualists

is quite likely, though more often than not these conflicts will be over religious or social questions rather than their powers themselves. Questions of heresy become rather thorny when both sides can demonstrably cast spells, and political machinations and dealings within the faith are likely to be extremely complex. Spiritualists in such a setting will clearly need to work on their Social skills.

SPIRITUALIST STRATEGY

If you're going to play a Spiritualist, it helps to have a head for numbers or a knack for organization. While the mathematics involved aren't complex, it's important to be able to quickly and accurately determine your pact check modifiers so you can make an educated decision on what order of spirit to contact for your spell, whether you have the tokens you need for the effect you want, and what your chances are of getting into serious trouble if you continue the ritual. If you can't do these things quickly, then playing a Spiritualist is likely to be frustrating for you and for those playing with you.

Assuming you're still keen to try the class, the first thing to do is remember that the spellcasting process involves a lot of tactical decisions. Contacting a higher-order spirit is more risky, but there are limits on how many tokens you can get from lower-order spirits. On the other hand, you might actually get more tokens from a lower-order spirit, since the DC to gather them is lower ... but if you take this easier option, the effects of your spell will be reduced (because there are greater limits on how you can spend the tokens you've gained) and the saving throw for the spell will be lower. Don't expect to get every decision right the first time: you're likely to have a couple of embarrassing failures during the learning process, but that's part of the challenge.

Also, don't make the mistake of ignoring your non-spellcasting abilities. Your spirit servant is a useful combatant, and you're not a complete slouch yourself: while not a match for most *Iron Heroes*, you can still hold your own against many NPC opponents. You accrue increasing penalties to your magical abilities as you use your spells, so using non-spell abilities is also a good way to make sure you can pull out the spell you want when you really *need* it.

SPIRITUALIST STARTING PACKAGE

Ability Scores: Str 10, Dex 12, Con 14, Int 12, Wis 11, Cha 18

Traits: Choose any two and apply their modifications, if any.

Skill Groups: Perception, and either Academia or Mysticism, at 4 ranks each

Skills: Seven more at 4 ranks

Feats: Overwhelming Presence, any one Lore feat

Armor: Leather armor

Weapons: Morningstar, light crossbow with 10 bolts

Gear: Backpack, bedroll, flint and steel, lantern, oil (4 flasks), waterskin, 2 days' trail rations, scroll case, vial of ink, paper (10 sheets), healer's kit.

Gold: 3d4 gp.

SPIRIT SERVANTS

A spirit servant is a magical creature that the Spiritualist has contacted and bound to serve her. The appearance of these spirit servants varies widely, but they all share similar characteristics.

Summoning a Spirit Servant

Binding a spirit servant requires a 24-hour ritual. At the end of the ritual, the Spiritualist must shed some of her own blood, suffering 1d4 points of damage in the process. Damage reduction has no effect on this damage. The blood is mixed with dirt and precious herbs or minerals worth at least 100 gold pieces. These are the raw materials allowing the bound spirit to inhabit or form a body for itself.

A Spiritualist can have only one spirit servant: the binding pact is a lifelong commitment between Spiritualist and spirit, and no spirit would agree to serve a Spiritualist who already had such a pact with another spirit.

A 1st level Spiritualist is considered to have successfully completed this ritual prior to play and is not required to pay either the monetary or hit point costs to summon her first spirit servant.

Death of a Spirit Servant

The destruction of a spirit servant's body causes no permanent harm to the Spiritualist who created it, but the mental connection between the two (see the spirit servant's telepathic link ability on page 29) does cause the Spiritualist to experience some of the pain and disorientation of her servant.

A Spiritualist whose spirit servant is slain must make a DC 25 Will saving throw. If she fails this save, she is dazed for 1d4 rounds and suffers 2 points of Wisdom ability damage due to the mental anguish she experiences. A Spiritualist who passes the save is merely dazed for 1 round, and suffers no ability damage.

The destruction of the spirit servant's physical form does not slay the animating spirit, but does force it back to whatever magical place whence it was called. The Spiritualist may bind this same spirit into a new body by repeating the summoning ritual. Provided the Spiritualist did not mistreat or kill the spirit servant, the spirit will return. The GM has final say on whether a spirit will return. A Spiritualist who mistreats his lifelong companion is making a very foolish mistake.

Death of the Spiritualist

When a Spiritualist dies, her spirit servant immediately returns to its magical homeland or location. If the Spiritualist is somehow restored to life (such as through the use of Healing Lore expanded mastery 8), she must perform the ritual to summon her spirit servant once more.

SPIRIT SERVANT ABILITIES

Spirit servants are created much like a regular characters. Simply follow the same steps as in character creation, modified as outlined below.

Ability Scores: Calculate the spirit servant's ability scores in the same manner as for a player character, except that you have only 16 points to spend instead of 24. Like the Spiritualist herself, the spirit servant gains a +1 bonus to an ability score of the player's choice when the Spiritualist attains 4th, 8th, 12th, 16th, and 20th levels.

Traits: Spirit servants do not choose traits. Instead, they gain the following characteristics automatically:

- **Ability Scores:** -2 penalty to Strength, +2 bonus to Dexterity
- **Type:** Outsider
- **Size (Tiny):** As a Tiny creature, a spirit servant gains a +2 size bonus to Defense, a +2 size bonus on attack rolls, and a +8 size bonus on Hide checks, but its lifting and carrying limits are half of those of a Medium character. Despite its tiny size, a spirit servant has a reach of 5 feet and does not need to enter another creature's square in order to attack it.
- **Base speed:** 20 feet (4 squares). Spirit servants also have a fly speed of 60 feet (12 squares), with average maneuverability.
- **Darkvision:** Spirit servants can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and spirit servants can function just fine with no light at all.
- **Primary Attack:** Every spirit servant has a bite or slam attack (player's choice; once chosen, the attack form cannot be changed) as a primary natural weapon that inflicts 1d3 points of damage. Remember that creatures using natural weapons do not gain iterative attacks.
- **Reserve Points:** Unlike most creatures and NPCs, spirit servants have reserve points.
- **Languages:** Spirit servants can speak Common and any one of Abyssal, Celestial, Draconic, Infernal, or Sylvan (player's choice; the GM may also include in this list other appropriate languages from his or her own campaign, of course). Spirit servants gain bonus languages for Intelligence as normal, and can select from any available language. They can read any language they speak.

Class and Level: Spirit servants gain levels in a special class of their own, the class features of which are provided below. You do not need to track experience points for the spirit servant, nor does the creature count as a party member when determining the party's XP. Instead, the spirit servant gains a level every time the Spiritualist gains a class level. Levels gained by the Spiritualist in other classes do *not* cause the spirit servant to gain a level.

Hit Die: 1d4+2. The spirit servant receives maximum hit points at 1st level.

Feats: Spirit servants gain one feat at 1st level, and an additional feat at every level divisible by three (3rd, 6th, 9th, and so on), just like a member of the NPC classes.

The Spiritualist may choose two types of feats for the spirit servant as its primary and secondary feat masteries. The spirit servant gains good access to its primary mastery and limited access to the secondary mastery. It gains no access to any other feat type.

Skill Groups: Due to their small size, spirit servants make excellent scouts. They also have significant knowledge of spiritual and magical matters. They gain access to the Mysticism and Stealth skill groups.

Skill Points at 1st Level: (4 + Intelligence modifier) x 4

Skill Points at Each Additional Level: 4 + Intelligence modifier

Weapon and Armor Proficiency: A spirit servant is proficient with all its natural attacks, but not with weapons or armor.

SPIRIT SERVANT CLASS FEATURES AND MASTERY					
Class Level	Base Attack	Special Abilities	Base Saving Throw Mastery	Primary Feat Mastery	Secondary Feat Mastery
1	+1	Alter form (appearance), telepathic link	+2	1	–
2	+2	Natural armor +1	+3	1	–
3	+3	Damage reduction 1d4/magic	+3	2	–
4	+4	Natural armor +2	+4	2	–
5	+5	Alter form (Small), extra weapon (secondary)	+4	3	1
6	+6	Natural armor +3	+5	3	1
7	+7	–	+5	4	2
8	+8	Natural armor +4	+6	4	2
9	+9	Alter form (Medium)	+6	5	3
10	+10	Extra weapon (descriptor), natural armor +5	+7	5	3
11	+11	Damage reduction 1d6/magic	+7	6	4
12	+12	Natural armor +6	+8	6	4
13	+13	Alter form (Large)	+8	7	5
14	+14	Natural armor +7	+9	7	5
15	+15	Extra weapon (supernatural)	+9	8	6
16	+16	Natural armor +8	+10	8	6
17	+17	–	+10	9	7
18	+18	Natural armor +9	+11	9	7
19	+19	Damage reduction 1d8/magic	+11	9	7
20	+20	Natural armor +10, extra weapon (greater supernatural)	+12	9	7

Alter Form (Appearance): A spirit servant can change its physical appearance as a standard action at any time. Its new appearance can that of any creature of its current size category, and can be maintained for as long as desired. Some Spiritualists prefer unobtrusive forms, such as those of normal animals, while others like their spirit servants to appear as tentacled horrors right out of nightmare, for instance. These changes in the spirit servant’s appearance have no effect on its abilities. (It could adopt the form of a toad and still be able to fly, for instance.) Importantly, its current form has no effect on its natural attacks, which remain the same regardless of what form it adopts.


The spirit servant needs to make a Disguise check if it attempts to impersonate a specific type of creature, such as a cat or a raven. This check is opposed by an observer’s Spot

check. Observers who win the check notice something odd or unnatural about the creature they are viewing. The spirit servant’s ability to change its appearance is too crude to allow it to impersonate a specific individual. For example, it could make itself look like a cat but not like Midnight, the favorite pet of the queen.

Items carried by the spirit servant are unchanged when the spirit servant changes its appearance. This may limit the forms the spirit servant can plausibly take on. A cat or raven carrying a backpack is likely to cause notice!

Alter Form (Size): At 5th, 9th, and 13th level, the spirit servant gains the ability to assume larger forms. The largest form it is able to assume is noted at each appropriate level on the Class Features and Mastery table. The spirit servant can increase or decrease its size by one category as a standard

action, or by two categories as a full-round action. Unlike the changes in its appearance, which are purely cosmetic, changes in the spirit servant's size alter the following abilities:

SPIRIT SERVANT ABILITY MODIFICATIONS BY SIZE										
Size	Str	Dex	Con	Natural Armor	Defense & Attack	Hide Check	Primary Damage	Secondary Damage	Flight Maneuverability	
Small	+4	-2	+0	+0	-1	-4	1d4	1d3	Average	
Medium	+8	-4	+2	+0	-2	-8	1d6	1d4	Poor	
Large	+16	-6	+6	+2	-3	-12	1d8	1d6	Clumsy	

All adjustments shown on the table are taken from the spirit servant's normal Tiny form. Thus, if the spirit servant normally had Strength 10 in its Tiny form, it would have Strength 14 as a Small creature, 18 as a Medium creature, and 26 as a Large creature. Note that a spirit servant can act as a flying mount for the Spiritualist if the Spiritualist is at least one size smaller than the servant and the servant has sufficient Strength to carry her added weight.

All ability score changes have their usual effects on attack rolls, damage rolls, skill checks, defense, hit points, reserve points and so forth. Don't forget that hit points and reserve points gained from Constitution increases are lost when the creature's Constitution reduces once more. A spirit servant that is seriously injured while in an enlarged state may be unable to resume its normal size without dying (at least until it regains some hit points).

When a spirit servant changes its size, it remains at this new size until it chooses to change again. Regardless of its size, its reach always remains 5 feet.

Items carried by the spirit servant are not affected by the spirit servant's changes in size. They may fall off if the spirit servant reduces its size, or burst or otherwise break if the servant increases its size.

Telepathic Link: A spirit servant and its master have a mental link that allows them to communicate telepathically. The range of this link is 1 mile for every Spiritualist class level the spirit servant's master possesses.

Natural Armor: A spirit's servants hide grows thicker and stronger as its master's power increases. It gains a +1 natural armor bonus to Defense starting at 2nd level; this bonus increases by a further +1 every two levels thereafter. Natural armor bonuses are a passive bonus to Defense.

Damage Reduction: Spirit servants gain damage reduction just as if they wore armor, though it derives from their unnatural physiology rather than any sort of protective gear. They lose this damage reduction if they wear any armor. The amount of damage reduction is shown on the table.

The benefits of Armor mastery feats apply to a spirit servant's damage reduction exactly as if it were normal armor.

Extra Weapon: A spirit servant's attacks become more dangerous as its master grows in power. Upon reaching 5th level, a spirit servant gains two secondary natural weapons (i.e., two claws, two horns, two wing buffets, etc.). These secondary attacks inflict a base 1d2 points of damage each when the spirit servant is in its normal Tiny form. Like all secondary attacks, they suffer a -5 penalty to attack rolls.

Starting at 10th level, the spirit servant's natural weapons gain either the Finesse or Power descriptor. The Spiritualist may choose which descriptor applies to the servant's attacks; once chosen, the descriptor cannot change.

At 15th level, the spirit servant gains a supernatural attack, such as a blast of lightning or fiery breath. Regardless of its form, this attack is always a 15-foot cone or a 30-foot line that deals acid, cold, electricity, or fire damage. The Spiritualist may choose the shape of the effect and energy type at the time the ability is first gained; these attributes may not change thereafter. The attack deals 1d6 points of damage for every 2 levels of the spirit servant (round down), with a Reflex save (DC 10 + 1/2 the spirit servant's level + the spirit servant's Constitution modifier) for half damage. The area and damage of the supernatural attack do not change when the spirit servant changes its current size. Using this attack is a standard action.

At 20th level, the area of effect of the spirit servant's supernatural attack doubles (i.e., a cone increases to 30 feet, a line to 60 feet).

NEW FEATS

Presented below are a dozen entirely new feat masteries, as well as a new version of the Unarmed Combat feat mastery (previously available online, but included here for ease of reference and to provide revisions and expanded explanations for several of the feat's effects).

The table below lists the new feats by category. The descriptions of the feats themselves are presented in alphabetical order.

NEW FEATS BY CATEGORY

Feat Name	Mastery	Category	Prerequisites	Benefit
Juggernaut	2	Armor	Proficient with armor and shield used	Add armor damage reduction to Strength check when making bull rush and overrun attacks.
Juggernaut	3	Armor	–	Add armor damage reduction to attack rolls when charging
Juggernaut	4	Armor	–	Add armor damage reduction to resist bull rush and overrun attacks
Juggernaut	5	Armor	–	Roll armor damage reduction twice against attacks of opportunity
Juggernaut	6	Armor	–	Armor spikes give bonus to bull rushes and overrun attacks
Juggernaut	7	Armor	–	Damage opponents when making a bull rush or overrun attack
Juggernaut	9	Armor	–	Add armor damage reduction to damage rolls when charging.
Wall of Steel	2	Armor	Proficient with armor and shield used	Weapons that strike your armor are damaged.
Wall of Steel	3	Armor	–	You can use a shield to increase your armor's damage reduction.
Wall of Steel	4	Armor	–	+1 bonus to armor damage reduction rolls
Wall of Steel	5	Armor	–	Opponents that strike your armor can injure themselves.
Wall of Steel	6	Armor	–	+1 bonus to armor damage reduction rolls
Wall of Steel	7	Armor	–	Weapons that strike your armor suffer more damage.
Wall of Steel	8	Armor	–	+1 bonus to armor damage reduction rolls
Wall of Steel	10	Armor	–	Weapons can shatter on your armor.
Elusive Target	1	Defense	–	Enemies suffer increasing penalties the more often they attack you.
Elusive Target	2	Defense	–	Suffer no damage on successful Reflex save for half damage
Elusive Target	3	Defense	–	You are hard to knock off your feet
Elusive Target	4	Defense	–	Gain bonuses on Escape Artist checks in exchange for nonlethal damage.
Elusive Target	5	Defense	–	+1 active bonus to Defense.
Elusive Target	6	Defense	–	You can escape the grasp of even the largest opponent
Elusive Target	7	Defense	–	Your mind is as slippery as your body
Elusive Target	8	Defense	–	You can escape seemingly lethal blows
Elusive Target	9	Defense	–	+1 active bonus to Defense
Instinctive Defense	2	Defense	–	+3 passive bonus to Defense when denied your active bonus to Defense.
Instinctive Defense	4	Defense	–	+3 passive bonus to Defense when denied your active bonus to Defense.
Instinctive Defense	6	Defense	–	+3 passive bonus to Defense when denied your active bonus to Defense.
Instinctive Defense	8	Defense	–	+3 passive bonus to Defense when denied your active bonus to Defense.
Instinctive Defense	10	Defense	–	+3 passive bonus to Defense when denied your active bonus to Defense.

NEW FEATS BY CATEGORY CONT'D



Feat Name	Mastery	Category	Prerequisites	Benefit
Sudden Strike	1	Finesse	Finesse or non-power weapon	You gain the benefits of Quick Draw with your chosen weapon and gain +1 to attack and damage to your first attack after drawing your weapon.
Sudden Strike	2	Finesse	–	+1 to attack and damage to your sudden strike
Sudden Strike	4	Finesse	–	Your critical threat range is doubled on your sudden strike
Sudden Strike	5	Finesse	–	+1 to attack and damage to your sudden strike
Sudden Strike	6	Finesse	–	Your benefits from this feat apply to all attacks made in the round you draw your weapon.
Sudden Strike	7	Finesse	–	+1 damage multiplier on critical hits on your sudden strike
Sudden Strike	8	Finesse	–	+1 to attack and damage to your sudden strike
Sudden Strike	9	Finesse	–	Sheathe your weapon as a free action.
Unarmed Combat	1	Finesse	–	Your unarmed attacks gain the Finesse descriptor and do not provoke attacks of opportunity.
Unarmed Combat	2	Finesse	–	Your unarmed strikes inflict more damage.
Unarmed Combat	3	Finesse	–	You can initiate a grapple without provoking an attack of opportunity.
Unarmed Combat	4	Finesse	–	You are better able to resist bull rush, overrun and trip attacks.
Unarmed Combat	5	Finesse	–	Your unarmed strikes inflict more damage.
Unarmed Combat	6	Finesse	–	Full attacks gain an extra unarmed strike.
Unarmed Combat	7	Finesse	–	You gain bonuses against opponents who lack unarmed combat training.
Unarmed Combat	8	Finesse	–	Your unarmed strikes inflict more damage.
Unarmed Combat	9	Finesse	–	You can make a painful nerve strike.
Unarmed Combat	10	Finesse	–	Full attacks gain two extra unarmed strikes.
Beastmaster	1	Lore	Handle Animal ranks recommended	You gain an uncommonly clever and obedient animal companion.
Beastmaster	2	Lore	–	Your animal companion gains a reserve pool.
Beastmaster	3	Lore	–	Your animal companion gains +1 natural armor.
Beastmaster	4	Lore	–	Your bonded animal gains improved access to one feat mastery.
Beastmaster	5	Lore	–	You can choose new types of animal companions.
Beastmaster	6	Lore	–	You and your animal companion gain bonuses when fighting as a team.
Beastmaster	7	Lore	–	Your animal companion gains an active bonus to Defense.
Beastmaster	8	Lore	–	Your animal companion becomes stronger and quicker.
Beastmaster	9	Lore	–	You can choose new types of animal companions.
Beastmaster	10	Lore	–	You can have two animal companions.
Trap Lore	1	Lore	Craft and Disable Device ranks recommended	Trap token pool; tokens allow you to create traps.
Trap Lore	2	Lore	–	Spend tokens to make traps more accurate.
Trap Lore	3	Lore	–	Spend tokens to increase trap damage.
Trap Lore	4	Lore	–	Spend tokens to make traps harder to find and disable.
Trap Lore	5	Lore	–	Your traps are more likely to hit their targets.
Trap Lore	6	Lore	–	You can create poisoned traps.
Trap Lore	7	Lore	–	Spend tokens to increase area trap affects.
Trap Lore	8	Lore	–	Spend tokens to gain new types of damage for your traps.
Trap Lore	9	Lore	–	Spend tokens to allow traps to activate multiple times.
Axe Mastery	1	Power	Axe or Pick use and weapon proficiency	Target's armor damage reduction rolls suffer -2 penalty.
Axe Mastery	2	Power	–	You can easily destroy nonliving material.
Axe Mastery	3	Power	–	You treat all axes and picks as thrown weapon.
Axe Mastery	4	Power	–	Target's armor damage reduction rolls suffer additional -2 penalty.
Axe Mastery	6	Power	–	Critical threats imbed your weapon in your target.
Axe Mastery	7	Power	–	You can damage your target's armor.
Axe Mastery	8	Power	–	Target's armor damage reduction rolls suffer additional -2 penalty.
Axe Mastery	9	Power	–	Critical threats stun your target with pain.



NEW FEATS BY CATEGORY CONT'D



Feat Name	Mastery	Category	Prerequisites	Benefit
Sudden Strike	1	Power	Power or non-finesse weapon	You gain the benefits of Quick Draw with your chosen weapon and gain +1 to attack and damage to your first attack after drawing your weapon.
Sudden Strike	2	Power	–	+1 to attack and damage to your sudden strike
Sudden Strike	4	Power	–	Your critical threat range is doubled on your sudden strike
Sudden Strike	5	Power	–	+1 to attack and damage to your sudden strike
Sudden Strike	6	Power	–	Your benefits from this feat apply to all attacks made in the round you draw your weapon.
Sudden Strike	7	Power	–	+1 damage multiplier on critical hits on your sudden strike
Sudden Strike	8	Power	–	+1 to attack and damage to your sudden strike n
Sudden Strike	9	Power	–	Sheathe your weapon as a free action.
Unarmed Combat	1	Power	–	Your unarmed attacks gain the Power descriptor and do not provoke attacks of opportunity.
Unarmed Combat	2	Power	–	Your unarmed strikes inflict more damage.
Unarmed Combat	3	Power	–	You can initiate a grapple without provoking an attack of opportunity.
Unarmed Combat	4	Power	–	You are better able to resist bull rush, overrun and trip attacks.
Unarmed Combat	5	Power	–	Your unarmed strikes inflict more damage.
Unarmed Combat	6	Power	–	Full attacks gain an extra unarmed strike.
Unarmed Combat	7	Power	–	You gain bonuses against opponents who lack unarmed combat training.
Unarmed Combat	8	Power	–	Your unarmed strikes inflict more damage.
Unarmed Combat	9	Power	–	You can make a painful nerve strike.
Unarmed Combat	10	Power	–	Full attacks gain two extra unarmed strikes.
Sudden Strike	1	Projectile	Weapon with a range increment	You gain the benefits of Quick Draw with your chosen weapon and gain +1 to attack and damage to your first attack after drawing your weapon.
Sudden Strike	2	Projectile	–	+1 to attack and damage to your sudden strike
Sudden Strike	4	Projectile	–	Your critical threat range is doubled on your sudden strike
Sudden Strike	5	Projectile	–	+1 to attack and damage to your sudden strike
Sudden Strike	6	Projectile	–	Your benefits from this feat apply to all attacks made in the round you draw your weapon.
Sudden Strike	7	Projectile	–	+1 damage multiplier on critical hits on your sudden strike
Sudden Strike	8	Projectile	–	+1 to attack and damage to your sudden strike
Sudden Strike	9	Projectile	–	Sheathe your weapon as a free action.
Gladiator	1	Social	–	Gladiatorial pool allows instant conversion of reserve points
Gladiator	2	Social	–	Use Charisma instead of Strength for attack rolls
Gladiator	3	Social	–	Gladiatorial pool allows you to remain conscious
Gladiator	4	Social	–	Gladiatorial pool allows you to make a signature attack
Gladiator	5	Social	–	Use Charisma instead of Strength for damage rolls
Gladiator	6	Social	–	Gladiatorial pool allows you to increase your damage rolls
Gladiator	7	Social	–	Gladiatorial pool allows faster conversion of reserve points
Gladiator	8	Social	–	Gladiatorial pool grants additional attacks
Gladiator	9	Social	–	Charisma increases rate of Gladiatorial token gain
Icon	1	Social	Perform ranks recommended	You can use Perform checks to feint in combat.
Icon	2	Social	–	You can use Perform checks to influence people.
Icon	3	Social	–	Patronage pool earns you gifts of gold.
Icon	4	Social	–	Patronage pool helps you gather information.
Icon	5	Social	–	You can use Perform checks to demoralize foes.
Icon	6	Social	–	Patronage pool protects you from criminal charges.
Icon	7	Social	–	Your exceptional repertoire makes your performances truly extraordinary.
Icon	8	Social	–	Patronage pool allows you to persecute your rivals.



NEW FEATS BY CATEGORY CONT'D

Feat Name	Mastery	Category	Prerequisites	Benefit
Analyze Opponents	1	Tactics	Sense Motive ranks recommended	Strategy pool improves bonus from Combat Sense checks
Analyze Opponents	2	Tactics	–	Strategy pool grants bonus on Sense Motive checks.
Analyze Opponents	3	Tactics	–	Strategy pool lets you analyze readied actions.
Analyze Opponents	4	Tactics	–	Strategy pool allows more targets for Combat Sense.
Analyze Opponents	5	Tactics	–	Strategy pool negates flanking bonuses.
Analyze Opponents	6	Tactics	–	Strategy pool negates enemy abilities.
Analyze Opponents	6	Tactics	–	Strategy pool denies enemy their active bonus to Defense.
Analyze Opponents	8	Tactics	–	Gain strategy tokens as a free action.
Combat Instincts	1	Tactics	–	Use Wisdom instead of your key attack ability.
Combat Instincts	2	Tactics	–	Strategy pool lets you make attacks of opportunity.
Combat Instincts	3	Tactics	–	Add Wisdom bonus to Initiative checks.
Combat Instincts	4	Tactics	–	Strategy pool helps you retain your active bonus to Defense.
Combat Instincts	5	Tactics	–	Add Wisdom bonus as active bonus to Defense.
Combat Instincts	7	Tactics	–	Apply Wisdom modifier + key ability to attacks.
Combat Instincts	8	Tactics	–	Apply Wisdom modifier as damage bonus.
Combat Instincts	9	Tactics	–	Gain strategy tokens as a free action.



ANALYZE OPPONENTS [TACTICS]

You are an expert at analyzing your opponents, discerning their plans, and formulating the most effective means to defeat them.

Base Mastery: 1

Prerequisite: This feat relies on the Sense Motive skill. You do not need ranks in Sense Motive to use Analyze Opponent, but it is far more effective with them.

Benefit: You gain access to a pool of strategy tokens as described in the sidebar on the next page. When you use the combat sense application of Sense Motive, you can spend strategy tokens to increase the bonus you receive. You must choose to spend these tokens before you make your Sense Motive check. If you win the opposed check, you gain an additional +1 bonus to your attack rolls and Defense against that target for each token you spent. You can spend a maximum number of tokens on this ability equal to your Intelligence or Wisdom bonus, whichever is higher.

Expanded Mastery: 2. Whenever you make a Sense Motive check, you can spend strategy tokens on your check. Each token spent grants a +3 bonus to your Sense Motive check. You can spend strategy tokens on this ability at the same time as you spend them to activate other Analyze Opponent feat masteries. For instance, if you had this feat and the base mastery, you could spend 2 strategy tokens to have your combat sense check grant you a +3 bonus to attack rolls and Defense, and then 1 or more tokens to grant you a bonus on your Sense Motive (combat sense) check.

Expanded Mastery: 3. When an opponent readies an action, you can spend 1 strategy token on your turn in order

to sense what they are planning. The target of this ability must be within 30 feet and within your line of sight. Make a Sense Motive check as a free action, opposed by the target's base attack check or Bluff check (target's choice). If you succeed, you learn the conditions of the target's readied action i.e., both what he will do and what will trigger his action.

Expanded Mastery: 4. When you use the combat sense application of Sense Motive, you can spend strategy tokens to increase the number of targets of your ability. You must specify how many tokens you are spending before you make your Sense Motive check, and all targets must be within 30 feet of you. You can choose one additional target for every strategy token you spend. You make only one Sense Motive (combat sense) check against all affected targets, but each target makes a separate base attack check to oppose you.

Expanded Mastery: 5. When an opponent flanks you, you can spend 1 strategy token as a reaction. Make a Sense Motive check opposed by your opponent's Bluff or base attack check (target's choice). If you win, that opponent loses the benefits of flanking you (such as +2 to attack rolls and the ability to deal sneak attack damage) until the end of your next action. Other opponents who flank you are not affected, even if they gain their flanking benefits as a result of your target's position. However, you can make separate attempts to negate each flanking opponent's benefits if you wish, provided you have the strategy tokens to do so.

You can only use this ability once per target per round. If your check fails, you cannot try again until the beginning of your target's next turn.

Expanded Mastery: 6. Your skill in discerning the intent of others allows you to thwart their plans. Whenever an opponent spends tokens of any kind, you can spend 2 strategy tokens as a reaction to stop them. Make a Sense Motive check opposed by your target's Bluff or base attack check (target's choice). If you succeed, your opponent loses the tokens she spent, but her ability does not activate. The opponent is not considered to have used any actions, however, and can now choose a new course of action. If she has enough tokens, she can make another attempt to use the same ability you just prevented.

You cannot use this feat as a reaction to someone else using this ability on you. For instance, if an enemy executioner who also has this feat attempts to spend a 2 execution tokens to use create distraction and you spend 2 strategy tokens to stop him, he could not then use this feat to prevent your attempt to stop him.

Expanded Mastery: 7. By spending 2 strategy tokens, you can attempt to deny an opponent her active bonus to Defense. You can only choose a target against whom you have made a successful use of combat sense during this encounter, and who is within 30 feet of you and in line of sight. After spending the tokens, make a Sense Motive check as a free action, opposed by the target's Bluff or base attack check (target's choice). If you win the opposed check, the target is denied her active bonus to Defense against you until the end of her next turn.

Expanded Mastery: 8. You can use an Intelligence or Wisdom check to gain strategy tokens as a free action rather than a move or standard action, as appropriate.



CORE RULES CHANGE: EXPANDING THE STRATEGY TOKEN POOL

The Player's Companion introduces two new feats that make use of strategy tokens. Use the following information about strategy tokens in place of the sidebar on page 143 of the Iron Heroes rulebook.

STRATEGY TOKEN POOL

Granted by: Analyze Opponents base mastery; Combat Instincts expanded mastery abilities (2, 4, 9); Tactics of the Mind feat expanded mastery abilities (2, 3, 4, 6, 9); Warleader feat base mastery

You gain a strategy token pool. Each round, you may make an Intelligence or Wisdom check (your choice) as a standard action. On a result of 9 or less, you gain 0 tokens; a result of 10 to 19 grants you 1 token; and 20 or higher yields 2 tokens. You can accumulate a maximum number of strategy tokens equal to 10 + your level. These tokens reflect the advantage you gain by consciously or unconsciously scanning the battlefield and watching your enemies as you formulate a viable plan of attack. You lose your accumulated strategy tokens at the end of the encounter.

If you gain access to strategy tokens through two or more different feats (but not different mastery levels of the same feat), you gain a +5 bonus on each check made to gather tokens. See the descriptions of feats listed above for the uses of strategy tokens.

Note: Wherever the Warleader or Tactics of the Mind feats in the Iron Heroes core rulebook refer to an "Intelligence check" to gather tokens, treat the description as reading "Intelligence or Wisdom check."



AXE MASTERY [POWER]

You are a master of the axe or pick, a deadly weapon that can strike with great force. In your hands, these weapons can reach their full potential.

Base Mastery: 1

Prerequisite: You gain the benefits of this feat only when fighting with a weapon that has the axe or pick descriptor and with which you are proficient.

Benefit: You are adept at smashing your way through an opponent's armor. You apply a -2 penalty on your opponents' armor damage reduction rolls. This penalty may reduce the damage reduction to 0, but not below 0.

Special: Note that the benefits for the base mastery and for expanded masteries 4 and 8 are identical. They are listed as separate mastery abilities because you can't take the same ability more than once. However, their effects stack.

Expanded Mastery: 2. You can use an axe or pick to chop rapidly through nonliving material. Whenever you attack an object or creature that has hardness, you treat its hardness as 4 points lower than it actually is for the purposes of determining how much damage you inflict. This ability can reduce the effective hardness to 0, but not below 0.



Expanded Mastery: 3. You can hurl even the largest and heaviest axe or pick. When you wield an axe or pick that does not normally have a range increment, you treat it as having a range increment of 10 feet. The weapon gains the thrown descriptor while you wield it.

Expanded Mastery: 4. You apply an additional –2 penalty on your opponents' armor damage reduction rolls when using an axe or pick.

Expanded Mastery: 6. When you score a critical threat, you imbed your weapon so far into your opponent that it rips their flesh as you tear it free. You inflict an additional 1d10 points of damage whenever you score a critical threat (i.e., whether the critical is confirmed or not). Like other bonus damage dice, this 1d10 is not multiplied if the critical hit is confirmed.

Expanded Mastery: 7. Your brutal blows tear rents in your opponent's armor. Any time your Axe Mastery feats reduce your opponent's armor damage reduction roll to 0, you inflict a permanent –1 penalty to his armor's damage reduction. You can inflict this penalty multiple times, and the penalties stack. The modified result of the character's armor damage reduction rolls can be reduced to 0, but not below 0. To remove this penalty, the foe must succeed at a relevant Craft check to do work with a gold-piece value equal to 10 percent of the armor's full cost per point of penalty, to a maximum of 90 percent of the full cost.

Expanded Mastery: 8. You apply an additional –2 penalty on your opponents' armor damage reduction rolls when using an axe or pick.

Expanded Mastery: 9. Your most devastating blows cause immense agony to your opponents. Whenever you score a critical threat, the victim of the blow must make a Fortitude save with a DC equal to the damage you deal (after all damage reduction is applied). If the opponent fails the save, he is stunned for 1 round. If you score multiple critical threats on a single target in a round, the victim must make a saving throw for each threat. He is stunned for one round per saving throw he fails.

BEASTMASTER [LORE]

You have an almost uncanny bond with an animal. This creature exhibits an almost human ability to understand your commands and instructions.

Base Mastery: 1

Prerequisite: This feat relies on the Handle Animal skill. You do not need ranks in Handle Animal to use Beastmaster, but it is far more effective with them.

Benefit: Choose one domesticated animal you own from the following list: camel, eagle, guard dog (use riding dog statistics), horse (heavy or light), pony, warpony, or warhorse (heavy or light). (If you do not own such an animal, you must purchase or otherwise acquire one.). Once per day, you can attempt to make a DC 20 Handle Animal check. If you do not have the Handle Animal skill, make a Charisma check instead. When you succeed, you forge a bond of loyalty between yourself and this animal.



You can handle your bonded animal as a free action or push it as a move action, even if you don't have ranks in the Handle Animal skill. Your bonded animal knows all the tricks listed on page 92 of the Iron Heroes rulebook, but will perform them only at your command.

You can bond with only one creature at a time. You must end any existing bonds before forging a new bond with a different creature. Once you end a bond with an animal, it reverts to being a normal creature, losing all the benefits your possession of this feat confers. Your bond ends automatically if the animal is killed. Your new animal receives all the benefits of your feats immediately upon your completion of the bonding process.

Normal: Handle Animal can only be used trained. Handling an animal is a move action and pushing an animal is a full-round action.

Special: Most of the expanded masteries for this feat grant bonus Hit Dice to your bonded animal. These bonus Hit Dice stack. For the purposes of additional feats gained due to increasing Hit Dice, your bonded animal has Defense, Finesse and Power mastery ratings equal to its Hit Dice divided by three (round up).

Expanded Mastery: 2. Your bonded animal gains a reserve pool equal to its uninjured hit point total. This is an exception to the normal rule that creatures without Iron Heroes classes do not have reserve pools. In addition, your bonded animal gains one bonus Hit Die due to the rigorous training program you put it through.

Expanded Mastery: 3. Your bonded animal gains a +1 bonus to its normal natural bonus to Defense. In addition, the animal gains one bonus Hit Die.

Expanded Mastery: 4. Choose either Defense, Finesse or Power mastery. Your bonded animal's mastery rating for this feat mastery becomes equal to its Hit Dice divided by two (round up). In addition, your bonded animal gains one bonus Hit Die.

Expanded Mastery: 5. You may forge a bond with a non-domesticated animal from the following list: bear (black), boar, cheetah, wolf. You must first seek out such a creature. When you encounter it, you can attempt a DC 25 Handle Animal check. If you do not have the Handle Animal skill, make a Charisma check instead. If your check succeeds, the animal will allow you to remain in its presence. After you have spent one full day with the animal, it becomes bonded with you. Once bonded with you, this creature performs in all particulars like any other bonded animal. If you take this feat but bond with an animal from the list in the base mastery, your bonded animal gains 2 bonus Hit Dice; if you bond with an animal from the list in this feat, it does not get any bonus Hit Dice for this feat.

Expanded Mastery: 6. When you and your bonded animal both attack the same creature in the same round, you each gain a +2 bonus to your attack rolls. In addition, your bonded animal gains one bonus Hit Die.

Expanded Mastery: 7. Your bonded animal gains an active bonus to Defense equal to one-half of its Hit Dice (rounded down). In addition, your bonded animal gains one bonus Hit Die.

Expanded Mastery: 8. Your bonded animal gains a +2 bonus to Strength and Dexterity. In addition, it gains one bonus Hit Die.

Expanded Mastery: 9. You may forge a bond with a non-domesticated animal from the following list: bear (brown), lion, tiger. You must first seek out such a creature. When you encounter it, you can attempt a DC 30 Handle Animal check. If you do not have the Handle Animal skill, make a Charisma check instead. If your check succeeds, the animal will allow you to remain in its presence. After you have spent one full day with the animal, it becomes bonded with you. Once bonded with you, this creature performs in all particulars like any other bonded animal. If you take this feat but bond with an animal from the list in the base mastery or expanded mastery 5, your bonded animal gains 2 bonus Hit Dice. If you bond with an animal from the list in this feat, it does not get any bonus Hit Dice for this feat.

Expanded Mastery: 10. You can forge a bond with two animals at one time. The two bonded animals must be different species of animals. For instance, you could bond with a warhorse and a black bear, but not with two warhorses (even if one was a heavy warhorse and the other was a light warhorse). Your second bonded animal gains all the benefits due to it for the feats you have and the type of animal it is, except that it gains 2 fewer bonus Hit Dice than your combined feats would normally give it (to a minimum of 0 bonus Hit Dice). Neither bonded animal gains a bonus Hit Die from this expanded mastery.

COMBAT INSTINCTS [TACTICS]

Brute strength or speed might be the hallmarks of other fighters, but you prefer to rely on your uncanny perception and intuition to guide your blows. You instinctively find weaknesses in an enemy's combat skills and move to exploit them.

Base Mastery: 1

Benefit: You may use Wisdom to determine attack bonuses with ranged weapons (i.e., instead of Dexterity) and to determine attack bonuses with melee weapons (instead of Strength). You apply your intuition and a keen awareness of your opponents, rather than raw physical talent, to land telling blows.

Expanded Mastery: 2. You gain access to a pool of strategy tokens as described in the sidebar on page 34. Your instinctive ability to guess what your foes will do makes it easier for you to find openings to attack them. Whenever an opponent enters a square you threaten but would not normally provoke an attack of opportunity (either because they have not moved far enough, or because they use Tumble), you may spend 2 tokens in order to attempt an attack of opportunity. Make a base attack check opposed by your target's base attack check. If you win, you may make an attack of opportunity.

DESIGN COMPANION: BEASTMASTER

The main impetus for adding the Beastmaster feat was to make mounted combatants a more viable option in Iron Heroes. Without the benefit of this feat, a character who invested in Mounted Combat and Mounted Archery would find her mounts dying beneath her like flies. Worse, possessing a mount could actually delay a party of Iron Heroes: mounts forced to force march or hustle rapidly become fatigued and suffer lethal damage if they are being ridden.

The ability to bond with other species of animals was also included because of course such bonds have often been a feature of fantasy fiction and film.

You can use this ability only if you have an attack of opportunity available to you. You can use this ability once per square you threaten that your target enters, provided you have sufficient tokens and attacks of opportunity and that you can make multiple attacks of opportunity on one target.

Expanded Mastery: 3. Your instincts often give you an edge when combat begins. You may add your Wisdom bonus to your initiative checks. All other modifiers, such as Dexterity or the Improved Initiative feat, still apply.

Expanded Mastery: 4. You gain access to a pool of strategy tokens as described in the sidebar on page 34. Your instinctive ability to guess what your foes will do makes it easier for you to discern their attempts to outwit you. When an opponent tries to deny you your active bonus to Defense, you can spend tokens on the opposed check to prevent them from succeeding. Each token you spend gives you a +2 bonus on your check.

Expanded Mastery: 5. Your instinctive understanding of the flow of combat allows you to better defend yourself. You gain your Wisdom bonus as an active bonus to Defense. This applies in addition to your Dexterity bonus and your other active bonuses to Defense.

Expanded Mastery: 7. You may now use your instincts and physical skills in equal measure when fighting. Apply both your Wisdom modifier and either your Strength or Dexterity modifier, respectively, to melee and ranged attack rolls.

Expanded Mastery: 8. You instinctively strike at points your foe cannot defend. You may apply your Wisdom modifier as a bonus to damage with all melee and ranged attacks. You gain the bonus to ranged attacks even if your weapon does not normally grant a Strength bonus to damage.

Expanded Mastery: 9. You gain access to a pool of strategy tokens as described in the sidebar on page 34. You can use an Intelligence or Wisdom check to gain the tokens as a free action rather than a move or standard action, as appropriate.

ELUSIVE TARGET [DEFENSE]

You are an extremely difficult person to pin down, seemingly able to slip out of almost any difficult situation.

Base Mastery: 1

Benefit: Your rapid and unpredictable movements make it hard to guess what you'll do next. Whenever an opponent makes an attack against you, he suffers a –1 penalty to any subsequent attack rolls against you until the beginning of his next turn. This penalty stacks if he makes multiple attacks. For instance, if a creature with a bite attack and two claw attacks made a full attack against you, it would suffer a –1 penalty on the second attack roll it made and a –2 penalty on the third attack roll. If you subsequently provoked an attack of opportunity from it on your turn, it would make the attack of opportunity at a –3 penalty.

Special: Note that the benefits for expanded mastery 5 and 9 are identical. They are listed as separate mastery abilities because you can't take the same ability more than once. However, their effects stack.

Expanded Mastery: 2. You can avoid even magical and unusual attacks with great agility. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. You do not gain the benefits of this feat if you are helpless or flat-footed.

Expanded Mastery: 3. Your agility helps you stay on your feet. You gain a +4 bonus on all Dexterity-based checks made to resist trip and overrun attacks. You do not gain this bonus if you choose to make a Strength check to resist the attack. If you would normally be denied the option to avoid an overrun attack (for instance, if your opponent has the Improved Overrun base mastery), make a base attack check opposed by the base attack check of the creature performing the overrun. If you win, you may choose to avoid the overrun attempt.

Expanded Mastery: 4. You can contort your body to an almost inhuman degree. You gain a +2 bonus to all Escape Artist checks. Further, when making an Escape Artist check, you can choose to deliberately dislocate your own joints. This causes you pain but also makes it easier to slip free. Before you roll, you may choose an additional bonus (over and above the basic +2 modifier given by this feat) that you wish to apply to the check. This additional bonus may not exceed your Dexterity modifier. For each +1 bonus you take on the check, you suffer 1d3 points of nonlethal damage. The bonus lasts until the beginning of your next turn.

Expanded Mastery: 5. You are able to twist aside adroitly, avoiding many blows. You gain a +1 active bonus to Defense.

Expanded Mastery: 6. Your eel-like flexibility allows you to slip out of your enemy's grasp, no matter how big it is. When an opponent makes a grapple check against you, it suffers a –4 penalty to its grapple check for each size category larger than you is. (In effect, this negates any advantage it may have from being larger than you.)

Expanded Mastery: 7. Your mind is as hard to pin down as your body. If you are affected by an enchantment spell or effect and you fail your saving throw, you can attempt the save again one round later at the same DC. You get only this one extra chance to succeed on your saving throw.

Expanded Mastery: 8. You have a knack for survival. Any time you have 1 or more hit points and you suffer damage that would reduce you to negative hit points, you may attempt a Reflex saving throw (DC 10 + the damage inflicted by the blow). If you succeed, your hit points are reduced to –1, instead of to the negative value they were supposed to reach, and you are automatically stabilized.

Expanded Mastery: 9. You can twist aside from most blows. You gain a +1 active bonus to Defense.



GLADIATOR [SOCIAL]

You are used to fighting in front of an audience. The roar of the crowd drives you to overcome near impossible odds.

Base Mastery: 1

Benefit: You gain a gladiatorial token pool. This pool represents the energy and strength you draw from the motivational power of a cheering crowd. Any character who can see you fighting may use an action on his turn to shout support and encouragement to you. You must be able to see and hear the character doing the encouragement. The encouragement must be aimed at you specifically, not at your allies in gener-

al. You gain a number of gladiatorial tokens depending on the action the character uses to cheer you.

GLADITORIAL TOKEN POOL

Encouragement Action	Gladitorial Tokens Gained
Move action	1
Standard action	2
Full-round action	4



You can also psych yourself up for battle: you stomp your feet, gesticulate insultingly, shout challenges or war cries, batter yourself on the forehead with your shield, or the like. You may choose to do this as a move, standard, or full-round action to gain gladiatorial tokens as shown above, just as if another character had cheered you on. You can accumulate a maximum number of tokens equal to 10 + your level. You can spend the tokens in order to perform great feats of endurance and skill in combat. You lose your accumulated gladiatorial tokens at the end of the encounter.

You use the crowd's energy to help you overcome the pain of your injuries. You can spend gladiatorial tokens to convert reserve points to hit points immediately. Each token you spend allows you to convert 1 reserve point to 1 hit point.

Expanded Mastery: 2. Your attacks are filled with bravado and ostentation as you play to your audience. You may apply your Charisma modifier instead of your Strength modifier on attack rolls.

Expanded Mastery: 3. You can use the roar of the crowd to keep you on your feet. When you are reduced to negative hit points, you can spend 1 gladiatorial token to remain conscious until the end of your next turn. You must choose

GLADIATORIAL TOKENS AND THE ARENA

Normally, the only characters likely to shout support for a character are her allies, and then only if they are not too busy to do so. Should the character find herself in a true gladiatorial contest, however, there are likely to be dozens or even hundreds of spectators, many of whom may be cheering for her. In these circumstances, the character automatically receives a number of gladiatorial tokens at the start of her turn each round.

CROWD-BASED GLADITORIAL TOKEN GAIN

Size of Crowd	Gladitorial Tokens Gained
1-10	0
11-30	1
31-100	2
101-300	3
301-1000	4
1001+	5



whether to spend tokens as soon as you are reduced to negative hit points (even if it is not your turn). You can continue to spend tokens each round thereafter. If you cannot pay the token cost, or choose not to do so, you immediately fall unconscious and are dying.

Each round in which you spend a token, you can take either a standard action or a move action each round, but not both. You cannot take a full-round action. You can perform a move action without harming yourself, but if you perform a standard action (or any other action deemed as strenuous, including some free actions, such as using Quick Draw to draw a weapon), you take 1 point of damage after completing the action.

There is no limit to how far negative your hit points can go while using this ability: you remain conscious as long as you have tokens to spend. However, you run the usual risk of death whenever your hit points are at –10 or below. Make your Fortitude save at the end of your turn each round. If you fail, you die instantly.

You cannot stabilize while using this ability.

Expanded Mastery: 4. You develop a potent, not to mention flashy move that functions as your “signature attack.” If you spend 2 gladiatorial tokens, you may make your signature attack as a full-attack action. You may move up to half your base speed as part of this action; this movement can occur either before or after the attack itself, and you receive the benefits of Mobility feat mastery 3 until the end of your turn (even if you do not have the prerequisites for that feat).

Make a single attack roll. You may spend additional tokens to gain a bonus to this attack roll, if you wish. Each token you spend grants you a +1 bonus to the attack roll. If your signature attack is successful, you gain a number of gladiatorial tokens equal to your Charisma bonus before rolling your damage. Additionally, your attack is automatically a critical threat.

You can spend tokens gained as part of a successful signature attack immediately. For instance, if you have expanded mastery 6 of this feat, you can spend the tokens on additional damage for the signature attack.

Expanded Mastery: 5. You may apply your Charisma modifier instead of your Strength modifier on damage rolls.

Expanded Mastery: 6. The roar of the crowd adds fervor to your blows. When you strike an opponent, you can choose to spend gladiatorial tokens to increase the damage. You can decide to spend tokens after you know whether your attack has succeeded, but before you make the damage roll. Each token you spend gives you a +2 bonus to damage for that attack only. This damage is multiplied if applied to a critical hit.

Expanded Mastery: 7. When you spend gladiatorial tokens to convert reserve points to hit points, every token you spend allows you to convert 3 reserve points to hit points.

Expanded Mastery: 8. The crowd spurs you into a frenzy of attacks. You may spend gladiatorial tokens to gain additional attacks. If you spend 4 tokens, you may immediately make an extra attack at your highest attack bonus. You can activate this ability as many times during your turn as you have tokens to do so, but must have made at least one attack as part of your normal actions in order to activate this ability.

Expanded Mastery: 9. You are expert at psyching yourself up for combat. When you use an action to gain gladiatorial tokens for yourself, you may add your Charisma bonus to the number of tokens you gain.

ICON [SOCIAL]

Your exceptional performances win you acclaim and rewards from everyone you meet.

Base Mastery: 1

Prerequisite: This feat relies on the Perform skill. You do not need ranks in Perform to use Icon, but it is far more effective with them.

Benefit: You distract your opponent with a snippet of performance, such as reciting a well-known couplet or skipping through a few steps from a dance. This action is treated as a feint, except that you use your Perform check in place of a Bluff check. Any feats you have that improve your ability to feint, such as Improved Feint, interact with this action exactly as if you had feinted using the Bluff skill.

Expanded Mastery: 2. Your masterful performances win you many admirers. You may use a Perform check in place of a Diplomacy check to change the attitude of your audience. You can use this ability only on creatures willing to watch or listen to your performance. Your Perform check does not need to include a verbal component: a masterful dance can be as moving and impressive as masterful oratory or song.

Expanded Mastery: 3. You gain a patronage token pool. Refer to the sidebar on the next page for details of this token pool. You can spend tokens to receive gifts of gold from your patrons. For each token you spend, your patrons provide you with a gift of 20+1d10 gp.

Expanded Mastery: 4. You gain a patronage token pool as described in the sidebar on the next page. You can ask your patrons to assist you in investigations. For each token you spend, you gain a +3 bonus to Gather Information checks. This bonus lasts for 24 hours.

Expanded Mastery: 5. You can use your performance to demoralize your enemies, such as by performing a war dance, making a threatening speech, or the like. This works exactly like using the Intimidate skill to demoralize opponents, but you use a Perform check in place of an Intimidate check.

Expanded Mastery: 6. You gain a patronage token pool as described in the sidebar on the next page. You can ask your patrons to intercede in any legal troubles you might have. If you spend 1 token, your patron(s) will make one minor crime with which you have been charged “disappear.” If you spend 2 tokens, your patrons will make a single major charge disap-

PATRONAGE TOKEN POOL

This pool represents the patronage of wealthy and important characters who can provide you with assistance in exchange. Each time you hold a performance for your patrons (lasting a minimum of 1 hour), you gain patronage tokens based on the result of your Perform check.

PATRONAGE TOKEN POOL

Perform Check	Patronage Tokens Gained
Less than 15	0
15-29	1
30-44	2
45 or more	3

You can make only one such performance per day. You can accumulate a maximum number of tokens equal to 10 + your level, and you can spend the tokens in order to gain favors from your patrons. Patronage tokens generally last until used, provided you make at least one performance for your patron each week. If more than seven days have passed since your last performance, you lose one patronage token per day after the seventh.

pear; and for 3 tokens, even a capital crime can be set aside. If your allies have also been charged, you can spend additional tokens to have those charges waived as well: Each additional token you spend protects two of your companions.

Typically, crimes can be classified as follows:

Minor Crimes: Commonly, this category includes acts of vandalism or theft involving less than 50 gp worth of goods, as well as non-sexual assault that leaves no permanent injuries. Publicly speaking against the locals rulers may also be also considered a minor crime in some areas.

Major Crimes: Any crime which is neither a minor crime nor a capital crime.

Capital Crimes: This category includes desertion in the face of the enemy, murder, assaults leading to the death of the victim, and treason (that is, actually conspiring against the local rulers, as opposed to merely speaking ill of them). Sexual assault may be considered a capital crime in some regions.

Expanded Mastery: 7. Your exceptional repertoire makes your performances truly extraordinary. Whenever you make a Perform check, you can use snippets of other performance specializations to aid you. You gain a +1 bonus to the check for every other Perform specialization possess. For example, if you had four specializations of the Perform skill, you would gain a +3 bonus to all your Perform checks.

Expanded Mastery: 8. You gain a patronage token pool as described in the sidebar on this page. You can ask your patrons to use their influence to cause legal difficulties for your rivals. Nominate one other character who is currently within your patron's home city. If you spend 1 token, the target is arrested and charged with a minor crime. If you spend 3 tokens, he is arrested and charged with a major crime. If you spend 10 tokens, the charge is for a capital crime.

Note that being arrested and charged may not necessarily lead to a conviction, depending on the legal system of your patron's home city, but it will almost certainly result in considerable discomfort and probably detainment for your target. The Game Master should use good judgment in deciding the specific outcome.

DESIGN COMPANION: ICON FEAT MASTERY

Potentially, a character with no ranks in the Perform skill can use the Icon feat mastery to gain the patronage of the rich and powerful. This may seem odd, but consider that performance is very subjective. It is common for actors and musicians who have thousands of adoring fans to be loathed by many other people for their supposed "lack of talent"!

Part of Icon's purpose is to allow for characters who are adept at getting their own way through the power of their station rather than their skill at dealing with people directly. You could easily create new feats that copy Icon's base mastery and expanded mastery 2 and 5, but use other skills in place of Perform, if you wished.

INSTINCTIVE DEFENSE [DEFENSE]

You have learned how to let your subconscious instincts override your conscious mind. These automatic reflexes kick in when you are caught unawares or tricked by an enemy, helping to move you out of harm's way.

Base Mastery: 2

Benefit: You gain a +3 passive bonus to Defense whenever you are denied your active Defense bonus. You must actually lose your active bonus to benefit from this feat. If you have an ability that causes you not to lose your active Defense bonus in certain circumstances, such as uncanny dodge, you do not gain the benefits of this feat during those circumstances.

Unlike most passive bonuses to Defense, the bonus provided by this feat applies against touch attacks.

The total passive bonus you gain from this feat cannot exceed your total active bonus to Defense.

Special: Note that the benefits for this feat's base mastery and expanded masteries are all identical. They are listed as separate mastery abilities because you can't take the same ability more than once. However, their effects stack with each others.

Expanded Mastery: 4. You gain an additional +3 passive bonus to Defense whenever you are denied your active Defense bonus.

Expanded Mastery: 6. You gain an additional +3 passive bonus to Defense whenever you are denied your active Defense bonus.

Expanded Mastery: 8. You gain an additional +3 passive bonus to Defense whenever you are denied your active Defense bonus.

Expanded Mastery: 10. You gain an additional +3 passive bonus to Defense whenever you are denied your active Defense bonus.

JUGGERNAUT [ARMOR]

Your know how to use the mass of your armor to overpower your opponents.

Base Mastery: 2

Prerequisite: You must be proficient with the shield and armor you are using.

Benefit: When you make a bull rush or overrun attack, you may roll your armor's damage reduction and add the result of the check to your opposed Strength check. You also gain this benefit on Strength checks made to burst open doors or similar objects.

Special: Include the benefits of all feats that improve your armor's damage reduction (such as Armor Mastery and Wall of Steel) when making your damage reduction rolls for this feat.

Expanded Mastery: 3. When you charge, you use the weight of your armor to add momentum to your attack. Roll your armor's damage reduction and add the result to the attack roll you made as part of the charge. This bonus replaces the normal +2 bonus to attack rolls when charging. You suffer a –2 penalty to Defense as normal.

Special: You may choose not to use the benefits of this feat, if you wish. For instance, if you are not wearing any armor and make a charge attack, you can choose the normal +2 attack roll bonus. You must choose whether or not to use this feat prior to making your damage reduction roll.

Expanded Mastery: 4. When you are the target of a bull rush or overrun attack, you may roll your armor's damage reduction and add the result of the check to your opposed check to resist the attack.

Expanded Mastery: 5. You use your armor to plow through the thick of battle, where others might fear to go. When you suffer an attack of opportunity, you may roll your armor's damage reduction twice and take the better result.

Expanded Mastery: 6. If your armor has armor spikes, you gain a +1d6 bonus to the armor damage reduction roll you make as part of any opposed check for a bull rush or overrun attack.

Expanded Mastery: 7. You slam into your opponents with bruising force. When you roll your armor damage reduction as part of the opposed check for a bull rush or overrun attack, your opponent suffers an amount of damage equal to the damage reduction rolled. If your armor has armor spikes, this is piercing damage. Otherwise, it is bludgeoning damage.

Expanded Mastery: 9. When you charge, you use the weight of your armor to add force to your attack. If the attack roll you make as part of the charge is successful, roll your armor's damage reduction and add the result to the damage you deal with the attack. This bonus damage is not multiplied in the event that you score a critical hit.

Special: If you have both expanded mastery 9 and expanded mastery 3, you make separate damage reduction rolls for the bonuses to attack and to damage.

If you have both expanded mastery 9 and expanded mastery 7, the bonus damage from mastery 9 applies to the dam-

age inflicted by mastery 7 if you are both charging and either bull rushing or overrunning. Make separate damage reduction rolls for each mastery.

SUDDEN STRIKE

[FINESSE, POWER, PROJECTILE]

You have learned to make sudden, explosive attacks with certain types of weapons. You can snatch these weapons from their scabbards and plunge them deep into a foe as a single action.

Base Mastery: 1

Prerequisite: If you take this feat as a Finesse feat, you can use it with any melee weapon that has the finesse descriptor or that does not have the power descriptor. If you take it as a Power feat, you can use it with any melee weapon that has the power descriptor or that does not have the finesse descriptor. If you take it as a Projectile feat, you may use it with any weapon with the projectile or thrown descriptors. In all cases, your eligibility for the benefits of this feat is determined by the type of weapon wielded, not the type of attack made. For instance, if you have Sudden Strike as a Projectile feat and draw a dagger to make a melee attack, you gain the benefits of this feat because a dagger has the thrown descriptor. Similarly, if you had Sudden Strike as a Finesse feat and draw a dagger to throw, you gain the benefits of this feat because a dagger is a melee weapon with the finesse descriptor, even though you are using it to make a ranged attack.

Benefit: Your weapon seems to leap into your hand. You gain the benefits of the Quick Draw general feat with your chosen group of weapons (i.e., finesse, power, or projectile). The first attack you make with your weapon in the round you draw it gains a +1 bonus to both attack and damage rolls.

Special: You can gain the base mastery of feat multiple times: as a Finesse feat, a Power feat, and a Projectile feat. The effects do not stack, however. Multiple instances of this feat simply increase the number of weapons with which you gain the feat's benefit. However, you gain the benefits of any expanded masteries you possess with all weapons for which you have the base mastery. For instance, if you take Sudden Strike as a Finesse feat, then get expanded masteries 2 and 4, and then subsequently take the base mastery again, this time as a Projectile feat, then on any round in which you draw any melee weapon with the finesse descriptor or that lacks the power descriptor, or any weapon with the projectile or thrown descriptor, your first attack gains a +2 bonus to attack and damage, and its critical threat range is doubled.

Expanded Mastery: 2. The first attack you make with your weapon in the round you draw it gains an additional +1 bonus to the attack and damage rolls.

Expanded Mastery: 4. The critical threat range is doubled on the first attack you make with your weapon in the round you draw it. This benefit stacks with the Improved Critical feat, but remember that two "doubles" effectively make a "triple," as described on page 10 of the Iron Heroes rulebook.

Expanded Mastery: 5. The first attack you make with your weapon in the round you draw it gains an additional +1 bonus to the attack and damage rolls.

Expanded Mastery: 6. All benefits you gain with Sudden Strike now apply for *all* attacks made in the round you draw your weapon, rather than just the first attack. Wherever any other Sudden Strike mastery refers to “your first attack,” treat this as reading “all attacks made in the round you draw your weapon.”

Expanded Mastery: 7. The critical damage multiplier of your weapon is increased by 1 on the first attack you make with your weapon in the round you draw it. For example, if your weapon normally inflicts double damage on a critical hit, it would inflict triple damage on a critical hit with this attack.

Expanded Mastery: 8. The first attack you make with your weapon in the round you draw it gains an additional +1 bonus to the attack and damage rolls.

Expanded Mastery: 9. You can sheathe your weapon as a free action. Note that this means you can sheathe your weapon as your first action of your turn, then draw it once more (both as free actions) to gain your Sudden Strike bonuses every round.

TRAP LORE [LORE]

You are an expert in the most intricate workings of traps. Not only can you disarm the most fiendish of mechanisms, you can also make them, given time and the right raw materials.

Base Mastery: 1

Prerequisite: This feat relies on the Craft (metal/tools and trinkets) and Disable Device skills. You do not need ranks in these skills to use Trap Lore, but it is far more effective with them.

Benefit: You gain access to a trap token pool. This pool represents your ability to manufacture traps. If you spend 4 hours in a day seeking out materials for traps and working to put them together, you may make a Craft (metal/tools and trinkets) check. If your check result is 20 or more, you gain a trap token. In addition, if you disable a device and beat the required DC by 5 or more, you can choose to cannibalize some parts from it. This also grants you 1 trap token. You can gain only 1 token per trap in this manner.

Once you have accumulated trap tokens, you can spend 1 hour and 2 tokens to build a trap. A completed trap weighs 1 pound. Once built, a trap requires 1 full-round action to install. Thus, you can create your traps ahead of time, then carry them with you and place them where you need them. You can install a trap in a square or on an object (such as a door or chest).

You can create two different kinds of traps:

- **Targeted Trap:** This category includes needles that jab the victim, darts that are fired at them, and other mechanisms that require a successful attack roll to harm their

target. Your targeted traps have an attack bonus equal to your Intelligence modifier and inflict 2d10 points of damage if they hit. Damage reduction (including that from armor) applies against this damage. In most cases the damage is piercing, but you can choose to build a trap that deals bludgeoning or slashing damage instead if you prefer.

- **Burst Trap:** This category includes sprays of acid, bursting alchemist's fire, and other mechanisms that force the target to make a Reflex saving throw to avoid the effects. Your burst attack traps have a Reflex save DC of 10 + your Intelligence modifier and inflict 2d6 points of acid or fire damage (you choose which) if the save fails, and no damage if the save is successful.

Whichever form of trap you choose to construct, the trap affects only one square, which must be either the square in which the trap is placed, or an adjacent square. You choose which square is affected when you install the trap. You must also select one of the following two triggers. When this trigger occurs, it causes the trap to activate:

- **Object Opened:** This trigger can be used for any trap placed on a door, chest, or other object that can be opened. You can safely open this object, as can any creature with whom you spend at least 1 minute coaching in how to avoid the trap, but no other creature can do so.

- **Square Entered:** This trigger can be used for any trap placed on a square, rather than an object. You can safely enter this square, as can any creature with whom you spend at least 1 minute coaching in how to avoid the trap, but no other creature can do so.

Additionally, your trap triggers if someone attempts to disarm it and fails his or her Disable Device check by 5 or more.

Just like any other trap, your traps require a Search check (DC 20 + your Intelligence modifier) to find, and a Disable Device check (DC 20 + your Intelligence modifier) to disarm.

Creating traps requires no monetary cost; the tokens reflect the time you've spent gathering raw materials for your mechanisms.

A newly created trap remains operational for a number of days equal to 1 + half your level. After that, wear and tear damages the mechanism and it loses all effectiveness.

You can have a total number of trap tokens equal to 10 + your level. Once you reach this limit, you cannot gain additional trap tokens until you expend some to create traps.

As you gain levels, you can spend feat selections on the expanded mastery abilities below to create a wider variety of more deadly mechanisms.

Expanded Mastery: 2. When you create a trap, you can spend additional tokens to make it more accurate. Each token you spend adds +2 to a targeted trap's attack bonus or +1 to the save DC of a burst trap. You can spend a maximum number of tokens equal to your level on these improvements.

Expanded Mastery: 3. When you create a trap, you can spend additional tokens to make it more deadly. Each token

you spend adds +1d10 to a targeted trap's damage or +1d6 to the damage of a burst trap. You can spend a maximum number of tokens equal to your level on these damage increases.

Expanded Mastery: 4. You can make traps that are harder to find or disable. For each additional token you spend, you can increase by +2 either the Search DC to find the trap or the Disable Device DC to disarm it. You can spend a maximum number of tokens equal to your half your level (round down) on increasing the DC for each skill.

Expanded Mastery: 5. Your skill with mechanisms improves. When you create a targeted trap, its attack bonus automatically gains an additional +4 bonus. When you create a burst trap, a successful Reflex save halves the damage, rather than negating it. These improvements do not require the expenditure of additional tokens.

Expanded Mastery: 6. You do not risk poisoning yourself when handling poison. You can apply poison to a weapon or trap and can wield a poisoned weapon or carry and install poisoned traps without danger to yourself.

If you have a supply of poison (either by purchasing some or by use of the Venom Mastery feat), you can create poisoned traps. Poison applied to a trap remains potent for one week.

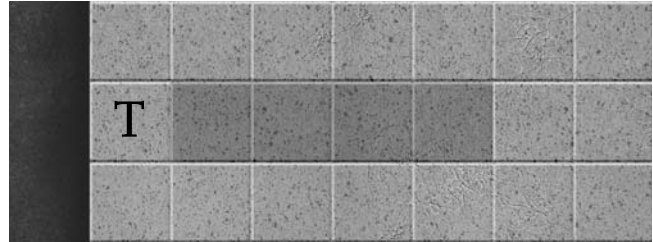
Poisoned traps work as follows:

- **Targeted Trap:** A poisoned targeted trap makes an attack roll as normal. If the attack roll succeeds, no hit point damage is inflicted, but the target is exposed to the contact poison smeared on the trap. The victim must make the appropriate Fortitude saving throws for the poison you have used.
- **Burst Trap:** A poisoned burst trap replaces the usual burst of energy damage with a jet of gas. Victims must make a Reflex save to avoid this gas exactly as if it were a normal burst attack, but if they fail the saving throw they do not take hit point damage: Instead, they must make the appropriate Fortitude saving throws for the poison you have used. If you have Trap Lore expanded mastery 5, then they must make these Fortitude saving throws even if their Reflex save succeeds, but they suffer only a small dose of poison and gain a +4 bonus on both rolls.

If you have Trap Lore expanded mastery 3, you can spend tokens as normal to add hit point damage to your poisoned traps. Treat the base damage in this case as 0. Thus, if you spend 3 tokens on damage for a targeted trap, it would inflict 3d10 points of damage, as well as poisoning the victim. Use the same attack roll (for targeted traps) or Reflex saving throw (for burst traps) for both the hit point damage and the poison effects. Note that if the attack roll for a targeted trap succeeds, the victim must make the Fortitude saving throws for the poison even if their armor (or other DR) reduces the hit point damage of the trap to 0.

Expanded Mastery: 7. You can create traps that affect more than one target. For every 3 trap tokens you spend, the effects of your trap apply to an additional square. You may

choose which additional squares to affect, but each new square you choose must be adjacent to at least one square that is already affected. It does not, however, need to be adjacent to the trap itself. For example, you could create a targeted trap that affected a straight line of 4 squares, only the first of which was adjacent to the trap itself, as shown in the illustration below.



In this example, the black squares represent a wall; the "T" is the trap, which has been placed on a chest; and the dark gray squares represent the squares affected by the trap.

Expanded Mastery: 8. You may create traps which inflict new forms of damage. If you spend 2 trap tokens, you can choose from the following additional damage types for your traps:

- **Targeted Traps:** Acid or fire damage. The trap's attack becomes a touch attack, and damage reduction no longer applies to the damage inflicted, but energy resistance does.
- **Burst Traps:** Cold or electricity damage.

Only the type of damage inflicted is changed. All other aspects of the trap are unchanged.

Expanded Mastery: 9. You learn how to create traps that can be triggered multiple times. For each additional trap token you spend, your trap can activate one additional time when its triggering conditions are met. For example, if you spent 4 additional tokens to booby-trap a door that will trigger when the door is opened, this trap would trigger every time the door is opened, as well as every time someone attempted to disable it and failed their check by 5 or more, up to a maximum of 5 activations in total.

UNARMED COMBAT [FINESSE, POWER]

You have trained to fight with punches, kicks, elbows, and the like, so you can engage an armed opponent on equal terms.

Base Mastery: 1

Benefit: You are considered armed even when you do not have a weapon in hand. You do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you unless they also have this feat.

You gain a +2 bonus to your unarmed damage rolls. Your unarmed strikes can deal lethal or nonlethal damage, at your

option. Additionally, your unarmed strike becomes either a Power weapon (if you took this feat as a Power feat) or a Finesse weapon (if you took this feat as a Finesse feat). When you wield a weapon with the unarmed descriptor, it gains the same benefits as your unarmed strike.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special: Note that the benefits for expanded masteries 2, 5, and 8 are identical. They are listed as separate mastery abilities because you can't take the same ability more than once. However, their effects stack with each other, with the base mastery of this feat, and with damage bonuses from Weapon Focus (unarmed strike).

Expanded Mastery: 2. You learn more advanced unarmed combat techniques that allow you to inflict more damage with your unarmed strikes. You gain a +2 bonus on your unarmed strike damage rolls.

You also gain this damage bonus when fighting with weapons that have the unarmed descriptor.

Expanded Mastery: 3. You learn advanced unarmed holds and grapples and are an expert wrestler. You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Expanded Mastery: 4. Your training in unarmed combat techniques gives you excellent poise and coordination, and gives you an advantage when opponents try to knock you off balance. You gain a +4 bonus to all Strength or Dexterity checks made to resist any bull rush, overrun, or trip attack against you.

Expanded Mastery: 5. You learn more advanced unarmed combat techniques that allow you to inflict more damage with your unarmed strikes. You gain a +2 bonus on your unarmed strike damage rolls.

You also gain this damage bonus when fighting with weapons that have the unarmed descriptor.

Expanded Mastery: 6. You can make extremely rapid unarmed strikes. When you use the full attack action with unarmed strikes, you may choose to make one extra attack at your highest attack bonus. However, if you choose to make this extra attack, then each attack you make that round (the extra one and the normal ones) suffers a –2 penalty to the attack roll. The extra attack and penalties stack with those from Two-Weapon Fighting.

Expanded Mastery: 7. Your training in unarmed combat gives you a significant edge when fighting an opponent who does not understand unarmed fighting techniques. If you are fighting an opponent who has no natural weapons and whose unarmed strikes provoke attacks of opportunity, you gain a +1 bonus to Defense and to all attack and damage rolls for your own unarmed strikes. You gain this bonus regardless of whether or not your opponent is fighting unarmed or with a weapon.

Expanded Mastery: 8. You learn more advanced unarmed combat techniques that allow you to inflict more damage with your unarmed strikes. You gain a +2 bonus on your unarmed strike damage rolls.

You also gain this damage bonus when fighting with weapons that have the unarmed descriptor.

Expanded Mastery: 9. You have learned to make a debilitating nerve strike with your unarmed attacks. Whenever you make an unarmed attack, you can choose to attempt such a strike. If you are making more than one attack in a round, you can choose whether or not to make a nerve strike with each attack. When you attempt a nerve strike, you suffer a –4 penalty to your attack roll, but if the attack inflicts damage, your target must make a Fortitude save (DC 10 + half the damage dealt after DR) or become nauseated until the end of its next turn. If you make multiple nerve strikes on a single creature in a given round, it must make a separate saving throw against each nerve strike.

A creature immune to sneak attacks or critical hits is not vulnerable to nerve strikes. You cannot use a nerve strike while striking a creature with concealment or while hitting the limbs of a creature whose vitals are beyond reach.

Expanded Mastery: 10. You can make blindingly fast unarmed strikes. When you use the full attack action with unarmed strikes, you may decide to make two extra attacks at your highest attack bonus. However, if you choose to make these extra attacks, then each attack you make that round (the two extra ones and the normal ones) suffers a –6 penalty to the attack roll.

You cannot use this ability and Unarmed Combat's expanded mastery 6 ability to gain three extra unarmed strikes per round. You either gain one extra attack (and a –2 penalty) or two extra attacks (and a –6 penalty).



DESIGN COMPANION: IMPROVED UNARMED STRIKE

Although the base mastery of the Unarmed Combat feat mastery does as much or more than the Improved Unarmed Strike feat, it does not necessarily mean you should remove the latter feat from your games. For characters who do not have access to Finesse or Power Mastery feats, such as most members of the NPC classes in Mastering Iron Heroes, the Improved Unarmed Strike feat is still a viable choice.

Similar comments apply with respect to Improved Grapple and Unarmed Combat expanded mastery 3, although in this case it would be possible for a character with the appropriate prerequisites to take both feats and gain a +8 bonus on grapple checks, if his player wished. This would, however, require the character to take four feats, one of which would effectively be “lost” since two of the feats have almost identical abilities.



WALL OF STEEL [ARMOR]

You use your armor and shield like a wall, blocking blows with the heaviest plates so that your enemies' attacks rebound from your steel carapace.

Base Mastery: 2

Prerequisite: You must be proficient with the shield and armor you are using.

Benefit: Whenever you roll for armor damage reduction against an opponent with a melee weapon, apply the result of the roll as damage to the weapon that struck you. The striking weapon receives the benefit of its hardness, as normal. For example, if you rolled 8 points for your DR, a longsword that struck you would not be damaged (it has hardness 10), but a club or a hafted weapon such as a spear (which has hardness 5) would suffer 3 points of damage. Once a weapon's hit points are reduced to 0, it breaks and cannot be used until repaired.

Special: Note that the benefits for expanded masteries 4, 6 and 8 are identical. They are listed as separate mastery abilities because you can't take the same ability more than once. However, their effects stack with each other, and with similar bonuses granted by the Armor Mastery feat.

Expanded Mastery: 3. You can use your shield like an extension of your armor. You forgo the usual Defense bonus from the shield in favor of increasing your armor DR. Calculate the Defense bonus you would normally receive from your shield (including bonuses from Shield Mastery) and halve it, rounding down. Apply this amount as a bonus to your armor Damage Reduction rolls.

Expanded Mastery: 4. Attacks bounce off your armor like raindrops. When you roll your armor's DR, you gain a +1 bonus to the result.

Expanded Mastery 5. If an opponent strikes your armor with a natural weapon or unarmed strike and your DR result is 10 or more, the attacker suffers 1d4 points of bludgeoning damage from the impact on your armor.

Expanded Mastery: 6. When you roll your armor's DR, you gain a +1 bonus to the result.

Expanded Mastery: 7. When you damage an enemy's weapon using your Wall of Steel feat, treat that weapon's hardness as half of its normal value (rounded down) for the purposes of how much damage it suffers. The weapon's hardness is not changed for any other purposes. For instance, a longsword normally has a hardness of 10. If you had this feat and rolled 8 points for your DR, the longsword would be treated as having a hardness of 5, and would thus suffer 3 points of damage.

Expanded Mastery: 8. When you roll your armor's DR, you gain a +1 bonus to the result.

Expanded Mastery: 10. When an opponent's melee weapon is reduced to 0 hit points by your Wall of Steel ability, it shatters, spraying sharp fragments of metal or wood back onto the wielder. Your attacker suffers 4d6 points of piercing damage as these pieces of shrapnel flay the flesh. The opponent may make a Reflex save (DC 10 + the result of your armor damage reduction roll) to reduce this damage by half.



DESIGN COMPANION: WALL OF STEEL DR BONUSES

A common concern expressed by Iron Heroes players in the past has been that armor damage reduction is quickly outstripped by the damage output of higher-level creatures or characters, a problem for armigers in particular. The extra damage reduction offered by Wall of Steel is included to help alleviate this issue by offering characters with advanced access to Armor feats the option to boost their armor damage reduction rolls to a greater degree than before.



SPIRITUALISM

Spiritualists gain their magical powers by making pacts with the creatures we call “spirits”: creatures with strange, otherworldly powers. It is these spirits, rather than the Spiritualist herself, who create the magical effects detailed in this chapter. The Spiritualist merely acts as a conduit by which the spirits’ magical energy enters the mortal realm.

The Spiritualist’s approach to magic eliminates some of the dangers faced by the Arcanist. The Spiritualist does not need to gather mana and shape it into spells for herself, which eliminates the risk of a magical disaster. However, dealing with the spirits can be a dangerous business in itself. Many of these creatures harbor no great love for the mortals who pester them for boons, and even those spirits that are generally well-intentioned have agendas and needs beyond mortal comprehension. The Spiritualist places herself at risk every time she contacts these strange beings.

WHAT ARE SPIRITS?

The exact identity of the Spiritualist’s spirits has intentionally been left vague, and can easily vary from campaign to campaign. Here are some suggestions for whom or what a Spiritualist may be contacting:

- the ghosts of her ancestors, who allow her to tap the power of her lineage, if she convinces them she is worthy;
- malevolent demons who must be compelled through force of will to aid the Spiritualist;
- near-mindless powers of nature and the elements, which must be expertly coaxed into unleashing their might;
- unfathomable beings from beyond this reality, who provide or withhold their aid for their own reasons; or
- (if your game is set in the Swordlands) some forgotten remnant of the Masters’ power.

Further, there’s no requirement that every Spiritualist in the game must be contacting the same type of spirits. One Spiritualist might call on her ancestors, while another uses his knowledge of the true names of vile demons to compel their obedience. An individual Spiritualist might even contact different types of spirits depending on the type of effect she wanted to create. The choice is in the hands of the GM and players.

Whatever type of creatures the Spiritualist contacts, they are referred to throughout this chapter as “spirits.”

THE SPIRITS’ MOTIVATIONS

The Spiritualist’s reason for entering spirit pacts is obvious. The reasons why the spirits agree to them can be as varied as the nature of the spirits themselves. Ancestral spirits might provide their power out of loyalty to their familial line. Demons or natural powers might need to be compelled by the Spiritualist, giving their aid only reluctantly. Others might provide their power purely in the hope of gaining sacrifices, or they might fill a role similar to that of deities, so



DESIGN COMPANION: SPIRITUALISM

There were five key design considerations in creating the Spiritualist class and defining the way spiritualism works within *Iron Heroes*:

First and most obviously there was mechanical balance. Spiritualists must be comparable in abilities and power to an *Iron Heroes* character of any other class.

Second, there should be risks associated with spiritualism, but the Spiritualist should have some control over how much risk she will take, as well as good motivation for pushing the limits from time to time.

Third, the mechanics for spiritualism should be consistent across the different kinds of spells available to the Spiritualist, to promote ease of use.

Fourth, the different kinds of spells available to Spiritualists should be balanced against each other as much as possible, to promote variety of play. This result is achieved not just through the potency of the ritual’s effects, but also through their versatility.

Last, and very importantly, Spiritualists and spiritualism must have a distinctive *feel* within the game. Not only must playing a Spiritualist be a different experience than playing an Arcanist, but the way that spiritualism works within the game mechanics should reinforce the way it functions within the game setting: The mechanics must be representative of the means by which the Spiritualist creates her spells.



that the Spiritualists are their priests. Finally, the exchange of power might not be quite such a one-way street as it appears: perhaps there are unseen benefits for the spirits or perhaps, as some will invariably claim, Spiritualists ultimately pay for the spirits' aid with their souls.

SPIRITUALISM MECHANICS

Before Ashandra the Spiritualist can create a spell, she must contact the spirits, make a pact with them for the raw power she requires, and then define the exact effects of the spell. These effects are subject both to the amount of power she has accumulated and the spirit's capabilities.

As a Spiritualist grows more experienced in treating with the spirits, she becomes more adept at persuading them to release their power, and suffers less risk when she contacts more powerful spirits. No matter how experienced she may be, however, every Spiritualist must remember that the more power she tries to exploit, more likely it is to exploit her.

In game terms, creating a Spiritualist spell involves four steps:

1. Choose the type of spell to be cast.
2. Choose the order of the spirit to be contacted. The more powerful the spirit, the more powerful the potential effects of the spell, but also the more difficult it is to win the spirit's favor.
3. Make a pact check to win the spirit's favor, represented by spirit tokens. The Spiritualist can affect the likelihood of success by taking extra time and making sacrifices to the spirits, but the spirits are fickle, and success is not guaranteed. The Spiritualist must decide if the amount of spirit tokens gathered will meet her needs; if not, she must return to step one and attempt another spirit pact. This pact can be with the same spirit as before, or with another spirit. The new spirit may even be of a different order, if the Spiritualist wishes.
4. Once the Spiritualist is satisfied with the number of spirit tokens she has gathered, she can spend them to create her spell's effects.

STEP 1: CHOOSE SPELL TYPE

Unlike Arcanists, Spiritualists do not think of magic in terms of "schools." Instead, they see magic in terms of the eighteen different rituals with which they may contact the spirits. Each of these rituals provides access to spirits who can grant magical powers of a certain kind.

Each of the eighteen rituals requires many hours of study and practice. To an outside observer, the process is over in moments: the most one might observe is a slight defocusing of the Spiritualist's eyes as she makes contact with the spirits. To the Spiritualist herself, the experience is far more trying. By conscious act of will, she transports her consciousness to the spirit realm. The majority of the ritual itself actually takes place in this spirit realm, where the Spiritualist's conscious-

ness engages with the spirits and attempts to trick, persuade, or force them into providing her the power she needs. When the Spiritualist's consciousness returns to her body, only a few seconds have passed to everyone else, but she has spent minutes or hours of concentrated effort.

A Spiritualist cannot use the "time" she spends in the spirit realm for any purpose but to undertake a spirit pact. Her entire will and effort is taken up by this demanding and strenuous task.

Only the most powerful of Spiritualists manage to master all eighteen rituals. A Spiritualist can cast only those spells for which she knows the proper rituals.



CHANGING RITUALS AND SPIRIT TOKENS

When a spiritualist chooses the ritual she wishes to use, she is choosing a target for her spiritualism pool, in much the same way as an archer selects a target for his aim pool. In this case, though, the target is the ritual she is attempting.

As with all targeted pools, the spiritualist loses all her accumulated spirit tokens when she changes the target of her pool. Thus, if she changes rituals, she loses all accumulated spirit tokens and must begin again.

Simply changing the order of spirit contacted, while continuing with the same ritual, does not cause the spiritualist to lose her accumulated tokens.

Example: If Ashandra begins gathering tokens to blast her foes with a spell using the Rite of the Flame, but then sees one of her companions sorely injured and decides she needs to heal him with a spell using the Rite of the Heart, she would immediately lose all the tokens she had accumulated toward her original spell.



STEP 2: CONTACTING THE SPIRITS

Spirits come in many degrees of power. Even a novice Spiritualist can win the power of the weakest of spirits, but the power granted by such creatures is corresponding small.

Spiritualists divide the spirits into seven grades, or orders, of power. The spirits of the 1st Order are the most easily persuaded or forced to render their aid, but are also the least able to provide the power the Spiritualist requires. The spirits of each order are thereafter more difficult to control, but offer potentially more powerful rewards.

When the Spiritualist wishes to contact the spirits, they must choose with which order of spirit they wish to forge their pact.

The spirit's order determines several important factors both for making a pact with the spirit and for defining the effects of the spell she creates. These factors are as follows:

- the DC of the pact check to gain spirit tokens;
- the maximum number of tokens the spirit can provide from a single pact; and
- the maximum number of tokens that can be spent on each element of the resulting spell.

These effects are summarized in the Spirit Capabilities by Order table:

SPIRIT CAPABILITIES BY ORDER

Spirit Order	Pact Check DC	Maximum Tokens Gained per Pact	Maximum Power Rank of Spell Elements
1st	5	4	1
2nd	10	8	2
3rd	15	12	3
4th	20	16	4
5th	25	20	5
6th	30	24	6
7th	35	28	7

Maximum Tokens Gained per Pact: A Spiritualist can make additional pact checks and add together the tokens from each, if she wishes. Remember that the Spiritualist's spirit token pool is still subject to the standard token limit of 10 + spiritualist class level.

Maximum Power Rank of Spell Elements: If the Spiritualist is creating a spell using tokens gained from multiple spirits from different orders, the maximum power rank for each spell element is determined by the order of the weakest spirit that contributed tokens.

SPIRITUALISM AND CONCENTRATION

Spiritualists may need to make Concentration checks if they are injured while attempting a spirit pact, or if they attempt to use a standard or full-round action to perform a spirit pact without attracting an attack of opportunity.

Casting Defensively: Taking a full-round or standard action to undertake a spirit pact usually provokes attacks of opportunity. A Spiritualist can attempt to avoid provoking these attacks by making a Concentration check. The DC of the Concentration check is equal to the DC of the pact check, plus 5. If the Concentration check succeeds, the Spiritualist performs her ritual without provoking attacks of opportunity. If the Concentration check fails, the Spiritualist performs her ritual as normal, but provokes attacks of opportunity and, if injured, will have to make further Concentration checks in order not to lose her spirit tokens from the pact.

Suffering Damage: A Spiritualist who is injured while attempting a spirit pact must make a Concentration check or lose her connection with the spirit realm. This works exactly like a Concentration check to avoid losing a spell. The DC of the check is equal to the DC of the pact check being attempted, plus the damage suffered.

Example: Ashandra suffers 14 points of damage while attempting a spirit pact with a 4th-Order spirit. The DC of her Concentration check is 20 (the DC of the pact check) + 14 (the damage suffered) = 34.

A Spiritualist who loses her connection to the spirit realm while attempting a spirit pact must still make her pact check as normal. If it succeeds, she suffers no ill effects but she gains no tokens. If it fails, she suffers the usual ill effects.



STEP 3: PACT CHECKS

In order to power her spells, a Spiritualist must contact the spirits and forge a spirit pact. She literally casts her consciousness out into the realm of the spirits, where she cajoles, browbeats, or bargains with the spirits for their power. The exact nature of the negotiations vary from Spiritualist to Spiritualist. Some speak of petitioning the shades of their fathers, others of casting down demons in titanic mental duels.

Whatever the nature of the pact-making process, the more experienced the Spiritualist and the more forceful her personality, the better her chances of success. She can also attempt to improve her bargaining power by the use of certain gifts valued by the spirits.

MAKING THE PACT CHECK

The formula for making a pact check is as follows:

1d20 + Spiritualist class level + Charisma ability modifier + miscellaneous modifiers

PACT CHECK MODIFIERS

Cause of Modifier	Check Modifier
<i>Ritual Length</i>	
Move action	-5
Standard action	+0
Full-round action	+5
<i>Sacrificial Offerings</i> (maximum total bonus +5)	
Scarification	+1 per 1d4 points of damage
Valuables	+1 per 100 gp value
<i>Spiritual Fatigue</i>	
Per spirit token currently in pool	-1
Per spell completed in the last hour	-2
<i>Other Modifiers</i>	
Favored pact class ability	+2
Master of spirits class ability	+5
Changeling Child trait	+1



Ritual Length: Subjectively, the process of petitioning the spirits feels to the Spiritualist as if it lasts anything from ten minutes to several hours. In reality, only a few seconds go by. The time that elapses in the real world is proportional to that in the spirit realm, however. The more time the Spiritualist spends performing the ritual in the spirit realm, the more time elapses in the physical world, but the more successful her pact is likely to be. The Spiritualist can choose the length of time her ritual takes. Remember, non-attack actions that take a standard or full-round action provoke attacks of opportunity.

Sacrificial Offerings: Some Spiritualists consider the use of sacrificial offerings to be an amateur's shortcut, but there are many others who use them in almost all their rituals. There are two kinds of offerings that make the spirits more amenable to loaning the Spiritualist their power:

- **Scarification:** As part of any ritual except one undertaken as a free action, a Spiritualist can cut or gash herself with a knife or other sharp object. These self-inflicted injuries do not require a separate action: they are considered a part of the ritual. The Spiritualist may choose a value from 1 to 5, and gains a bonus equal to that number on her pact check; however, she also suffers 1d4 points of damage for each point of this bonus. For instance, if Ashandra decided to scar herself for 3d4 damage as part of a ritual, she would gain a +3 bonus on her check.

Damage suffered from scarification is lethal damage. Unlike damage from external sources, it does not require the Spiritualist to make a Concentration check for suffering damage. No form of damage reduction applies to these self-inflicted injuries.

- **Valuables:** The spirits may accept offerings of gold, silver, gems, or other items of value. For every 100 gp worth of treasure the Spiritualist offers up, she gains a +1

TAKING 10 OR 20 ON PACT CHECKS

A Spiritualist can take 10 on a pact check if she is not threatened or distracted. Because there is a penalty for failing, she cannot take 20.

bonus on her pact check. Making the offering is a part of the ritual itself and does not require a separate action. It can be done as part of any length of ritual. The valuables crumble to worthless dust as soon as the ritual is complete. **Note:** Depending on the amount of treasure they give out in their campaign, some GMs may wish to alter the amount of valuables required per +1 bonus.

A Spiritualist can combine multiple different forms of sacrifice in one ritual, but the maximum bonus she can gain on her pact check from all sacrifices, both scarification and valuables, is +5. (That is, this is the total maximum combined bonus across both types of sacrifice, rather than +5 per type.)

Spiritual Fatigue: Holding the magical energy of the spirits is not something that ordinary mortals can easily accomplish. Experienced Spiritualists have likened the experience of holding the spirits' power to being "stretched taut, like the skin on a drum." See the sidebar on the next page for the full consequences of holding spirit tokens.

Additionally, even though the Spiritualist merely acts as a conduit for the spirits' power, the process is very stressful on the mortal body and mind. The Spiritualist suffers a -2 penalty on her pact checks for every spell she has cast (i.e., for which she has completed step 4 of the casting process) within the past hour.

These penalties may be reduced by the Spiritualist's stigmata class ability.

Other Modifiers: The Spiritualist may enjoy certain bonuses to her pact checks based on her traits or class abilities. Refer to the descriptions of the appropriate traits and class abilities for details regarding how she gains these bonuses.

Making a pact check is an action intended only to gather tokens. Remember that a character is allowed only one such action per round.

CORRUPTED SPIRITUALISM

As an optional rule, GMs may wish to allow Spiritualists to sacrifice living creatures in order to improve their pact checks, a practice particularly appropriate for cultists and demon-worshippers. In order to use this option, the Spiritualist must use the full-round option for the length of the ritual. She may then use a coup de grace to slay a helpless living victim as part of the ritual (the coup de grace does not require a separate action). If the creature dies as a result of the coup de grace, the Spiritualist gains a +1 bonus on the pact check per 2 points of intelligence of the victim (rounded down), to a maximum bonus of +5. If the creature does not die, the Spiritualist gains no bonus.

RESULTS OF THE PACT CHECK

If your pact check succeeds (i.e., equals or exceeds the DC), the spirits agree to loan you part of their power. You gain 1 spirit token, plus 1 additional token for every 2 full points by which you exceeded the DC.

Example: Ashandra attempts a pact with a 3rd-Order spirit. This means the DC is 15. Ashandra's modified pact check is a 26. This means she gains 6 tokens one for making the DC 15 check, and 5 bonus tokens for exceeding the target DC by 11 ($11 / 2 = 5.5$, rounded down to 5).

If your pact check fails, the spirits are angered by your petition. You lose 1 spirit token from your pool for every point by which you missed the DC. If you do not have enough tokens in your pool to cover this loss, you suffer spiritual backlash: For each token you could not afford to pay, you suffer 1d6 points of damage. Damage reduction has no effect on this damage.

Example: Ashandra decides 6 tokens is not enough, so she makes another pact check with the same spirit. Unfortunately, her roll is terrible, and with the -6 penalty for the tokens she already has (see the "Consequences of Holding Spirit Tokens" sidebar on this page), the modified result is a 7. She must lose 8 tokens for missing the DC by 8 points. Since she has only 6 tokens, she is 2 tokens short of being able to pay this loss. She suffers 2d6 points of damage.

STEP 4: CREATE SPELL EFFECTS

A Spiritualist never knows exactly how the spirits will respond to her petitions: sometimes they willingly provide magical power (as represented by a high pact check and a commensurately generous allotment of spirit tokens), while other times they are miserly with their aid. When the Spiritualist either feels she has enough spirit tokens for her needs or believes she cannot take the time to bargain any longer, she can use the tokens in her spirit pool to build her spell's effects. A Spiritualist can create only one spell effect in any given round.



CONSEQUENCES OF HOLDING SPIRIT TOKENS

Any time a character has 1 or more spirit tokens in her pool, she suffers dizziness, headaches, and other random flashes of discomfort. These sensations are disorienting and distracting. The character suffers a penalty to all attack rolls, ability checks, skill checks, saving throws, and spirit pact checks equal to the number of tokens in her pool.

These penalties can be reduced via the empty vessel option of the Spiritualist's stigmata class ability.

A Spiritualist can choose to empty her token pool as a free action at any time during her turn.

Example: Ashandra makes a spirit pact check and gathers 4 tokens. This is not enough for her needs, so the following round she makes another spirit pact check in an attempt to gather more. She suffers a -4 penalty to this check due to the 4 tokens already in her pool.



While the Spiritualist chooses how to spend her available tokens, the spirits shape the magic itself. Creating spell effects is thus a free action for the Spiritualist, and does not provoke an attack of opportunity.

Spending Tokens

Any spell created by each of the eighteen spiritualism rituals has five elements. The specific combination of these elements varies depends the ritual being used, as explained in full in the descriptions of the rituals beginning on page 58. However, the five elements can be loosely defined as follows:

- **Type** of effect
- **Severity** of effect
- **Area** of effect
- **Range** of effect
- **Duration** of effect

The Spiritualist spends tokens on each element of their spell. Each spell element is separated into eight gradations, representing an expenditure of 0 to 7 tokens. The more tokens spent on a element, the more powerful that element becomes. Subject to two limitations, the Spiritualist can spend as many or as few of her available spirit tokens on a spell element, or on a spell as a whole, as she wishes. These limitations are:

- The maximum number of tokens that can be spent on a single element is equal to the order of the weakest spirit that contributed tokens to the Spiritualist's current pool. If a Spiritualist contacted a 4th-Order spirit and then a 2nd-Order spirit in order to gather her tokens, she could spend no more than 2 tokens on each component.
- While the Spiritualist can spend 0 tokens on any or all elements of the spell, the minimum cost of any spell as a whole is 1 token.

Unused Tokens

A Spiritualist is not required to spend every token she has accumulated on her spell. Indeed, there may be occasions where she has gathered more tokens than she could actually spend, due to the expenditure limitations imposed by the order of the spirits from whom she gathered her tokens.

After assigning tokens to her spell's effects, the Spiritualist can choose to retain her unused tokens in her spirit pool (incurring the usual penalties for having tokens in this pool), or discard her unused tokens. A Spiritualist will generally keep her unused tokens only if she is planning to begin preparing another spell immediately using the same ritual.

Remember that the Spiritualist automatically loses all accumulated spirit tokens if she decides to start gathering tokens for a spell that uses a different ritual, and that she can choose to empty her token pool as a free action at any time during her turn.

DESIGN COMPANION: SPIRITUALISM STRATEGY

Spiritualism has been designed to present the Spiritualist's player with some difficult strategic and tactical decisions. Greater risks mean greater rewards. The rules make it more difficult and more dangerous to attempt pacts with higher-order spirits. On the other hand, the potential rewards from pacts with lower-order spirits are much less. There are times when it may be more expedient to cast two or more lesser spells than one powerful spell. On the other hand, the more spells you cast, the more you suffer from spiritual fatigue.

Making these decisions is part of the challenge, and the fun, of playing a Spiritualist.

SPIRITUALISM RITUALS

This section provides details of each of the eighteen rituals available for Spiritualists to learn. The description of each ritual is broken up into several sections, described below.

SCHOOL

Although Spiritualists do not concern themselves overly with schools of magic, there are creatures, class abilities, traits, and feats for which it is necessary to know to which school of magic a given spiritualism ritual belongs. The School entry provides this information. Refer to pages 221–22 of the *Iron Heroes* rulebook for more information about the schools of magic.

SAVING THROW

A harmful spell usually allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines what type of saving throw the spell allows and describes how saving throws against the spell work:

Negates: The spell has no effect on a subject that makes a successful saving throw.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

COMBINING SPIRITUALISTS WITH OTHER SPELLCASTERS

Whenever you need to compare the effective power levels of a spiritualism ritual with a mana-based caster such as the Arcanist or with a caster based on spell levels, as is common in some other fantasy role-playing games it is suggested you use the following guidelines:

- The spell's level (for comparison with spell level-based casters) is equal to the order of the weakest spirit to contribute tokens to the spell;
- the caster's effective mastery rating (for comparison with Arcanists) is equal to the order of the weakest spirit to contribute tokens to the spell; and
- the caster level of the spell (for comparison with either Arcanists or spell level-based casters) is equal to 3 x the order of the weakest spirit to contribute tokens to the spell.

Note that these are the same principles that were applied when determining the DC of saving throws for the Spiritualist's spells and for level checks to penetrate SR.

None: No saving throw is allowed.

Disbelief: A successful saving throw lets a subject ignore the effect.

(Harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if desired.

Objects

Some spells can be cast on creatures or objects. When a spell is cast on an object, the item receives a saving throw only if it is magical or if it is attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus. Magic items enjoy a +20 bonus to all saves.

Saving Throw Difficulty Class

When a spiritualism spell provides the target with a saving throw, the DC of the saving throw is calculated using the following formula:

10 + the order of the weakest spirit that provided tokens to the spell + the Spiritualist's Charisma modifier

Succeeding at a Saving Throw

A creature that successfully saves against a spell with no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell, you as the caster sense that your spell has failed. You do not sense what creatures, if any, succeed on saves against area effect spells.

There are no automatic failures on saves against spells.

Voluntarily Giving Up a Saving Throw

A creature can voluntarily forego a saving throw and willingly accept a spell's effect. Even a character with a special resistance to magic can suppress this quality to accept an effect.

SPELL RESISTANCE

Some creatures are composed of fundamentally alien matter, while others are naturally resistant to magic. Regardless of the source of this benefit, these creatures typically have spell resistance (SR). This line of a spell's description notes whether a method is subject to spell resistance ("Yes" or "No").

When a spiritualism spell might affect a creature with spell resistance, it is the power of the spirits that must overcome this resistance rather than the Spiritualist herself. Thus, rather than rolling 1d20 + her level in an attempt to beat the creature's SR, the Spiritualist must instead roll 1d20 + (3 x the order of the weakest spirit that provided tokens to the spell).

Example: If Ashandra created a spell through a pact with a 5th-Order spirit, she would roll 1d20 + 15 (i.e., 5 x 3) against the target creatures' SR.

For more information about spell resistance, refer to page 228 of the *Iron Heroes* rulebook.

EFFECT TYPES

The majority of each ritual’s description is taken up with providing details of the five spell elements. The spell’s effect is the first and perhaps most important of the five elements. Spending tokens on this element changes the basic type of effect the resulting spell will have. This information is presented in general terms in an opening paragraph, then detailed in more specific terms on a table which cross-references the tokens spent with the effect achieved.

For example, if a Spiritualist uses the Rite of the Heart, which allows her to provide magical healing, the available effect types and their token costs are shown as follows:

RITE OF THE HEART EFFECT TYPES	
Tokens Spent	Effect Type
0	Stabilization
1	Reserve points
2	Hit points
3	Ability damage
4	Fatigue and nausea
5	Poison and disease
6	Regeneration
7	Ability drain

What this means is that if the Spiritualist spends no tokens on the effect type, she can only stabilize her targets. If she spends 1 token, she can give them more reserve points; if she spends 2 tokens, she can directly affect her target’s hit points; and so on.

The types of effect a Spiritualist can generate vary widely depending on the ritual she is using. A full description of each effect type is included within this section of the ritual.

EFFECT SEVERITY

Once the general type of effect has been chosen, the Spiritualist can spend tokens to determine the degree or severity of that effect. The more tokens spent, the greater the degree of effect. Effect severity will often vary depending on the type of effect being generated. To continue the example of the Rite of the Heart, consider the case when the effect type is “Hit Points” as compared to when it is “Poison & Disease.”

RITE OF THE HEART EFFECT SEVERITY [EXCERPT]		
Tokens Spent	Hit Points	Potion & Disease
0	–	–
1	1d3	–
2	1d6	Disease
3	2d6	–
4	3d6	Poison
5	3d10	–
6	6d10	–
7	10d10	Supernatural



BLANK ENTRIES IN SPELL ELEMENT TABLES

If an entry on a Spell Element Type table shows a dash (“–”), the Spiritualist cannot choose to spend that many tokens on that element. Most often, entries of this type will appear on the Effect Severity table.



Spending more tokens when the effect type is “Hit Points” increases the number of hit points the Spiritualist will heal. Spending tokens when the effect type is “Poison & Disease” simply allows the Spiritualist to cure the recipient’s system of diseases (2 tokens) or poisons (4 tokens; note, though, that this also cures any diseases from which the target is suffering); spending 7 tokens allows her to cure magical disease-like effects that cannot be cured through standard cures for diseases.

As with effect types, this section also contains a full description and explanation of each level of effect severity.

RANGE

The third element to each ritual is the range of the effects. The more tokens spent, the greater the range of the spell. Generally, the range of the spell is the maximum distance permitted between the caster and the subjects of her spell, but in some cases the range might be the maximum distance over which the spell will operate. For example, the range of a teleportation effect is how far the teleporting creatures can move when they teleport, not how far they can be from the Spiritualist and still be included in the effects.

Some rituals have specific range tables which apply only to that ritual. In those cases, a table will be provided as part of the ritual description, with a full explanation of each entry. However, many rituals use one of two standard sets of ranges: either the Standard Attack Spell Range, or the Standard Utility Spell Range. Where a ritual uses one of these two range sets, this will be noted in the ritual description, and you should refer to be table below for the ranges by token expenditure.



CHOOSING SPELL ELEMENTS

Although the spell elements are presented in a specific order in the ritual descriptions, there is no requirement that the Spiritualist make her selections in this same order. She will generally need to choose the effect type first, since it commonly affects the expenditure of tokens for the other elements, but other than that she can spend her tokens in any order. She can even go backward and forward between elements, revising a choice she made earlier, if she wishes.



STANDARD ATTACK AND UTILITY SPELL RANGES		
Tokens Spent	Attack Spell Range	Utility Spell Range
0	None	None
1	15 ft.	–
2	30 ft.	–
3	100 ft.	15 ft.
4	200 ft.	30 ft.
5	400 ft.	100 ft.
6	800 ft.	200 ft.
7	–	400 ft.

None: The spell can affect only the Spiritualist, or someone she is able to touch, depending on the area of effect (see below). Certain special rules apply to touch spells. See the “Touch Spells and Unwilling Targets” sidebar on page 55 for details.

Number of Feet: The spell can affect targets out to the listed number of feet. This listed figure is the maximum permitted distance between the caster and the *most distant point* of the spell’s effects. Thus, if the spell’s range is 100 feet, no part of the spell’s area of effect may be more than 100 feet from the Spiritualist at the time of casting the spell. Any spell can be targeted at squares that are less distant than the maximum range (for instance, if the range is 100 feet, it is perfectly fine to target a square that is 60 feet away).

Note: Certain spells have a range category of “Unlimited,” which means that the spell can reach any point in the character’s world. The spell does not reach other worlds or other places.

AREA OF EFFECT

The fourth element to each ritual is the area of the effects. The more tokens spent, the greater the area. Some areas are expressed as a specific number of squares, while others are specific geometric shapes such as cones or spheres.

For all areas *other than* a specific number of squares, you select the point where the spell originates. A spell’s point of origin is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you would when moving a character or determining the range for a ranged weapon attack. However, with spells, instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance.

If the furthest edge of a square (i.e., from the Spiritualist) is within the spell’s area, anything within that square lies within the spell’s area. If the spell’s area touches only the near edge of a square, however, anything within that square remains unaffected by the spell.

Some rituals have specific area tables which apply only to that ritual. In those cases, a table will be provided as part of

the ritual description, with a full explanation of each entry. However, many rituals use one of two standard sets of effect areas. Where a ritual uses these areas of effect, this will be noted in the ritual description, and you should refer to the table below for the ranges by token expenditure.

STANDARD ATTACK AND UTILITY SPELL AREAS		
Tokens Spent	Standard Attack Spell Area	Standard Utility Spell Area
0	–	Personal
1	1 creature or object	1 creature or object
2	3 squares	3 squares
3	10-foot spherical burst	10-foot spherical burst
4	15-foot spherical burst	15-foot spherical burst
5	12 squares	12 squares
6	20-foot spherical burst	20-foot spherical burst
7	20 squares	20 squares

Personal: The spell can affect only the Spiritualist herself.

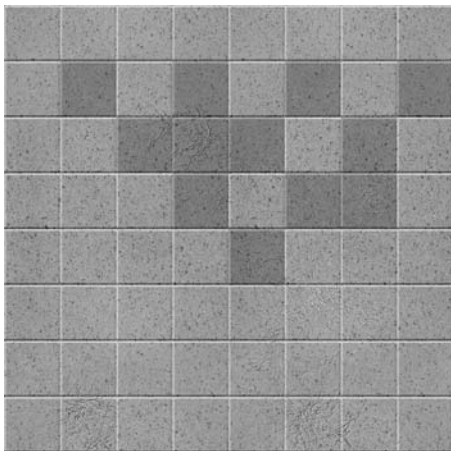
Number of Creatures or Objects: This spell is cast directly on creatures (or objects, if the ritual specifically affects nonliving matter), rather than an area. The caster must be able to see or touch each target, and must specifically choose that target. The caster does not have to select her target until she finishes casting the spell. If the spell targets multiple creatures or objects, all targets must be within the range of the spell, and no two targets may be any more than 30 feet apart. Each creature targeted by the spell can be affected by it only once. For example, the Spiritualist cannot choose an area of effect of 3 creatures, then choose the same creature three times.

Some spells restrict the caster to willing targets only. Declaring yourself a willing target is something you can do at any time (even if you’re flat-footed or if it isn’t your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing. Some rituals allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action.

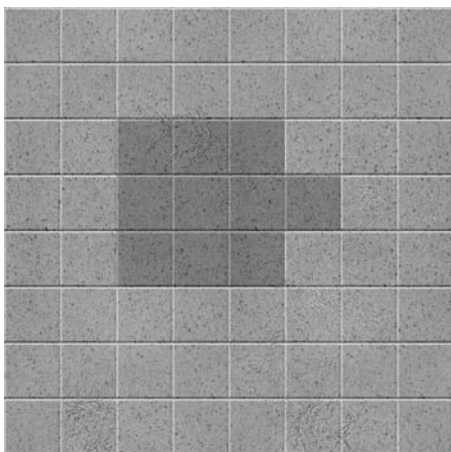
Number of Squares: Select a group of squares in which the spell’s effects take place, up to the number listed. All selected squares must be within the maximum range of the spell, and all must adjoin at least one other affected square by a side or corner. If the range of the spell is “None,” then the Spiritualist can select only her own square, or squares within her natural reach. The caster can only select squares to which she has line of effect.

The spell affects whatever it catches in its area, even creatures the caster can’t see. The number of squares listed is a maximum; you can choose to affect fewer if you wish.

Two Examples of Legal 12-Square Effects

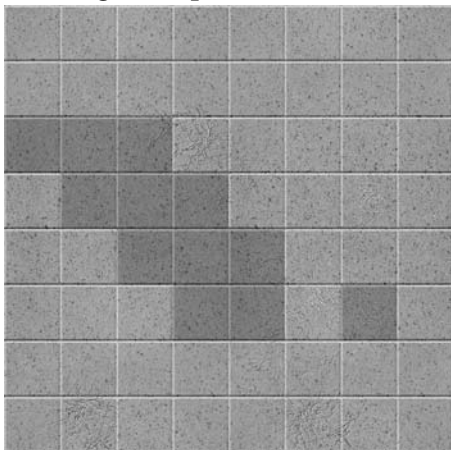


This selection is valid because all squares are adjoining at least one other square on either a corner or side.



This selection is valid as a 12-square area even though only 10 squares have been selected.

Example of Illegal 12-Square Effect

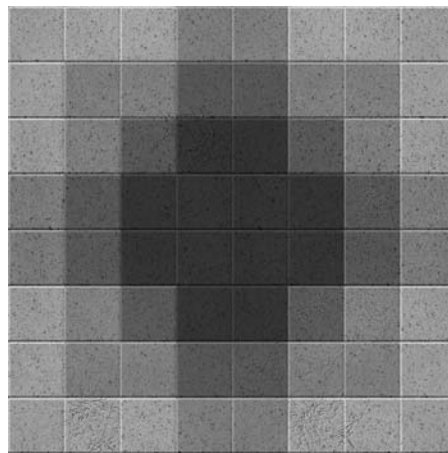


This selection is invalid because one of the squares is not connected to any of the others.

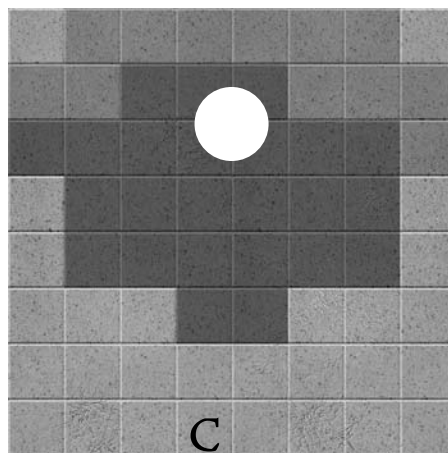
Spherical Burst: Choose the point of origin for the spell's area of effect. The burst's area defines how far from the point of origin the spell's effect extends. A burst spell affects whatever it catches in its area, even creatures the caster can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners or through substantial obstacles). Naturally enough, spherical bursts are spherical in shape. The area of a burst cannot extend outside the maximum range of the spell. If the caster places the center point too close to the maximum range, any part of the area that extends outside the range is lost. If the spell has a range of "None," the point of origin of the spell must be a grid intersection within the caster's natural reach, and the burst extends only as far as that natural reach.

Unlike areas that are defined as a number of squares, the area of a spherical burst cannot voluntarily be reduced.

Examples of Spherical Bursts



Outer extent of 10-, 15-, and 20-foot bursts shown in black, dark gray, and light gray, respectively.

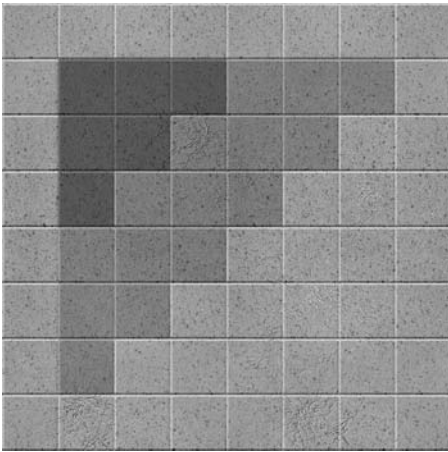


CA 20-foot burst, centered on the white dot which is 25 feet away from the caster ("C") and limited by a maximum spell range of 30 feet, shown in dark gray. Squares in light gray would be part of the burst if they were not outside the spell's 30-foot range.

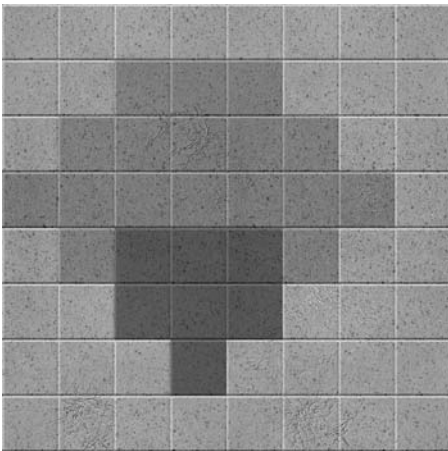
Some rituals may use areas of effect other than squares and bursts. These area types are described below:

Cone-Shaped Burst: A cone-shaped burst shoots away from the caster in a quarter-circle in the direction the caster designates. The effect starts from any corner of the caster's square and widens out as it goes. Other than its shape, the cone-shaped burst functions exactly like a spherical burst.

Examples of Cone-Shaped Bursts



Example of a 15-foot cone in dark gray; and of a 30-foot cone in light gray.



Example of a 15-foot cone in dark gray; and of a 30-foot cone in light gray.

Emanation: An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Emanations are shaped like spheres.

SPIRIT SERVANTS AND AREAS OF EFFECT

The spirit servant is a separate creature from the Spiritualist. When creating spell effects, the Spiritualist must include the spirit servant as a separate subject if she wishes the servant to benefit from the spell.

TOUCH SPELLS AND UNWILLING TARGETS

Generally speaking, a Spiritualist's spells do not require an attack roll. The target creatures or area are struck automatically and must rely on a saving throw or spell resistance (if these apply) to protect themselves.

There is one exception to this rule. If the range of the spell is None, the area of effect is specified as a specific number of creatures or objects, and the caster's chosen target is unwilling and not helpless, the caster must succeed in a melee touch attack to affect the target. This requires an attack roll, either made as part of a standard attack or as part of a full attack action. In either case, these attacks must take place as part of a separate action to performing the ritual, though it can be in the same round if the Spiritualist used only a move action to perform the ritual.

If the attack roll misses, the Spiritualist can hold the charge (i.e., postpone discharging the spell) indefinitely. The duration of the spell does not begin until the spell has been delivered successfully. The Spiritualist can make touch attacks round after round until she succeeds.

If the Spiritualist creates a touch spell that has an area of effect of more than one creature, treat this as a touch attack spell with multiple charges. The Spiritualist can continue making touch attacks with this spell until she has affected a number of creatures equal to the area of effect. If she touches the same creature multiple times, that creature suffers the spell's effect each time it is touched. The Spiritualist must still make successful touch attacks as normal to inflict these spell effects.

If the Spiritualist begins another ritual while holding a touch attack spell, the held spell dissipates immediately.

The target of a touch attack spell still receives a saving throw against the touch-delivered effect, if one applies.

DAMAGING SPELLS: CRITICAL HITS AND PRECISION DAMAGE

A touch-delivered spell causes a critical threat on a natural roll of 20 and inflicts double damage if the threat is confirmed, even if the damage is something other than hit point damage (such as ability damage).

A spell that does not require an attack roll cannot inflict a critical hit or precision damage. This rule applies even when the area of the spell is a specific number of creatures. However, if a spell that inflicts damage is delivered by touch, requiring a touch attack roll, as described above, then extra damage from critical hits does apply.

A Spiritualist may also inflict precision-based damage such as sneak attack damage, if she has that ability, when making a touch attack that deals hit point damage (but not other forms of damage such as ability damage).

DURATION

The final element to each ritual is the duration of the effects. The duration of various rituals' effects varies widely, and in some cases spending additional tokens may have little, if any, effect on the duration.

The following types of durations exist:

Timed Durations: A spell might last a number of rounds, minutes, hours, or some other time increment. When the time is up, the magic goes away and the spell ends.

Instantaneous: In a ritual whose spells have "Instantaneous" durations, the spell energy comes and goes the instant the spell is cast, though the consequences might be long lasting.

Permanent: The spell effect remains until dispelled.

Concentration: The spell lasts as long as the caster concentrates on it. Concentrating to maintain a spell is a move action. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. (See the "Spiritualism and Concentration" sidebar on page 48.) You can't commence a new ritual while concentrating on a first.

Concentration + Number of Rounds: Some concentration-based effects last for a short period after you cease concentrating. In these cases, the additional period of effect will be noted in rounds.

Concentration (Maximum Number of Rounds): Some concentration spells may have a maximum period for which you can continue the effects. This maximum period will be noted in rounds.

Dismissible: All Spiritualist spells are "dismissible," meaning the Spiritualist can dismiss them at will. To do so, she must be within range of the spell's effect. Dismissing a spell is a move action. A spell that depends on concentration is dismissible by its very nature; dismissing such a spell does not require an action at all, since the caster need merely stop concentrating on it on her turn.

EXAMPLE

The description of each ritual concludes with an example of using the ritual's spell elements to build a spell's effects.



NO CASTING TIME

You will notice that there is no casting time entry in the ritual descriptions. The only "casting time" for a Spiritualist's spells is the time dedicated to her making pact checks. The process of assigning tokens to spell effects and unleashing the spell itself is a free action for the Spiritualist, for it is the spirits who are actually providing and channeling the necessary magical power. Remember that a Spiritualist can create only one spell effect in a given round.

The only exception to this rule occurs in those rare cases when a Spiritualist must touch her spell's target in order to affect it. Touching a willing target is a free action, but making touch attacks against unwilling targets requires an attack (either a standard or an iterative full attack) for each target.

NO SPELL COMPONENTS

Unlike the spells cast by many spellcasting classes in fantasy role-playing games, a Spiritualist's rituals require no specific chants, gestures, or physical objects in order to function.

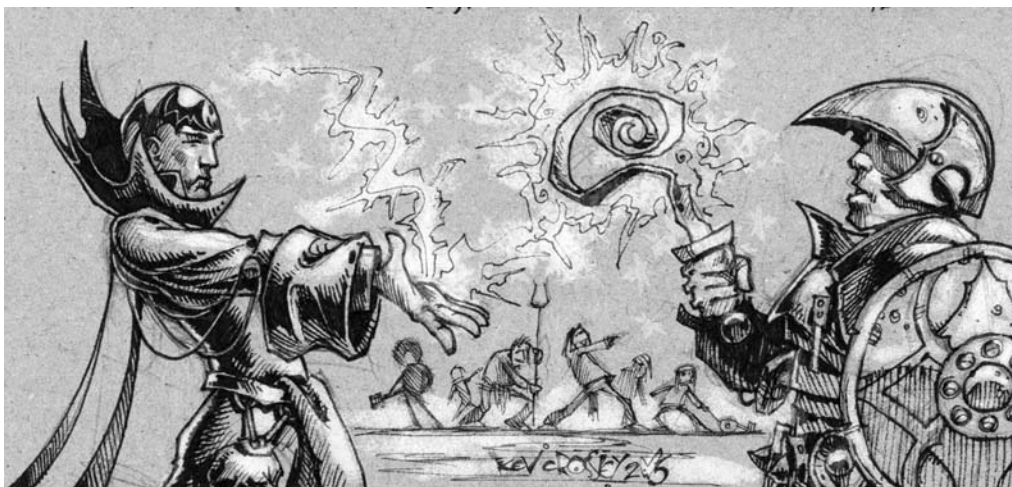
NO SPELL FAILURE

As noted in the Spiritualist class description, Spiritualists suffer no spell failure chance for wearing armor.



DESIGN COMPANION: LIMITED DURATION

The duration of Spiritualist's spell effects is generally shorter than that of other spellcasting classes: except for a few effects that can last a day or more, most spiritualism spells expire after 30 minutes at most. The reason for this is that Spiritualists have no hard limits on the number of spells they can cast in a day. Other classes are limited by their mana or by spell slots, spell points, or some other mechanic. While a Spiritualist does take increased risks by casting many spells in a short time, there's nothing to stop her casting the same spell over and over again every time it expires. Keeping the durations short helps keep Spiritualists balanced with other types of spellcasters.



SPIRITUALIST REFERENCE SHEET

SPIRITUALIST RITUALS

Ritual	Summary of Effects	Page #
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Rite of Crafting	Alter, move, or shape non-living materials	61
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Rite of the Flame	Throw blasts of fire and other damaging energy types	65
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Rite of Trickery	Disguise target creatures or hide them from sight	95
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STANDARD ATTACK AND UTILITY SPELL RANGES

Tokens Spent	Attack Spell Range	Utility Spell Range
0	None	None
1	15 ft.	—
2	30 ft.	—
3	100 ft.	15 ft.
4	200 ft.	30 ft.
5	400 ft.	100 ft.
6	800 ft.	200 ft.
7	—	400 ft.

STANDARD ATTACK AND UTILITY SPELL AREAS

Tokens Spent	Standard Attack Spell Area	Standard Utility Spell Area
0	—	Personal
1	1 creature or object	1 creature or object
2	3 squares	3 squares
3	10-foot spherical burst	10-foot spherical burst
4	15-foot spherical burst	15-foot spherical burst
5	12 squares	12 squares
6	20-foot spherical burst	20-foot spherical burst
7	20 squares	20 squares

SPIRIT CAPABILITIES BY ORDER

Spirit Order	Pact Check DC	Maximum Tokens Gained per Pact	Maximum Power Rank of Spell Elements
1st	5	4	1
2nd	10	8	2
3rd	15	12	3
4th	20	16	4
5th	25	20	5
6th	30	24	6
7th	35	28	7

PACT CHECK MODIFIERS

Cause of Modifier	Check Modifier
<i>Ritual Length</i>	
Move action	-5
Standard action	+0
Full-round action	+5
<i>Sacrificial Offerings</i> (maximum total bonus +5)	
Scarification	+1 per 1d4 points of damage
Valuables	+1 per 100 gp value
<i>Spiritual Fatigue</i>	
Per spirit token currently in pool	-1
Per spell completed in the last hour	-2
<i>Other Modifiers</i>	
Favored pact class ability	+2
Master of spirits class ability	+5
Changeling Child trait	+1

RITE OF BINDING

School: Enchantment (Compulsion) [Mind-affecting]
Saving Throw: Will negates
Spell Resistance: Yes

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to attack other creatures mind in such a way that the victims lose control of themselves. The effects of this ritual range from simply paralyzing the target to turning it into a virtual puppet of the Spiritualist.

RITE OF BINDING EFFECT TYPE	
Tokens Spent	Effect Type
0	Inhibit (own kind)
1	–
2	Inhibit (natural creatures)
3	Inhibit (any type)
4	Control
5	–
6	–
7	–

Inhibit: Creatures targeted by this effect type lose the ability to properly control their limbs. They may move more slowly, find it difficult to swing their weapons, or even become completely paralyzed. Depending on the number of tokens she spends, the Spiritualist can affect different types of creatures:

- **Own Kind:** The spell affects only creatures of the Spiritualist's own type, provided those creatures are not immune to mind-affecting attacks. Thus, a human Spiritualist could affect any humanoid creature such as another human or a goblin, for example, but not a giant or an outsider.
- **Natural Creatures:** The spell affects only creatures of the animal, giant, humanoid, plant, or vermin type, provided those creatures are not immune to mind-affecting attacks.
- **Any Type:** The spell affects any creature that is not immune to mind-affecting attacks.

Control: When a Spiritualist targets a creature with this effect type, she attempts to force the creature's body to obey her mental commands, rather than those of the creature itself.

EFFECT SEVERITY

The degree of this ritual's effects vary both by the number of tokens spent and by the type of effect being created, as shown on the following table.

RITE OF BINDING EFFECT SEVERITY		
Tokens Spent	Inhibit	Control
0	Speed penalty (–10 ft.)	–
1	Speed penalty (–20 ft.)	–
2	Limited actions (one action)	Crude control (move)
3	–	Crude control (standard)
4	Limited actions (free)	Crude control (full)
5	Mental paralysis	Fine control
6	–	–
7	–	Puppet

Speed Penalty: Affected creatures suffer the listed penalty to their base speed. Creatures with legs feel as if their knees and ankles won't respond, making it difficult for them to move, while creatures that move by other means suffer a similar loss of mobility. A creature's base speed cannot be reduced below 5 feet by means of this effect.

Limited Actions: Affected creatures suffer intermittent loss of control of their own body.

If 2 tokens are expended, affected creatures may undertake only one move or standard action per round, but not both, and they cannot take a full-round action. They may take one (and only one) free action each round in addition to their move or standard action.

If 4 tokens are expended, affected creatures may take only one free action per round, and no other actions at all. These effects are due in part to magical interference with victims' minds, and thus affect purely mental actions just as they do physical actions.



Remember that in *Iron Heroes*, it is possible to use fast completion challenges to reduce the action needed to perform many tasks.

Mental Paralysis: Affected creatures are unable to take any voluntary action of any kind, whether physical or mental. They are helpless, as defined on page 212 of the *Iron Heroes* rulebook.

Crude Control: The Spiritualist seizes control of the target creature's body. She could, for instance, make an enemy warrior turn on his allies and attack them. The victim suffers a –2 penalty to all attack rolls, base attack checks, saving throws, and skill checks it makes while under the effects of crude control.

The victim's initiative changes to match that of the caster, and he acts as the Spiritualist commands for as long as the ritual's effects persist. The victim loses all ability to take actions for himself. The target can take only certain types of actions, depending on the number of tokens spent in creating this effect: For 2 tokens, the Spiritualist can make the victim perform only one move action per round; for 3 tokens, he can perform either one move or standard action per round, but not both; and for 4 tokens, he can take either a full-round action or any legal combination of move and standard actions allowed in a round. Regardless of the type of action(s) permitted, the Spiritualist can also force the target to make one, and only one, free action per round as well.

The Spiritualist gains command of the target's physical abilities only: She cannot access the victim's memory or knowledge, nor cause the victim to take any mental actions. The Spiritualist cannot see, hear, or otherwise sense through the target creature, so she is aware of what happens to her victim only through her own senses.

However, creatures under crude control can speak as the Spiritualist commands, using the exact words she chooses (but she cannot force them to answer using their own knowledge). They can also make skill checks for any skills based on Strength or Dexterity, and they can make attack rolls. The Spiritualist may make a victim use any feat which she knows he possesses, except Lore and Social feats. Her control gives her no insight into what feats her victim possesses: she must deduce this herself. The Spiritualist can also make the victim use any of his class abilities or other extraordinary abilities (though she cannot cause him to use any ability she does not know he possesses), but not supernatural or spell-like abilities.

This ritual effect is quite obvious to observers. Any creature making a DC 10 Sense Motive check realizes that the victim is not in control of his own actions.

Fine Control: Fine control functions exactly like crude control (full action), except as follows:

- The victim suffers no penalties to attack rolls, base attack checks, saving throws, and skill checks.
- Observers must make a DC 20 Sense Motive check to detect fine control.

Puppet: This effect functions exactly like fine control, except as follows:

- Observers must make a DC 30 Sense Motive check to detect that a creature is a puppet.
- Each round throughout the duration of the effect, the Spiritualist may choose to use a move action to concentrate on what her victim senses. When she does so, she can see and hear what her victim sees and hears for that round.

RANGE

The Rite of Binding uses the standard attack spell ranges. This range applies only at the outset of the spell's effects: The effects continue for the spell's full duration even if the target or the Spiritualist subsequently moves beyond this range.

AREA OF EFFECT

The Inhibit effect type uses the standard attack spell areas. Refer to page 53 for full details these areas.

The Control effect type has its own areas of effect, as shown on the table below.

RITE OF BINDING AREA OF EFFECT (CONTROL)	
Tokens Spent	Control
0	–
1	1 creature (own kind)
2	–
3	1 creature (natural creatures)
4	–
5	1 creature (any type)
6	–
7	–

Control Area of Effect: This effect is cast directly on a single creature, rather than an area. It cannot be used to target more than one creature at a time. The Spiritualist must be able to see or touch the target, and must specifically choose that target. She does not have to select her target until she finishes casting the spell. Depending on the number of tokens she spends, the Spiritualist can affect different types of creatures:

- **Own Kind:** The spell affects only creatures of the Spiritualist's own type, provided those creatures are not immune to mind-affecting attacks. Thus, a human Spiritualist could affect any humanoid creature such as another human or a goblin, for example, but not a giant or an outsider.
- **Natural Creatures:** The spell affects only creatures of the animal, giant, humanoid, plant, or vermin type, provided those creatures are not immune to mind-affecting attacks.
- **Any Type:** The spell affects any creature that is not immune to mind-affecting attacks.

DURATION

The duration of the Inhibit effect is measured in rounds, while the duration of the Control effect relies on the Spiritualist's concentration.

RITE OF BINDING DURATION		
Tokens Spent	Inhibit	Control
0	1 round	Concentration (max. 1 round)
1	3 rounds	Concentration (max. 5 rounds)
2	5 rounds	Concentration (max. 10 rounds)
3	7 rounds	Concentration
4	10 rounds	Concentration + 1 round
5	12 rounds	Concentration + 1d4 rounds
6	15 rounds	Concentration + 1d6 rounds
7	20 rounds	Concentration + 2d6 rounds

RITE OF BINDING EXAMPLE

Ashandra, who has a Charisma of 18 (+4 modifier), contacts a 3rd-Order spirit with the Rite of Binding and gathers 6 tokens. She's fighting a large number of human warriors and wants to weaken as many enemies as she can. She makes the following choices:

- **Effect Type:** Ashandra chooses Inhibit (own kind) at a cost of 0 tokens. She can't choose the Control method, because it requires a Spirit of at least 4th Order.
- **Effect Severity:** She'd love to spend 2 tokens to limit her enemies to one standard action a round, but that would leave her only 4 tokens, and she wants to save as many tokens as possible for her area of effect. Therefore, she chooses a 10-foot Speed Penalty (0 tokens).
- **Range:** There are a clump of enemies about 20 feet from Ashandra, so she spends 2 tokens to get a 30-foot range.
- **Area of Effect:** For 3 tokens (the most she can spend on any single element), Ashandra can cause a 10-foot spherical burst as an area of effect. Ashandra can find a spot within range where there are four enemies in she can catch in this area, so she's pretty happy with this.
- **Duration:** Her remaining token is enough to buy Ashandra a 3-round duration, which she hopes will be enough.

Summary of Effects: Four enemies must make DC 17 Will saves (DC 10 + 3 [spirit's order] + 4 [Ashandra's Charisma modifier]) or have their base speed reduced by 10 feet for 3 rounds. With just one more token, she could have reduced their speed by 20 feet, or she might have increased the duration to 5 rounds.



RITE OF CRAFTING

School: Transmutation

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to manipulate the shape, form, and composition of nonliving objects. She can make stone run like water or steel shatter like glass. At the highest levels of power, she can even manipulate magical materials.

RITE OF CRAFTING EFFECT TYPE	
Tokens Spent	Effect Type
0	Harden/soften
1	–
2	Shape
3	Enhance
4	Move
5	–
6	–
7	–

Harden/Soften: The Spiritualist can change the hardness of the selected object or objects affected by this spell. The objects do not have to all be the same kind of item, nor even be made of the same kind of material. An object held or carried by a creature gains a saving throw against this effect (using the wielder's save bonuses).

Shape: The Spiritualist can change the shape of an existing volume of matter. She cannot change the amount or type of matter, nor move it out of its current square, but she can reshape it. For instance, she could bend aside the planks of a locked wooden door, so as to walk through the now open doorway. An object held or carried by a creature gains a saving throw against this effect.

If the Spiritualist makes a Craft check for the appropriate material type, she can use this effect to perform an entire day's crafting work in the space of a single ritual. For instance, a lump of raw metal could be fashioned into a longsword by means of this effect. Refer to the Craft skill in the Iron Heroes rulebook for details of Craft DCs.

Enhance: Only usable on weapons or armor, this effect increases the effectiveness of the target objects.

Move: The Spiritualist can move a given volume of one kind of matter to another location within the range of her spell. The matter does not move in a violent manner, but flows to its new location like a slow-moving river. This effect can be used for excavations, tunneling, and the like. If combined with other forms of matter in the area, the chosen matter moves around or over that other matter to reach the specified location. A complete barrier of some other form of matter blocks

the movement, however. The matter cannot be shaped to any sophisticated degree, though it can be assembled into simple shapes such as mounds or walls.

EFFECT SEVERITY

The degree of this ritual's effects vary both by the number of tokens spent and by the type of effect being created, as shown below.

RITE OF CRAFTING EFFECT SEVERITY				
Tokens Spent	Harden/Soften	Shape	Enhance	Move
0	1 hardness	Earth	–	Earth
1	2 hardness	–	+1 bonus	–
2	3 hardness	Wood	–	Wood
3	4 hardness	Stone	+2 bonus	Stone
4	5 hardness	Metal	–	Metal
5	6 hardness	–	+3 bonus	–
6	7 hardness	–	–	–
7	8 hardness	–	Magical matter	–

Hardness: This column indicates the change in the affected objects' hardness: either an increase (when hardening objects) or a decrease (when softening them). An object's hardness cannot be reduced below 0, nor increased to more than double its original value. For example, wood normally has a hardness of 5; this spell can increase its hardness to 10.

Earth: The spell affects natural, undressed earth, dirt, or sand.

Wood: This spell affects wood, whether cut and cured or part of a still living plant.

Stone: This spell affects natural stone of all kinds.

Metal: This spell affects metal, whether ore or worked items.

Bonus: If the affected item is a weapon (including a shield used for shield bashing), it gains the listed value as an enhancement bonus to all attack and damage rolls for the duration of the spell. If the affected item is a suit of armor, it gains the listed bonus to all damage reduction rolls and also has its normal armor check penalty reduced by the listed amount, to a minimum armor check penalty of 0.

Magical Matter: If the affected item is a weapon (including a shield used for shield bashing), it is treated as a magic weapon for the duration of the spell (and thus penetrates the damage reduction of normal armor). If the affected item is a suit of armor, its damage reduction applies against even damage from magic weapons (or from creatures whose attacks are treated as magic weapons).

RANGE

The Rite of Crafting uses the standard utility spell ranges.

AREA OF EFFECT

The area of this ritual's effects vary both by the number of tokens spent and by the type of effect being created, as shown below.

RITE OF CRAFTING AREAS OF EFFECT				
Tokens Spent	Harden/Soften	Shape	Enhance	Move
0	1 object	10 cubic feet	–	20 cubic feet
1	–	20 cubic feet	–	60 cubic feet
2	2 objects	30 cubic feet	1 object	100 cubic feet
3	–	50 cubic feet	–	200 cubic feet
4	3 objects	75 cubic feet	–	500 cubic feet
5	4 objects	100 cubic feet	–	1000 cubic feet
6	6 objects	150 cubic feet	2 objects	2000 cubic feet
7	8 objects	200 cubic feet	–	4000 cubic feet

Cubic Feet: Areas expressed in cubic feet represents a maximum volume within which any of the nominated material can be affected. The minimum dimension of the volume in any direction is 1 foot. For example, if there were two portcullises set 10 feet apart, a spell that caused two of the bars in each portcullis to bend out of the way would likely need to be 1 foot wide x 10 feet long x 6 feet high, or 60 cubic feet.

DURATION

The duration of this ritual's effects vary both by the number of tokens spent and by the type of effect being created, as shown below.

RITE OF CRAFTING DURATION				
Tokens Spent	Harden/Soften	Shape	Enhance	Move
0	Concentration	Concentration	Concentration (max. 5 rounds)	–
1	10 rounds	10 rounds	Concentration	–
2	3 minutes	10 minutes	Concentration + 5 rounds	Permanent
3	10 minutes	30 minutes	–	–
4	30 minutes	Permanent	10 minutes	–
5	1 day	–	–	Instantaneous
6	Permanent	Instantaneous	30 minutes	–
7	–	–	–	–

Remember that permanent effects can be dispelled. Instantaneous effects cannot be dispelled.

RITE OF CRAFTING EXAMPLE

Ashandra and her companions have come to a wooden door that appears to be barred from the far side. Bashing it open might alert whatever is on the other side, so Ashandra steps up to get rid of the barrier. She makes a pact with a 2nd-Order spirit and earns 6 tokens.

- **Effect Type:** Either the Shape or Move effect could get rid of the door, but Move is a 4th-Order effect, so Ashandra must choose Shape, for 2 tokens.
- **Effect Severity:** Ashandra needs to shape wood, which costs 2 tokens. She now has 2 left.
- **Range:** Ashandra can touch the door, so she does not need to spend any tokens on range.
- **Area of Effect:** The door is 3 feet wide and 8 feet high, but Ashandra only needs to get rid of the bottom 6 feet so her group can move through. She needs an area of 3 feet x 6 feet x 1 foot, or 18 cubic feet. One token will cover 20 cubic feet, so that's all she spends.
- **Duration:** Her one remaining token is enough to buy Ashandra a 10-round duration, which should be plenty to get through the doorway.

Summary of Effects: Ashandra touches the door and the bottom 6 feet of it bend upward for 10 rounds, allowing her and her allies to walk through and into the next room.



RITE OF CURSES

School: Necromancy

Saving Throw: Fortitude negates

Spell Resistance: Yes

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to curse her enemies with debilitating physical effects such as exhaustion, disease and poison, or magical afflictions such as petrification.

RITE OF CURSES EFFECT TYPE	
Tokens Spent	Effect Type
0	Discomfort
1	Lethargy
2	Disease
3	–
4	Poison
5	–
6	Greater Curse
7	–

Discomfort: The target creature suffers physical pains and aches that cause it to suffer a penalty to its actions. Creatures immune to critical hits or who do not feel pain are not affected by this effect type.

Lethargy: The target creature is overcome by lethargy and tiredness. Creatures that do not need to sleep are not affected by this effect type.

Disease: The victim contracts a disease. Creatures that do not have a natural physiology, such as undead or constructs, or which are otherwise immune to disease are not affected by this effect type.

Poison: The victim is magically poisoned. Creatures that do not have a natural physiology, such as undead or constructs, or which are otherwise immune to poison are not affected by this effect type.

Greater Curse: The victim suffers a very powerful form of curse that can have varied effects. Creatures that do not have a natural physiology, such as undead or constructs, are not affected by this effect type.

EFFECT SEVERITY

The degree of this ritual's effects vary both by the number of tokens spent and by the type of effect being created, as shown on the next page.

RITE OF CURSES EFFECT SEVERITY

Tokens Spent	Discomfort	Lethargy	Disease/Poison	Greater Curse
0	Aches	–	1d4 (nonlethal)	Deafened
1	–	–	–	–
2	–	Fatigued	1d6 (nonlethal)	Blinded
3	Sickened	–	–	–
4	–	Exhausted	1d8 (nonlethal)	Petrification
5	Nauseated	–	1d3 (lethal)	–
6	–	–	–	Death curse
7	–	–	1d6 (lethal)	–

Aches: The target creature suffers a –1 penalty to all attack rolls, base attack checks, saving throws, and skill checks due to aches and pains in his body.

Sickened: The pain becomes so intense that the target creature is sickened.

Nauseated: Wracking pains leave the victim nauseated.

Nonlethal: The victim is afflicted with a disease or poison that inflicts the specified amount of ability damage. The Spiritualist may choose which ability score suffers the damage. She cannot choose Constitution. The victim suffers this damage immediately when the spell takes effect.

If the effect is a disease, he continues to suffer this damage once per day, if he fails the Fortitude saving throw, until he dies or successfully makes two saving throws in a row, at which point he no longer has to make saves.

If the effect is a poison, the victim suffers an identical amount of secondary damage 1 minute after the spell takes effect. The second saving throw is at the same DC as the initial save.

If the victim makes the first saving throw, he does not contract the disease or suffer from poisoning at all.

Lethal: This is the same as nonlethal, except that the ability damage applies to the victim's Constitution.

Deafened: The victim is deafened.

Blinded: The victim is blinded.

Petrification: The victim is turned to stone.

Death Curse: The victim is instantly reduced to –10 hit points and must begin making death's door saving throws.

RANGE

The Rite of Curses uses the standard attack spell ranges.

AREA OF EFFECT

The Discomfort and Lethargy effects use the standard attack spell areas. The Disease, Poison, and Greater Curse effects use the following table.

RITE OF CURSES AREA OF EFFECT

Tokens Spent	Disease	Poison	Greater Curse
0	—	—	—
1	1 creature	1 creature	—
2	—	—	—
3	10-ft. spherical burst	—	1 creature
4	—	10-ft. spherical burst	—
5	20-ft. spherical burst	—	—
6	—	—	—
7	40-ft. spherical burst	20-ft. spherical burst	10-ft. spherical burst



DURATION

Where the duration of a curse effect is noted as instantaneous, the effect cannot be dispelled. Regardless of duration, many curses can be ended by special methods:

- Fatigued and exhausted states can be alleviated by rest, as outlined in the *Iron Heroes* rulebook.
- Disease can be alleviated by making two consecutive successful saving throws.
- Poison ceases to have any further effect after the secondary damage occurs.
- Blindness and deafness can be cured by the Rite of the Heart.
- Petrification wears off after 2d4 days, as outlined in the *Iron Heroes* rulebook.
- Any permanent curse effect can be relieved by being dispelled. If the curse's effect type is included in the list above, it can also be ended by meeting the stated conditions (for instance, a permanent curse of blindness can be cured by the Rite of the Heart, or by the dispel effect of Rite of the Spirits).

RITE OF CURSES DURATION

Tokens Spent	Discomfort	Lethargy	Disease/Poison	Greater Curse
0	Concentration	Concentration	—	—
1	3 rounds	3 rounds	Permanent	Permanent
2	5 rounds	5 rounds	—	—
3	10 rounds	10 rounds	Instantaneous	Instantaneous
4	10 minutes	10 minutes	—	—
5	30 minutes	30 minutes	—	—
6	1 day	Instantaneous	—	—
7	Permanent	—	—	—



RITE OF CURSES EXAMPLE

Ashandra has a rivalry with another Spiritualist named Mortrik. He recently embarrassed Ashandra in a widely witnessed encounter, and she feels the need to get some revenge. Renting a house with a good view of Mortrik's courtyard, Ashandra uses several rounds of effort and the sacrifice of a valuable diamond to help her achieve a pact with a 5th-Order spirit, gaining 14 tokens in the process.

• **Effect Type:** Ashandra wants to afflict Mortrik with a disease: preferably one with lots of boils and pain. This costs 2 tokens.

• **Effect Severity:** Ashandra is very tempted to inflict a lethal disease, but doesn't want to be accused of murder if her attack becomes known. She chooses to spend 4 tokens on a nonlethal disease inflicting 1d8 points of Charisma damage per day.

• **Range:** Ashandra's vantage point is 80 feet from Mortrik as he stands in his courtyard, so she needs to spend 3 tokens in order to achieve a maximum range of 100 feet.

• **Area of Effect:** Ashandra only wants to affect one creature: Mortrik. That costs 1 token.

• **Duration:** Ashandra spends 3 tokens to make the effects of her disease curse instantaneous, so that Mortrik can't dispel it. That leaves her with 1 token she hasn't spent ... but she resists the urge to go back and change her disease choice to something lethal.

Summary of Effects: Mortrik must make a DC 19 Fortitude save (10 + 5 [spirit's order] + 4 [Ashandra's Charisma modifier]) or be stricken instantaneously with a disease that inflicts 1d8 Charisma damage per day.



RITE OF THE FLAME

School: Evocation [varies]

Saving Throw: Reflex half

Spell Resistance: Yes

EFFECT TYPES

Contacting the spirits with this ritual grants the Spiritualist the ability to hurl destructive blasts of energy at her foes. The number of tokens she spends on the effect type dictates what type of damage the spell inflicts: she is not limited to fire. The ritual gets its name because fire is the most basic and common form of energy it produces.

RITE OF THE FLAME EFFECT TYPE	
Tokens Spent	Effect Type
0	Fire
1	Acid
2	Electricity
3	Cold
4	Sonic
5	Force
6	—
7	—

Fire: The spell inflicts fire damage.

Acid: The spell inflicts acid damage.

Electricity: The spell inflicts electricity damage.

Cold: The spell inflicts cold damage.

Sonic: The spell inflicts sonic damage.

Force: The spell inflicts force damage. Force effects have no miss chance against incorporeal creatures.

EFFECT SEVERITY

The severity of the ritual's effect is the same for all effect types.

RITE OF THE FLAME EFFECT SEVERITY	
Tokens Spent	Effect Type
0	1d6
1	3d6
2	5d6
3	7d6
4	9d6
5	12d6
6	15d6
7	20d6

RANGE

The Rite of the Flame uses the standard attack spell ranges.

AREA OF EFFECT

The Rite of the Flame uses the standard attack spell areas.

DURATION

The effects of the Rite of the Flame are instantaneous. Tokens do not need to be spent on duration.

RITE OF THE FLAME EXAMPLE

Ashandra contacts a 3rd-Order spirit for the Rite of the Flame and gathers 7 tokens. She's fighting a single powerful enemy, who also has a large number of weaker minions. She considers her options:

- **Effect Type:** Ashandra chooses fire damage at a cost of 0 tokens. She has no reason to believe that any of her foes can resist fire any better than the other forms of damage, so she chooses fire.
- **Effect Severity:** Ashandra can spend up to 3 tokens on damage, which would be 7d6 damage. That's a good amount of damage, but uses almost half of her remaining tokens. If she wants to attack just her main enemy, it's a good choice. If she wants to attack his minions, she should probably save more tokens to increase the area of effect.
- **Range:** Ashandra's staying at a distance from her main enemy, and wants to keep things that way. She spends 3 tokens in order to get a range of 100 feet.
- **Area of Effect:** Ashandra only needs one token to be able to affect a single creature. Alternately, she could spend more tokens to widen the area, at the cost of reducing her damage.
- **Duration:** Ashandra doesn't need to spend any tokens on duration for this ritual.

Summary of Effects: Ashandra could cast a spell doing 7d6 fire damage to one target (her main opponent), or she could reduce the damage to 5d6 in order to deal damage to 3 squares, or even to 3d6 in order to deal damage to all in a 10-foot spherical burst. Regardless, her targets must make a DC 17 Reflex save (10 + 3 [spirit's order] + 4 [Ashandra's Charisma modifier]) to halve the damage.

RITE OF THE GRAVE

School: Necromancy
Saving Throw: None
Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to control undead creatures she encounters and to animate the corpses of deceased creatures as her minions.

RITE OF THE GRAVE EFFECT TYPE	
Tokens Spent	Effect Type
0	Command undead
1	—
2	—
3	Animate dead
4	—
5	—
6	—
7	—

Command Undead: The magical power of the spirits gives the Spiritualist the ability to command undead creatures she encounters.



Animate Dead: The Spiritualist can create undead minions, either as skeletons or zombies. Refer to pages 242–43 of the *Iron Heroes* rulebook for details of these creature types. These undead are completely under the control of the Spiritualist. The creatures rise to their feet as part of the spell, but get no other action in the round they are created.

EFFECT SEVERITY

The more tokens spent on Command Undead, the greater the chance of successfully controlling the creatures encountered. The more tokens spent on Animate Dead, the more Hit Dice of undead that can be created.

RITE OF THE GRAVE EFFECT SEVERITY		
Tokens Spent	Command Undead	Animate Dead
0	Command check +0	2 HD
1	Command check +2	4 HD
2	Command check +4	6 HD
3	Command check +6	8 HD
4	Command check +8	10 HD
5	Command check +10	12 HD
6	Command check +15	16 HD
7	Command check +20	20 HD

Command Check: The Spiritualist makes a single command check against each undead creature to be affected. The DC of the check is 10 + the target's Hit Dice + the target's turn resistance (if any).

The formula for the command check is 1d20 + the modifier listed on the table + the Spiritualist's Charisma modifier. Compare the results of the check to the table below:

COMMAND UNDEAD CHECK RESULTS	
Check vs. DC	Result
Check fails	Creature is unaffected.
Check succeeds by 0-9 points	Creature takes no action for duration of spell.
Check succeeds by 10 or more	Creature is under complete control of Spiritualist for duration of spell.

There is no limit to the number or Hit Dice of undead creatures the Spiritualist can control through this effect, other than the Spiritualist's ability to keep restoring her control by casting this spell.

Hit Dice: This is the maximum number of Hit Dice of creatures that the Spiritualist can animate as part of this spell. The listed Hit Die value applies to the creatures' Hit Dice after they become undead. These Hit Dice can be spread over as many or as few creatures as the Spiritualist wishes to animate. The maximum value of animated minions the Spiritualist can have at any one time is 5 Hit Dice per Spiritualist class level. This limit applies without regard to the duration for which the undead creatures have been created.

RANGE

The Rite of the Grave uses the standard attack spell ranges.

AREA OF EFFECT

Both Rite of the Grave effect type uses the following areas.

RITE OF THE GRAVE AREAS OF EFFECT	
Tokens Spent	Area of Effect
0	–
1	1 creature
2	2 creatures
3	3 creatures
4	4 creatures
5	5 creatures
6	6 creatures
7	10 creatures

DURATION

The duration of Command Undead and Animate Dead effects vary as listed below:

RITE OF THE GRAVE DURATION		
Tokens Spent	Command Undead	Animate Dead
0	Concentration (max. 5 rounds)	Concentration
1	Concentration	10 rounds
2	Concentration + 5 rounds	–
3	10 minutes	Permanent
4	30 minutes	–
5	1 day	Instantaneous
6	1 week	–
7	–	–

RITE OF THE GRAVE EXAMPLE

Ashandra and her companions are engaged in a pitched battle with a large number of enemy soldiers. Wanting to sow some confusion in the enemy ranks, she conducts a pact with a 3rd-Order spirit. A full-round action and a lucky roll allow her to gather 10 tokens.

- **Effect Type:** Ashandra chooses Animate Dead as her effect type (there are several enemy corpses nearby that she can use). This costs 3 tokens.
- **Effect Severity:** Animating the human bodies as skeletons will only require 1 Hit Die per body. That's probably best, especially as her enemies are mainly using slashing weapons. She spends 1 token to get a limit of 4 HD.
- **Range:** Two tokens are enough to get a 30-foot range, which is plenty to cover the three bodies she can animate.
- **Area of Effect:** This was Ashandra's biggest limiting factor: A 3rd-Order pact limits her to three skeletons, at a cost of 3 tokens.
- **Duration:** Ashandra spends her last token on duration: The skeletons will remain animated for 10 rounds.
- **Summary of Effects:** Three skeletons rise to their feet. In the next round, they will attack Ashandra's enemies.

CHOOSING THE RIGHT RITE

Using Rite of the Grave in the manner described in the example on this page is not the most effective use of that ritual. Had Ashandra been casting the spell in a non-combat situation, she could have stood next to the bodies she wished to animate. This would have saved the 2 tokens she spent on extending the spell's range, allowing her to increase her expenditure on duration to 3 tokens. As a result, the skeletons would have been permanently animated (until dispelled or destroyed) rather than merely lasting 10 rounds. The Rite of Summoning would better choice in a combat situation, assuming Ashandra could use it. See page 89 for an example of what Ashandra could have done if she had used that ritual in this situation.



RITE OF THE HAND

School: Conjuration
Saving Throw: Reflex negates (object)
Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual grants the Spiritualist the ability to move objects by the power of her mind from something as simple as making her fallen sword leap to her hand to something as dramatic as conjuring an object seemingly out of thin air.

RITE OF THE HAND EFFECT TYPE	
Tokens Spent	Area of Effect
0	Crude telekinesis
1	—
2	Conjure item
3	—
4	Fine telekinesis
5	—
6	Telekinetic blast
7	—

Crude Telekinesis: The Spiritualist gains the ability to move an object with her mind. She can move this object by taking a move action. The object moves a maximum of 30 feet per action. The Spiritualist's control of the item is very crude. She can accurately move it to the square she desires, but any kind of fine control is impossible. She couldn't use this ability to accurately swing a sword or to put a key in a lock and turn it, for instance. She could bring the sword or the key into her own reach, however, and pick them up to use them herself.

If the Spiritualist tries to take an item that is held by or in the possession of a creature, the creature gets a Reflex save to negate the attempt.

Fine Telekinesis: This ability functions exactly like crude telekinesis, except the Spiritualist can exercise fine control. By taking a standard action, she can perform a complex action with the item she is controlling, such as making an attack with a sword or putting a key in a lock and turning it. If the Spiritualist uses this effect to make attack rolls, she can make only a single attack per round; her attack bonus is calculated as her base attack bonus + the number of tokens she spent on effect severity. She can use any feats she may have with this weapon, if it is of a suitable type. The weapon does not gain attacks of opportunity, nor does it benefit from or provide flanking bonuses. It delivers critical hits as normal, but the Spiritualist can inflict sneak attack damage only against targets who are denied their active bonus to Defense.

Conjure Item: The spirits bring the Spiritualist one or more nonmagical, nonliving items of her choice. These items appear either in the caster's hand or anywhere else within the spell's range (her choice). The items vanish again at the end of the spell's duration.

Telekinetic Blast: Once per round as a standard action, the Spiritualist can unleash a telekinetic blast. She can do this on the round she performs the ritual only if she has a standard action remaining to her. This blast inflicts damage based on the effect severity chosen for the spell. The victim gets a Reflex save to avoid the blast. If a target creature fails its Reflex save, it must make an opposed Strength or Dexterity check against the spell's check (see below) or be knocked prone by the force of the blow. The creature gains a +4 bonus on its check for each size category larger than Medium it is, and a further +4 bonus if it has more than two legs or is otherwise exceptionally stable.

EFFECT SEVERITY

The effect levels of the Rite of the Hand are shown below:

RITE OF THE HAND EFFECT SEVERITY			
Tokens Spent	Telekinesis	Conjure Item	Telekinetic Blast
0	1 lb.	1 gp	1d6 damage; +0 check
1	5 lb.	5 gp	2d6 damage; +1 check
2	10 lb.	10 gp	3d6 damage; +2 check
3	30 lb.	25 gp	4d6 damage; +3 check
4	100 lb.	50 gp	5d6 damage; +4 check
5	250 lb.	100 gp	6d6 damage; +5 check
6	500 lb.	250 gp	8d6 damage; +6 check
7	1000 lb.	500 gp	10d6 damage; +8 check

Telekinesis (Crude or Fine): This is the maximum weight the Spiritualist can keep under her telekinetic control at any one time.

Conjure Item: This is the maximum gold piece value of the items conjured by the spirits.

Telekinetic Blast: This is the damage inflicted by each blast, and the bonus the blast gets on its check to attempt to knock its targets prone. For instance, if you spent three tokens, the blast would cause 4d6 points of damage (Reflex save negates) and any creature which failed its saving throw would have to make an opposed check against the blast's check of d20+3 or be knocked prone.

RANGE

The Rite of the Hand uses the standard attack spell ranges.

AREA OF EFFECT

The Telekinetic Blast effect uses the standard attack spell areas. All creatures in the area of each blast are subject to its effects. The other effect types use the areas listed below.

RITE OF THE HAND AREA OF EFFECT

Tokens Spent	Area
0	1 object
1	2 objects
2	4 objects
3	10 objects
4	20 objects
5	30 objects
6	40 objects
7	50 objects

Telekinesis (Crude or Fine): The area of effect represents the maximum number of objects the Spiritualist can keep suspended in the air at once. She can move either one object at a time or all at once, but if she moves all at once they must all move the same distance in the same direction for example, northward 4 squares. She can only ever perform a complex action such as attacking with one of the objects she has under her control. The total weight of objects suspended in the air must not exceed the caster's maximum weight, as determined by the effect severity she chose.

Conjure Item: The area of effect represents the maximum number of replicas of the requested object the spirits can bring. The spirits can bring only one type of item. For instance, 50 arrows would be acceptable, as would 50 daggers, but 30 arrows and 20 daggers would not. The total value of the items summoned may not exceed spell's gold piece limit

DURATION

The effect types of the Rite of the Hand use the durations shown below.

RITE OF THE HAND DURATION

Tokens Spent	Telekinesis	Conjure Item	Telekinetic Blast
0	2 rounds	—	—
1	3 rounds	3 rounds	—
2	4 rounds	6 rounds	—
3	5 rounds	10 rounds	1 round
4	6 rounds	3 minutes	2 rounds
5	8 rounds	10 minutes	3 rounds
6	10 rounds	30 minutes	4 rounds
7	12 rounds	—	5 rounds

Conjure Items: Note that this duration represents the number of rounds the conjured items remain in existence, not the number of rounds during which the Spiritualist can ask for items to be brought for her. Each casting of Conjure Items brings only one set of items.

RITE OF THE HAND EXAMPLE

Ashandra has been captured by an ogre and is currently hanging upside down in its cave, waiting to be eaten. Spying a rusty dagger lying in the monster's belongings, she quickly forms a pact with a 1st-Order spirit, gaining 4 tokens (the maximum she can gain from such a weak pact).

- **Effect Type:** Ashandra wants to bring the dagger to her hand, which requires only crude telekinesis (0 tokens).
- **Effect Severity:** A dagger weighs only 1 pound. Again, no tokens are required.
- **Range:** The dagger is 2 squares away, so a range of 15 feet is enough to reach it. Ashandra willingly spends the single token needed for this.
- **Area of Effect:** Ashandra needs to affect only one object, so no tokens are needed.
- **Duration:** Ashandra spends a single token on duration (remember that she cannot spend more than 1 token on any one element, because she only made a 1st-Order pact). She can control the dagger for 3 rounds.

Summary of Effects: The dagger flies slowly to Ashandra's hand, and she hurriedly begins to cut herself free, hoping she can be on her feet again before the ogre returns. She has 2 unused tokens left; she can either voluntarily give them up, or she may keep them in case she needs to use Rite of the Hand again.



RITE OF THE HEART

School: Conjuration (Healing)

Saving Throw: Will half

Spell Resistance: Yes

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to heal herself and her companions, whether of cuts and bruises or of the more virulent effects of disease and poison. The Spiritualist channels pure spiritual energy directly into the targets of the spell, cleansing their bodies of harm.

For this ritual, the different effect types represent the types of injuries or conditions that can be healed. Specific details of each effect type are covered in effect severity, below.

RITE OF THE HEART EFFECT TYPES

Tokens Spent	Area of Effect
0	Stabilization
1	Reserve points
2	Hit points
3	Ability damage
4	Fatigue and nausea
5	Poison and disease
6	Regeneration
7	Ability & energy drain

EFFECT SEVERITY

The Rite of the Heart has a wide variety of effects, depending on the type of effect being created.

RITE OF THE HEART EFFECT SEVERITY

Tokens Spent	Stabilization	Reerve Points	Hit Points	Ability Damage	Fatigue & Nausea	Poison & Disease	Regeneration	Ability & Energy Drain
0	Dying	1 d3	–	–	Fatigued	–	–	–
1	–	1 d6	1 d3	–	–	–	Deafness	–
2	Death's door	2 d6	1 d6	1	Sickened	Disease	–	–
3	–	3 d6	2 d6	1 d2	–	–	Blindness	1
4	–	3 d10	3 d6	1 d4	Exhausted	Poison	–	–
5	–	6 d10	3 d10	1 d2 (all)	–	–	–	1 d2
6	–	10 d10	6 d10	1 d4 (all)	Nauseated	–	Limb	1 d4
7	–	–	10 d10	All	–	Supernatural	–	1 d2 (all)

Stabilization: Targets of the spell who were dying automatically stabilize. If the caster spends 2 tokens, then characters at death's door (–10 hit points or less) can also be stabilized by the spell.

Reserve Points: The targets of the spell receive the listed number of reserve points. This cannot increase their reserve pool above its normal maximum. This ability has no effect on creatures that do not have a reserve pool.

Hit Points: The targets of the spell receive the listed number of hit points. This cannot increase their hit points above their normal maximum. Recovering any number of hit points in this manner also causes a creature to stabilize.

Undead creatures who are targeted by this effect suffer damage, rather than being healed. The creature may apply spell resistance against the effect and may make a Will saving throw for half damage.

Ability Damage: The targets of the spell heal the listed amount of ability damage to either one ability score (4 tokens or less) or all abilities (5 tokens or more). This effect cannot increase their ability scores above their normal values, nor does it have any effect on penalties to ability scores (such as those inflicted by fatigue) nor on ability drain.

Fatigue & Nausea: The targets of this spell are cured of the listed condition, as well as all other conditions in this column

with a lesser token cost. For example, for 2 tokens, the targets are cured of the sickened condition and also of the fatigued condition.

Poison & Disease: For a cost of 2 tokens, the targets of this spell are cured of all diseases from which they are currently suffering. For a cost of 4 tokens, they are cured of all poisons currently in their systems, as well as all diseases. Damage already suffered from diseases or poisons is not cured. Some disease-like effects cannot be cured without more powerful magic; any disease-like effect that is noted as having unusual resistance to magical curing, such as lycanthropy, can be cured by spending 7 tokens.

Regeneration: For a cost of 1 token, the spell's targets can be cured of deafness. For 3 tokens, they can be cured of blindness. For 6 tokens, each target can regenerate one lost limb; the new limb grows in the space of a few seconds, and functions for all intents and purposes like the original limb.

Ability & Energy Drain: Usually, targets of this spell either heal the listed amount of ability drain to a single ability score or lose the listed number of negative levels (i.e., the negative levels are removed). For the expenditure of 7 tokens, the targets recover 1 d2 points of ability drain in each drained ability score and lose 1 d2 negative levels.

RANGE

The Rite of the Heart uses the standard utility spell ranges.

AREA OF EFFECT

Spiritualists can choose one or more specific targets for their Rite of the Heart effects, as outlined below.

RITE OF THE HEART AREA OF EFFECT	
Tokens Spent	Area of Effect
0	Personal
1	1 creature
2	–
3	2 creatures
4	–
5	3 creatures
6	4 creatures
7	6 creatures

DURATION

All Rite of the Heart effects are Instantaneous. The Spiritualist never needs to spend tokens on the duration of this ritual's effects.

RITE OF THE HEART EXAMPLE

Ashandra and her friends have slain a hideous plague beast, but the creature has infected all four of them with its virulent, but thankfully curable, diseases. Ashandra contacts a 5th-Order spirit and, thanks to an offering of her own blood through the scarification sacrifice, manages to gather 11 tokens. Not wanting to risk repeating the ritual with so many tokens in her pool, she decides to create the spell effects immediately.

- **Effect Type:** Ashandra needs to cure poisons and diseases: 5 tokens.
- **Effect Severity:** Curing diseases only (none of them are poisoned) costs 2 more tokens.
- **Range:** The combat is over, so all recipients of the spell can stand close enough for Ashandra to touch them. She doesn't need to spend any tokens on range.
- **Area of Effect:** Ashandra has 4 tokens left, so the best she can do is to spend 3 of them to affect herself and one of her companions.
- **Duration:** Ashandra doesn't need to spend any tokens on duration.

Summary of Effects: Ashandra and the companion of her choice are cured of their diseases. Ashandra has 1 token left. She sighs, readies herself to make another sacrifice, and begins another ritual. At least now she only has a –3 penalty to her pact check (–2 for the completed spell, and another –1 for the token still in her pool), instead of –11.

LIMITS ON HEALING SPIRITUAL SHOCK

Mortal bodies are not designed to be filled with spiritual energy. Although the Rite of the Heart offers quite powerful healing, it does so at a great price.

A creature can safely be the target of only a limited number of Rite of the Heart effects each day. This limit is equal to 2 + her Charisma or Constitution ability bonus, whichever is higher. Note that this limit applies irrespective of the type or strength of effect the Rite of the Heart conveys.

If a target receives more Rite of the Heart effects than its limit, she suffers from "spiritual shock": The recipient takes 1 point of ability damage to every ability. This damage cannot itself be healed by the Rite of the Heart. All attempts to do so automatically fail. The target suffers this penalty for *each* Rite of the Heart effect cast upon it that exceeds this limit. The excess of spiritual energy in the target's body is literally causing its mortal form to break down and ascend to the spiritual realm.

If a character chooses to resist a Rite of the Heart effect and successfully makes his saving throw or is protected by spell resistance, that spell's effect does not count toward his daily limit.

A character's body is cleansed of excess spiritual energy after 8 hours of rest. He must receive no Rite of the Heart effects during this period. At the end of the 8 hours, he can safely receive Rite of the Heart effects once more, up to the limit noted above.



RITE OF LIGHT AND SHADOW

School: Evocation [Light or Darkness]

Saving Throw: Will negates (object)

Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to create lights and shadows, turning a well-lit area into darkness, or vice versa.

RITE OF LIGHT AND SHADOW EFFECT TYPE

Tokens Spent	Area of Effect
0	Light
1	Burst
2	Shadow
3	–
4	–
5	–
6	–
7	–

Light: The spell generates a light source, which can be either a point in space or a specific object within range. If the object is held or carried by a creature, it gains a saving throw to resist the effects of the spell if the wielder is not a willing target.

Burst: You create a sudden burst of bright light or utter darkness, which causes creatures in the spell's area to suffer visual impairment as their eyes try to adjust.

Shadow: The spell generates a shadow source. This effect works exactly like a light source, except that it suppresses light rather than producing it. The shadow source can be either a point in space or a specific object within range. If the object is held or carried by a creature, it gains a saving throw to resist the effects of the spell if the wielder is not a willing target.

EFFECT SEVERITY

The degrees of effect available for light and shadow effects are outlined in the following table.

RITE OF LIGHT AND SHADOW EFFECT SEVERITY

Tokens Spent	Light	Burst	Shadow
0	–	Dazzle	–
1	Strong light	–	Gloom
2	–	–	–
3	Diffuse light	Blind	Shadowy
4	–	–	Greater shadows
5	True light	–	Darkness
6	–	–	Greater darkness
7	–	–	–

Strong Light: The light source casts a strong, clear light in a radius determined by the number of tokens spent on the area of effect, and shadowy light beyond, out to an area of double that radius. A strong light source can be detected at a great distance by observers if there are no other light sources to compete with it. An observer with only dim light between him and the light source (such as someone outdoors at night) can see this light source at a distance of ten times the radius of the area of effect. An observer with only darkness between him and the light source (such as a creature underground with no lights of its own) can see this light source at a distance of twenty times the radius of the area of effect. In both cases, a clear line of sight must exist between the observer and the light source.

Diffuse Light: This light source lights an area equivalent to that of the strong light above, but does so without an obvious source of the light. This makes it much harder for observers to detect: Halve the distances at which an observer will notice the light.

True Light: This light source functions like diffuse light, but additionally is treated as true sunlight for the purposes of its effects on creatures that are affected by the light of the sun.

Dazzle: The Spiritualist creates a burst of either darkness or light (her choice) that causes creatures in the spell's area to make a Will save or become dazzled for the duration of the spell's effects.

Blind: The Spiritualist creates a burst of either darkness or light (her choice) that causes creatures in the spell's area to make a Will save or become blinded for the duration of the spell's effects.

Gloom: If cast into an area of bright light, this effect creates just enough shadows for a creature to make Hide checks without the need for cover while in its area of effect. It has no other effects.

Shadowy: This effect reduces the amount of light in its area of effect. An otherwise brightly lit area becomes shadowy illumination, and an already shadowy area becomes darkness.

Greater Shadows: As the Shadowy effect, except that the Spiritualist can see normally in the area. For example, if the natural light level of the area were bright light, the Spiritualist treats the area as still being brightly lit.

Darkness: This effect reduces the light levels throughout its area of effect to darkness.

Greater Darkness: As the Darkness effect, except that the Spiritualist can see normally in the area. For example, if the natural light level of the area was bright light, the Spiritualist treats the area as still being brightly lit.

Characters with low-light vision (such as many non-human creatures) can see objects twice as far away as a human under similar low-light conditions. Double the effective radius of bright light and of shadowy illumination for such characters.

The light and shadow effects created by this spell are blocked by physical barriers in the same way that normal light would be. Thus a light source (or a shadow source) can be created, then hidden inside an impervious object such as a bag or chest, to be brought out only when it is needed. While the origin point is within the container, the effects of the spell would not extend beyond the container.

RANGE

The Light and Shadow effects use the standard utility spell ranges. Such effects created with this ritual can be cast either on a point in space (which is treated as a standard origin point) or on an object. If the spell is cast on an object, the spell's point of origin moves as the item moves. For instance, a



LIGHT LEVELS AND THEIR EFFECTS

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover. In an area of shadowy illumination, a character can see dimly. Other creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blind, and suffer all the effects of the blinded condition.

Creatures with darkvision can see normally in lit areas as well as in dark areas, normally within 60 feet (though some creatures' darkvision extends further). A character can't hide from such a creature while within range of its darkvision unless he is invisible or has cover (or concealment from a source other than shadows or darkness).



Spiritualist could cast a Light spell on her weapon, then carry the glowing weapon with her like it was a torch.

The Burst effect uses the standard attack spell ranges. These effects can be cast only a point in space.



AREA OF EFFECT

The areas for both light and shadow effects are identical. The size of the area of Burst effects is the same as that of the other effects, but this effect creates a burst, rather than an emanation.

RITE OF LIGHT AND SHADOW AREA OF EFFECT

Tokens Spent	Light or Shadow	Burst
0	5-ft. spherical emanation	5-ft. spherical burst
1	10-ft. spherical emanation	10-ft. spherical burst
2	15-ft. spherical emanation	15-ft. spherical burst
3	20-ft. spherical emanation	20-ft. spherical burst
4	25-ft. spherical emanation	25-ft. spherical burst
5	30-ft. spherical emanation	30-ft. spherical burst
6	40-ft. spherical emanation	40-ft. spherical burst
7	50-ft. spherical emanation	50-ft. spherical burst

DURATION

The durations for both Light and Shadow effects are identical, while those for Burst effects are generally shorter.

The duration of a Burst effect represents the period for which affected creatures suffer the spell's penalty, not the duration of the light or the shadow itself. As a source of light or shadow, a Burst effect lasts only an instant: A creature entering the area of the spell's effect a few seconds after it ends would suffer no ill effects.

RITE OF LIGHT AND SHADOW DURATION

Tokens Spent	Light or Shadow	Burst
0	10 rounds	1 round
1	10 minutes	3 rounds
2	30 minutes	5 rounds
3	1 day	10 rounds
4	Permanent	3 minutes
5	—	10 minutes
6	—	30 minutes
7	—	—

RITE OF LIGHT AND SHADOW EXAMPLE

A cave-in has separated Ashandra from her companions and left her without a source of light. Ashandra uses the Rite of Light and Shadow to contact a 3rd-Order spirit and gathers 6 tokens.

- **Effect Type:** Ashandra needs to create light, so the effect type costs 0 tokens.
- **Effect Severity:** Although she would like to make diffuse light so she might be less conspicuous, Ashandra knows this would use up half her tokens, and she wants to keep as many as possible for the area and duration of the spell. She chooses Strong Light for 1 token.

INTERACTION OF MULTIPLE RITES OF LIGHT AND SHADOW

The effects of only one Rite of Light or Shadow can operate in a given area at any one time. If the areas of effect of two or more spells from this ritual overlap, only the effects of one of the spells will operate. The other spells are suppressed (but not dispelled) in the area where the overlaps occurs, for as long as the stronger source of light or shadow remains.

The spell that prevails is the one created by the highest-order pact. If two or more spells share the same order, the spell that used the most tokens prevails. If two or more spells are still tied, they are all suppressed in the area of effect, and only the natural light level of the area remains.

These principles apply to Burst effects as much as to any other effect of the Rite of Light and Shadow. To operate in an area of magical light or shadow, the Burst effect must be created with a higher-order spirit, or the same order of spirit but with more tokens. If it meets these requirements, it has its full effect. Otherwise, it has no effect. Remember that burst effects are instantaneous, so a Burst of Light or of Darkness suppresses other light and shadow effects for only an instant.

- **Range:** Ashandra intends to cast the spell on her spear, which she is holding in her hand, so she doesn't need to spend any tokens on range.

- **Area of Effect:** Ashandra has 5 tokens left, and she wants to keep 3 of them for duration, since she doesn't know how long she will be stuck underground. She spends 2 tokens to gain an area of 15-foot radius.

- **Duration:** Ashandra spends the maximum allowed tokens on duration, 3, which means her light will last for one full day.

Summary of Effects: Ashandra's spear sheds about as much light as a common lamp, and will continue to do so for 24 hours.



RITE OF THE MIND

School: Enchantment (varies) [Mind-affecting]

Saving Throw: Will negates

Spell Resistance: Yes

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to cloud her enemies' minds. The effects can range from as slight as making the victim hesitate for a few seconds to befuddling his mind so severely that he cannot act in any rational manner.

RITE OF THE MIND EFFECT TYPE	
Tokens Spent	Area of Effect
0	Daze
1	Scare
2	Slumber
3	Charm
4	Soothe
5	–
6	–
7	–

Daze: Random mental impulses flood the target creatures' minds, causing them to lose track of what they were doing or to act in a nonsensical manner.

Scare: Subjects of this effect are assaulted with feelings of intense fear.

Slumber: Drowsiness sweeps over the subjects of this effect so that they may collapse into sleep. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Waking a creature is a standard action (an application of the aid another action). Slumber does not affect unconscious creatures or creatures that do not sleep, such as undead and constructs.

Charm: Affected creatures are overcome with positive feelings toward the Spiritualist, regarding her as their trusted friend and ally (treat the target's attitude as friendly). This is a charm effect.

The spell does not enable the Spiritualist to control the charmed person as if he were an automaton, but he perceives her words and actions in the most favorable way. The Spiritualist can try to give the subject orders, but she must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the Spiritualist or her apparent allies that threatens the charmed person breaks the spell. The Spiritualist must speak the person's language to communicate her commands, or else be good at pantomiming.

If a target is currently being threatened or attacked by the Spiritualist or the Spiritualist's allies when the spell is cast, he receives a +5 bonus on his saving throw against this effect.

Soothe: Feelings of wellbeing flood the target creatures, alleviating many negative mental and emotional conditions.

EFFECT SEVERITY

The degree of effect is different for each Rite of the Mind effect type.

RITE OF THE MIND EFFECT SEVERITY					
Tokens Spent	Daze	Scare	Slumber	Charm	Soothe
0	–	Shaken	1 HD	Own kind	Dazed
1	Dazed	–	2 HD	–	Shaken
2	–	Frightened	6 HD	Natural creatures	Frightened
3	Stunned	–	10 HD	–	–
4	–	–	15 HD	–	Stunned
5	Confused	Panicked	20 HD	Any type	Panicked
6	–	–	25 HD	–	Confused
7	–	–	Any	–	–

Daze: If a target of this effect type fails its saving throw, it suffers the listed condition. For example, if the Spiritualist spent 3 tokens, all affected targets would become stunned.

Scare: If a target of this effect type fails its saving throw, it suffers the listed condition. For example, if the Spiritualist spent 2 tokens, all affected targets would become frightened.

Slumber: This effect type lists the maximum Hit Dice a target of this spell can have and still be susceptible to the effect. Any creature with more Hit Dice than this number is automatically unaffected by the spell. If the Spiritualist spends 7 tokens on this effect severity, her spell can affect any creature, regardless of Hit Dice.

Charm: Depending on the number of tokens she spends, the Spiritualist can affect different types of creatures:

- **Own Kind:** The spell affects only creatures of the Spiritualist's own type, provided those creatures are not immune to mind-affecting attacks. Thus, a human Spiritualist could affect any humanoid creature such as another human or a goblin, for example, but not a giant or an outsider.
- **Natural Creatures:** The spell affects only creatures of the animal, giant, humanoid, plant, or vermin type, provided those creatures are not immune to mind-affecting attacks.
- **Any Type:** The spell affects any creature that is not immune to mind-affecting attacks.

Soothe: The subjects of this spell are cured of the listed condition, as well as for all other conditions in this column with a lesser token cost. For example, if 2 tokens are spent, the targets are relieved of the frightened condition and also of the shaken and dazed conditions.

RANGE

The Rite of the Mind uses the standard attack spell ranges.

AREA OF EFFECT

The Daze, Scare, and Slumber effects all use the standard attack spell areas. The Soothe effect uses the standard utility spell areas.

The Charm effect uses the areas below.

RITE OF THE MIND AREA OF EFFECT (CHARM)	
Tokens Spent	Area of Effect
0	1 creature
1	—
2	—
3	—
4	10-ft. spherical burst
5	15-ft. spherical burst
6	20-ft. spherical burst
7	20 squares

DURATION

The duration of effect is different for each Rite of the Mind effect type.

RITE OF THE MIND DURATION					
Tokens Spent	Daze	Scare	Slumber	Charm	Soothe
0	1 round	—	5 rounds	30 minutes	Instantaneous
1	—	4 rounds	2 minutes	—	—
2	2 rounds	—	10 minutes	8 hours	—
3	—	10 rounds	30 minutes	1 day	—
4	4 rounds	—	—	1 week	—
5	—	—	8 hours	—	—
6	10 rounds	—	—	—	—
7	—	—	Sleep of Ages	—	—

Sleep of Ages: The target creatures will literally sleep until woken. They do not age while sleeping, nor require food or water. All body functions virtually cease, though the creature remains warm to the touch and is obviously not dead. Subjects in this state often dream of the spirit realm. They can be woken by the normal means for this effect type.

RITE OF THE MIND EXAMPLE

Ashandra needs to get past a group of 4 human guardsmen. While she is sure she could defeat them in combat, she would prefer not to draw the attention a fight would cause. While out of sight around a corner, she uses Rite of the Mind to contact a 3rd-Order spirit and gathers 9 tokens. She then approaches the guards, who challenge her when she is 15 feet from them. Immediately, Ashandra uses a free action to create her spell's effects.

- **Effect Type:** Ashandra's plan is to put the guards to sleep, requiring 2 tokens.
- **Effect Severity:** Ashandra suspects the guards are fairly weak, so she spends 1 token to allow her spell to affect creatures of 2 Hit Dice or less.
- **Range:** The guards were 70 feet away when Ashandra invoked her ritual, but the distance is now only 15 feet, so Ashandra only needs to spend 1 token on range.
- **Area of Effect:** The guards can all be affected by a 10-foot spherical burst, so Ashandra spends 3 tokens to achieve this area.
- **Duration:** Ashandra has 2 tokens left, so she spends them both on duration: the guards will be asleep for 10 minutes, which should be plenty of time for her to get well away from the area.

Summary of Effects: Unfortunately for Ashandra, one of the guards is a 3rd-level warrior. He shrugs off her spell's effects automatically. The other guards must make DC 17 Will saves (10 + 3 [spirit's order] + 4 [Ashandra's Charisma modifier]) or fall asleep for 10 minutes. Ashandra has to cross her fingers that she can win initiative and deal with the still conscious guard(s) before they raise the alarm.



RITE OF PHANTOMS

School: Illusion (Figment)

Saving Throw: Will disbelief

Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to create illusory images, sounds, and other sensations. These can range from simple, static images, such as placing the illusion of a wall over a doorway, to complex vistas involving multiple moving creatures, noises, and smells.

RITE OF PHANTOMS EFFECT TYPE	
Tokens Spent	Effect
0	—
1	Crude
2	—
3	Sophisticated
4	—
5	Triggered (single)
6	—
7	Triggered (repeats)

Crude: The figment's effects are simple and unsophisticated. Visual elements are static and cannot move. Auditory elements cannot include intelligible speech. Olfactory elements are static throughout the area of effect; an illusion of a foul smell emanating from a corpse would be no stronger right next to the corpse than at the edge of the area of effect, for example. Thermal elements are limited to "warm" or "cool" (10 degrees warmer or cooler than the ambient temperature), and are the same throughout the area of effect.

Sophisticated: The figment's effects are as versatile as real life. Visual elements can move, have shadows play over them, and interact with each other in a convincing manner. Sounds can include intelligible speech. Scents can vary from point to point within the area of effect, as can thermal effects.

Triggered (single): A triggered illusion is identical to a sophisticated illusion, except that the caster can specify a triggering condition (which may be a special word) that causes the illusion to commence. The Spiritualist determines this condition when she creates the spell. The condition can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to appearances: Disguises and other illusions can fool them. Darkness does not defeat the trigger, but invisibility does. Silent movement can defeat audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible.

The range limit of a trigger is 30 feet per order of the weakest spirit that contributed tokens to the spell, so an

effect created with a 5th-Order spirit can respond to triggers as far as 150 feet away. Regardless of range, the spell can respond only to visible or audible triggers and actions in line of sight or within hearing distance. The trigger operates only once, after which the spell's effects will not repeat.

The duration of a triggered illusion does not commence until the trigger conditions are met.

Triggered (repeats): As triggered (single), except that the spell's effects occur every time the trigger condition is met until the spell is dispelled. The spell's duration is considered to restart each time the spell is triggered.

EFFECT SEVERITY

The effect severity levels are the same for all Rite of Phantoms effect types.

RITE OF PHANTOMS EFFECT SEVERITY	
Tokens Spent	Effect Severity
0	Sound
1	Vision
2	Sound & vision
3	Full sensation
4	—
5	—
6	—
7	—

Sound: The effects created by the spell are auditory only. The spell can produce as much noise as four normal humans per order of the weakest spirit that contributed tokens to the spell.

Vision: The effects created by the spell are visual only. The images appear real to both normal vision and darkvision, but are not visible to blindsight.

Sound & Vision: The effects created by the spell include both visible and auditory elements.

Full Sensation: In addition to visual and auditory effects, the spell generates olfactory and thermal elements. Any visual images appear real to blindsight, as well as to normal vision and darkvision.

All effects created by the Rite of the Phantoms are purely illusory. No matter how real they look, they are wholly without substance. If a character touches an illusory object, his hand passes right through it, unless the illusion is cloaking some other object, in which case he touches the real object. (You could, for instance, put the illusion of an open treasure chest over a bear trap.)

RANGE

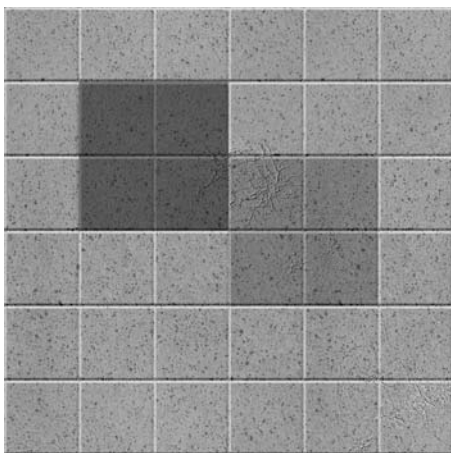
The Rite of Phantoms uses the standard attack spell ranges.

AREA OF EFFECT

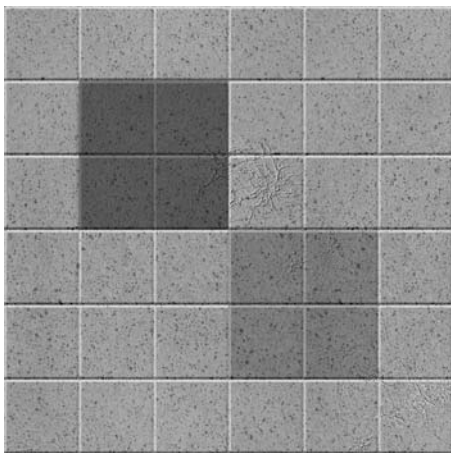
The areas of effect are the same for all Rite of Phantoms effect types. The visual component of these effects can be observed by any creature with line of sight of the area of effect. Auditory effects can be heard outside the area of effect based on their volume. Thermal and olfactory effects can be detected only within the area of effect.

RITE OF PHANTOMS AREA OF EFFECT	
Tokens Spent	Area
0	One 10-foot cube
1	Two 10-foot cubes
2	Four 10-foot cubes
3	Eight 10-foot cubes
4	Twelve 10-foot cubes
5	Sixteen 10-foot cubes
6	Twenty 10-foot cubes
7	Thirty 10-foot cubes

Remember that a 10-foot cube is a cube that is 10 feet long on each side, not a volume of 10 cubic feet. All the cubes of the spell's area must adjoin at least 5 feet of the side of one of the other cubes. For example, the following layout of cubes is legal:



The one below is not legal:



Cubes may be placed on top of each other in order to create very tall illusions, if desired.

DURATION

The durations are the same for all Rite of Phantoms effect types.

RITE OF PHANTOMS DURATION	
Tokens Spent	Duration
0	Concentration
1	Concentration + 3 rounds
2	10 rounds
3	5 minutes
4	30 minutes
5	–
6	1 day
7	Permanent

Remember that the duration of a triggered effect does not begin until the trigger conditions are met.

RITE OF PHANTOMS EXAMPLE

Ashandra has fallen into a pit trap. After climbing out, she comes up with the plan of using this trap against an ogre she encountered earlier. She'll lure the creature across the trap, then kill it after it falls in. She performs the Rite of Phantoms with a 4th-Order spirit and gathers 6 tokens. That's not a lot of tokens, but the illusion she wants to create is pretty simple.

- **Effect Type:** Ashandra simply wants to cover the pit trap with an illusion of the ground. A Crude effect will do that quite adequately, so just 1 token.
- **Effect Severity:** The illusion needs to be visual, but doesn't require any other sensory effects. One token will do for this as well.
- **Range:** There isn't a square where Ashandra can stand and touch all the squares of the pit trap's opening, so she needs to spend another token here to get a 15-foot range.
- **Area of Effect:** The pit trap is 10 feet across, so a single cube will be enough: Ashandra doesn't need to spend any tokens on this element.
- **Duration:** Ashandra has 3 tokens left, which is enough for a duration of 5 minutes. She'd hoped for at least one more token from her pact check (so she could get a duration of 30 minutes), but didn't want to risk making a second ritual. She'll just have to work fast.

Summary of Effects: For the next 5 minutes, the pit trap is covered by an illusion that it is solid ground. Unless the ogre has some reason to try and disbelieve the illusion, it's in for a rude surprise.

RITE OF PROTECTION

School: Abjuration
Saving Throw: None
Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to protect herself and her companions from many forms of harm, such as weapon blows, heat and cold energy, and even magical attacks.

Only willing targets can be affected by the Rite of Protection.

RITE OF PROTECTION EFFECT TYPE	
Tokens Spent	Effect
0	Natural armor
1	Energy resistance
2	Deflection
3	Damage reduction
4	–
5	Spell resistance
6	–
7	–

Natural Armor: The target gains an enhancement bonus to his natural armor bonus to Defense. The enhancement bonus provided by Rite of Protection stacks with targets' natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0. Natural armor bonuses are a passive bonus to Defense.

Energy Resistance: The targets of the spell are blessed with a shielding of elemental energy that reduces the damage of energy attacks made against them.

Deflection: The targets of the spell gain a deflection bonus to Defense. Deflection bonuses are a passive bonus to Defense that also apply against touch attacks.

Damage Reduction: The targets of the spell gain damage reduction, of either the "x/magic" or the "x/–" type.

Spell Resistance: An aura of spiritual power surrounds the target creatures, allowing them to shrug off many magical effects.

EFFECT SEVERITY

The possible degrees of effect of the Rite of Protection vary depending upon the effect type.

RITE OF PROTECTION EFFECT SEVERITY						
Tokens Spent	Natural Armor	Energy Resistance	Deflection	DR/magic	DR/–	Spell Resistance
0	+1	One type (5)	+1	1	–	–
1	+2	One type (10)	+2	2	–	–
2	+3	All types (5)	+3	3	–	SR 14
3	+4	One type (20)	+4	4	1	SR 16
4	+5	All types (10)	+5	5	2	SR 18
5	+6	All types (20)	+6	6	3	SR 20
6	+7	–	+7	7	4	SR 22
7	+8	–	+8	8	5	SR 25

Natural Armor: The listed value is the amount of the enhancement bonus added to the subjects' natural armor bonus to Defense.

One Type: The spell's subjects gain energy resistance to one of the following types of energy, chosen by the Spiritualist when she creates the spell: acid, cold, electricity, fire, sonic. Every creature affected by the spell gains resistance to the same type of energy. The amount of resistance gained is either 5, 10 or 20 points, depending on the number of tokens spent.

All Types: The spell's subjects gain energy resistance to all of the following types of energy: acid, cold, electricity, fire, sonic. The amount of resistance gained is either 5, 10 or 20 points, depending on the number of tokens spent.

Deflection: The listed value is the amount of the deflection bonus granted to the target creatures' Defense.

DR/magic: The spell's subjects gain damage reduction of the listed amount. This damage reduction is pierced by magical weapons, exactly like armor's damage reduction. This damage reduction stacks with all other sources of DR/magic, except the bonuses gained from other castings of this spell: Those effects overlap.

DR/–: The spell's subjects gain damage reduction of the listed amount. This damage reduction applies against all damage from weapons and blows, regardless of source. This damage reduction stacks with all other sources of damage reduction, except the bonuses gained from other castings of this spell: Those effects overlap.

SR: The target creatures gain spell resistance of the listed amount.

RANGE

The Rite of Protection uses the standard utility spell ranges.

AREA OF EFFECT

All effect types of the Rite of Protection use the following spell areas.

RITE OF PROTECTION AREA OF EFFECT	
Tokens Spent	Area
0	Personal
1	1 creature
2	–
3	–
4	2 creatures
5	–
6	3 creatures
7	4 creatures

DURATION

The different effect types of the Rite of Protection use the following durations.

RITE OF PROTECTION EFFECT DURATION					
Tokens Spent	Natural Armor	Energy Resistance	Deflection	Damage Reduction	Spell Resistance
0	5 rounds	10 rounds	–	–	–
1	2 minutes	10 minutes	5 rounds	5 rounds	5 rounds
2	10 minutes	30 minutes	2 minutes	2 minutes	2 minutes
3	30 minutes	–	10 minutes	5 minutes	5 minutes
4	–	8 hours	30 minutes	10 minutes	10 minutes
5	–	1 day	–	20 minutes	20 minutes
6	8 hours	–	–	30 minutes	30 minutes
7	1 day	–	–	–	–

RITE OF PROTECTION EXAMPLE

Ashandra is about to take part in a battle with a very dangerous monster, and she wants to make sure that both she and her spirit servant survive the battle. She contacts a 4th-Order spirit, makes a sacrifice of several small gems as an offering, and gathers 10 tokens.

- **Effect Type:** The monster is large and powerful, but Ashandra has reason to believe it doesn't have any energy-based attacks or spells. She feels that natural armor will protect her as well as anything else in the circumstances. This has no token cost.
- **Effect Severity:** Ashandra spends 4 tokens here which is the most she can spend since she contacted a 4th-Order spirit wanting the best protection possible: a +5 enhancement bonus to natural armor.
- **Range:** Ashandra can have her spirit servant stand next to her, which means she does not need to spend any tokens on range.
- **Area of Effect:** Affecting two targets costs 4 tokens, again the most she can spend on this element of the spell.
- **Duration:** Ashandra has 2 tokens left, so she spends them both on duration: the spell will last 10 minutes.

Summary of Effects: Both Ashandra and her spirit servant gain a +5 enhancement bonus to natural armor for the next 10 minutes.



RITE OF SECOND SIGHT

School: Divination
Saving Throw: None
Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual grants supernatural powers of awareness, capable of piercing darkness, illusions, or even the veil of time.

Only willing targets can be affected by the Rite of Second Sight.

RITE OF SECOND SIGHT EFFECT TYPE	
Tokens Spent	Effect
0	Acuity
1	–
2	Spirit sight
3	Foresight
4	Scrying
5	Prediction
6	–
7	–

Acuity: The vision of the spell's subjects improves, allowing them to see more clearly or to see in the dark.

Spirit Sight: The vision of the spell's subjects gains a supernatural enhancement.

Foresight: The spell's subjects gain the ability to see a few seconds into the future.

Scrying: The Spiritualist gains the ability to observe distant places as if she were there. A scrying spell creates an invisible magical sensor that sends information to the caster. The sensor is treated as a separate, independent sensory organ of the Spiritualist, and thus it functions normally even if she is blinded or deafened, or otherwise has suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled.

Lead sheeting blocks a scrying spell, and the caster senses that the spell is so blocked.

Prediction: The Spiritualist can see hours, days, or even months into the future.

EFFECT SEVERITY

The possible degrees of effect of the Rite of Second Sight vary depending upon the effect type.

RITE OF SECOND SIGHT EFFECT SEVERITY					
Tokens Spent	Acuity	Spirit Sight	Foresight	Scrying	Prediction
0	–	Shadoweyes	Prescience +1	–	–
1	Vision +2	–	–	–	–
2	Low-light vision	–	Prescience +2	–	–
3	Vision +6	See invisible	Opportunity	Limited Scrying	Future sense
4	Darkvision 30 ft.	Mirrorsight	Prescience +3	–	–
5	Vision +10	See ethereal	–	–	Vision
6	Darkvision 60 ft.	–	Prescience +4	–	–
7	Blindsense 30 ft.	Truesight	–	True scrying	–

Vision: The recipients receive the listed bonus to all Search checks and all vision-based Spot checks for the duration of the spell.

Low-Light Vision: The recipients gain low-light vision for the duration of the spell. They can see twice as far in shadowy light as a human can. If a target creature already has low-light vision, this spell has no effect upon it.

Darkvision: The recipients gain darkvision out to the listed distance for the duration of the spell. If a target creature already has darkvision out to this distance or more, this spell has no effect upon it.

Blindsense: The recipients gain blindsense out to the listed distance for the duration of the spell. If a target creature already has blindsense or blindsight out to this distance or more, this spell has no effect upon it.

Shadoweyes: A slight tinge of shadow comes over the recipients' eyes: They cannot be dazzled for the duration of this spell. This effect offers no other protection from light-based effects.

See Invisible: The recipients can see any invisible objects or beings within their range of vision (but not those that are ethereal). Such objects and beings are visible to the recipients as easily discerned translucent shapes.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable the targets to see through opaque objects. It does not reveal creatures that are hiding, concealed, or otherwise hard to see.

Mirrorsight: The recipients are immune to gaze attacks for the duration of the spell's effects.

See Ethereal: As See Invisible, except the target creatures can also perceive objects or beings that are ethereal.

Truesight: The Spiritualist confers on the spell's recipients the ability to see all things as they actually are. The subjects see through normal and magical darkness, notice secret doors hidden by magic, ignore the effects of all glamers and figments (including the effects of the Rite of Phantoms and the Rite of Trickery), and see the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane.

Truesight does not penetrate solid objects. It in no way confers X-ray vision or the equivalent. It does not negate concealment, including that caused by fog and the like. *Truesight* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Prescience: The spell's subjects gain the ability to sense what will happen within the next second. This grants them an insight bonus to all attack rolls, saving throws, ability checks, skill checks, and base attack checks, and also to Defense. Like a deflection bonus, an insight bonus to Defense is a passive bonus that applies against touch attacks. The amount of the bonus depends on the number of tokens spent, as listed on the table.

Opportunity: The subjects' ability to see a few seconds into the future allows them to make one additional attack of opportunity per round. In addition, if a recipient makes an opposed check to avoid an attack of opportunity for taking an action that would normally provoke one, he gains a +3 insight bonus to his opposed check.

Limited Scrying: The ritual creates a scrying sensor that grants the Spiritualist the ability to either see or hear (but not both) in the spell's area of effect. The sensor appears at the origin point of this area. The Spiritualist doesn't need line of sight or line of effect to the sensor's location, but the locale must be known: that is, it must be a place familiar to her or an obvious one (such as a room on the other side of a door she can see). The sensor has the same powers of acuity as the Spiritualist, not including any spells or magical effects to which the Spiritualist is subject. Once the Spiritualist has selected the sensor's location, the sensor can't move from this position, but it can rotate in all directions

to view the area as desired. Rotating the sensor is a move action for the Spiritualist.

True Scrying: This creates a sensor identical to that of limited scrying, except as follows:

- The Spiritualist can nominate the area to view based on the location of a known creature, as well as a known or obvious area. A creature is considered known if the Spiritualist has met it or knows its birth name (knowing an assumed identity or popularly used pseudonym is not sufficient). For instance, the Spiritualist may decide to place the sensor "5 feet in front of Baron Morgan, facing toward him."
- The sensor allows the Spiritualist to both see and hear the target area.
- The sensor has the same powers of acuity as the Spiritualist, including any spells or magical effects to which the Spiritualist is subject, such as this ritual's Spirit Sight abilities.



- The Spiritualist can change the location of the sensor at any time. The sensor can move to any other position within range of the spell. Moving the sensor is a standard action for the Spiritualist.

Future Sense: The Spiritualist gazes into the future in an attempt to determine whether she should take a certain course of action. She may pose one question to the spirits. This question must be phrased as a “yes or no” question and must address a decision the Spiritualist is currently contemplating. The spirits will answer in one of three ways:

- Yes: If the spirits believe that something is certain or very likely, they give this answer.
- No: If the spirits believe that something is impossible or very unlikely, they give this answer.
- Uncertain: If an event is only somewhat likely or somewhat unlikely, they give this answer.

Remember that the question must apply to the Spiritualist’s own choice of action, and is answered only in terms of the outcome for the Spiritualist herself. “Is Baron Morgan plotting to overthrow the king?” is not a valid question. “Should I accuse Baron Morgan of plotting against the King?” is a valid question, but there are other factors that might apply to the answer other than simply whether the baron is in fact involved in a plot. For example, the king might like nothing better than an excuse to accuse the (actually loyal) baron of rebellion so he can seize Morgan’s lands. In this case, the answer might be “Yes” if the Spiritualist would likely profit from her accusations.

When answering a question, the spirits have access to all knowledge possessed by the GM, but can answer only within the parameters of the spell’s range and area of effect. For example, if the range is 1 hour, the area of effect 1 mile, and the question “Will I be in more danger if I take the left tunnel rather than the right?” then the answer given would only take into account any dangers the Spiritualist is likely to encounter within both 1 hour and 1 mile’s travel of her current position. If there is a terrible dragon 2 miles down one of the tunnels, its presence won’t be taken into account in the answer.

Due to the many divergent paths events can take, the greater the range (and to a lesser extent, area) of the Future Sense spell, the more likely the answer is to be “Uncertain.” It is generally wise to limit Future Sense effects to a day or week at the most.

Vision: The Spiritualist attempts to perceive future events. She may pose one question to the spirits. The question must be about a specific event, goal, activity, or creature. The spirits answer with a prophetic vision, which is usually symbolic or cryptic in nature: even the spirits see only dimly into the future, and their otherworldly understanding of what they see is often unclear to mortals.

Because the answers are not limited to a “yes” or “no” and because the questions for this type of spell can be broad in scope, it is often possible to get more useful information from

Vision than from Future Sense. It is also more useful when asking “big” questions: that is, questions that relate to a longer period of time or an larger area. The key is being able to understand and interpret the spirits’ response.

Other than in the differences outlined above, Vision operates in the same manner as Future Sense.

RANGE

The Acuity, Spirit Sight, and Foresight effects of the Rite of Second Sight all use the standard utility spell ranges. The ranges of Prediction and Scrying effects are listed below.

RITE OF SECOND SIGHT RANGE		
Tokens Spent	Scrying	Prediction
0	200 ft.	1 hour
1	1000 ft.	8 hours
2	1 mile	1 day
3	5 miles	1 week
4	20 miles	1 month
5	100 miles	1 year
6	1000 miles	–
7	unlimited	–

Scrying: These ranges represent the maximum distance between the Spiritualist and any point of the spell’s area of effect.

Prediction: These ranges measure the period to be taken into account when generating the prediction’s results. Events that occur outside this time period are not factored into the prediction. The period commences with the moment at which the ritual concludes, and ends at the expiry of the specified period. See the Future Sense and Vision descriptions for more information on the significance of the prediction’s range.

AREA OF EFFECT

The Acuity, Spirit Sight, and Foresight effects of the Rite of Second Sight all use the standard utility spell areas. The areas of Prediction and Scrying effects are listed below.

RITE OF SECOND AREA OF EFFECT		
Tokens Spent	Scrying	Prediction
0	–	1 mile
1	15-ft. cone	5 miles
2	–	20 miles
3	30-ft. cone	100 miles
4	–	500 miles
5	40-ft. cone	Unlimited
6	50-ft. cone	–
7	60-ft. cone	–



Scrying: The sensor is an emanation that can focus only in one direction at a time. The table lists how far out it can sense things. Objects outside this area cannot be seen, and sounds which originate outside this area cannot be heard.

Prediction: These ranges measure the distance around the Spiritualist that will be taken into account when generating the prediction's results. Events and creatures outside this area are not factored into the prediction. See the Future Sense and Vision descriptions for more information on the significance of the prediction's area.

DURATION

Prediction effects are instantaneous. All other effects of the Rite of Second Sight use the following durations.

RITE OF SECOND SIGHT DURATION

Tokens Spent	Effect
0	10 rounds
1	—
2	3 minutes
3	—
4	10 minutes
5	—
6	30 minutes
7	—

RITE OF SECOND SIGHT EXAMPLE

An invisible demon is attacking Ashandra and her companions. Wanting to be able to attack this round as well as cast, she invokes the Rite of Second Sight as a move action and contacts a 3rd-Order spirit, gathering 7 tokens.

- **Effect Type:** Ashandra needs to choose Spirit Sight to be able to see invisible creatures. This costs 2 tokens.
- **Effect Severity:** See Invisible costs 3 tokens, the maximum Ashandra can spend.
- **Range:** Ashandra can't afford to give her spell any range (15 feet would cost 3 tokens, more than she has left), so she chooses a range of none.
- **Area of Effect:** No range means Ashandra can affect only herself and anyone in squares within her reach. For 2 tokens, she can affect 3 squares. After a glance at the duration table, she decides she can afford this. The spell will affect Ashandra, her spirit servant, and one of her companions, who is standing next to her.
- **Duration:** Even with no tokens to spend, the effects of the spell will last for 10 rounds.

Summary of Effects: Ashandra, her spirit servant, and one of her companions are all able to perceive invisible creatures for the next 10 rounds.

RITE OF THE SPIRITS

School: Universal
Saving Throw: None
Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to sense, analyze and dispel magical effects.

RITE OF THE SPIRITS EFFECT TYPE	
Tokens Spent	Duration
0	Detection
1	–
2	–
3	Dispel
4	–
5	–
6	Disjoin
7	–

Detection: This spirits grant the Spiritualist the ability to sense the presence of magical effects, and ultimately to analyze magical auras to determine their effects.

Dispel: The Spiritualist uses the power of the spirits to end ongoing spells that are in the area of effect, as outlined below.

For each creature within the area that is the subject of one or more spells, the Spiritualist makes a dispel check (1d20 + a bonus granted by her effect severity) against the spell created with the highest spiritual order. The DC of the check is 11 + (3 x the order of the targeted spell). If that check fails, she makes dispel checks against progressively weaker spells until she dispels one spell (which discharges the dispel magic spell so far as that target is concerned) or until she fails all her checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, the Spiritualist makes dispel checks as with creatures. Magic items are not affected by a dispel.

For each ongoing area or effect spell whose point of origin is within the area of the dispel magic effect, the Spiritualist can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel magic effect, the Spiritualist can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a creature summoned by the Rite of Summoning) is in the area, the Spiritualist can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

The Spiritualist may choose to automatically succeed on dispel checks against any spell that she herself cast.

Disjoin: Disjoin has the same function as dispel, except that it grants higher bonuses to the dispel check, as outlined in effect severity, and it can temporarily suppress the magical abilities of a magic item. For each magic item in the area of effect, the Spiritualist makes a DC 32 dispel check. If she succeeds, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). The GM may rule that certain items are immune to this effect.

OTHER SPELLCASTING CLASSES

When dispelling spells created by a classes other than a Spiritualist, make dispel checks in descending order of caster level, rather than of spirit order. The DC of the dispel check is 11 + the caster level of the spell.

MAGIC ITEMS FROM OTHER FANTASY ROLEPLAYING GAMES

The dispel check for suppressing magic items with the Disjoin effect is set at a standard DC 32, which is the same DC dispelling as 7th-Order effect, because magic items are rare and powerful in Iron Heroes. If you choose to combine Iron Heroes with other fantasy roleplaying games, magic items may become more common in your game. In this case, it is appropriate to use a DC of 11 + the caster level used to create the magic item. You may also wish to change the Aura Strengths of magic items to follow a similar pattern to spell effects.

EFFECT SEVERITY

The possible degrees of effect of the Rite of the Spirits vary depending upon the effect type.

RITE OF THE SPIRITS EFFECT SEVERITY			
Tokens Spent	Detection	Dispel	Disjoin
0	Presence	+0	–
1	Location	+2	–
2	Aura	+4	–
3	Read	+6	+12
4	Analyze	+8	+14
5	–	+10	+16
6	–	–	+18
7	–	–	+20

Presence: The Spiritualist learns whether or not there are any magical effects in the area of her spell's effect. Magical effects include any magic item or any spell that is currently operating in the area, other than the Spiritualist's own detection spell. The Spiritualist does not learn the locations of the magical effects or the number of effects, she merely learns whether or not there are magical effects in place. The Spiritualist must have a line of effect to a magical effect in order to detect it.

Location: As Presence, except the Spiritualist perceives the number and location of all magical effects within her spell's area of effect. She doesn't need to take an action for this: She sees a faint glow wherever a magical effect is in place.

Aura: As Location, except the Spiritualist's magical awareness reveals the ritual used to create the magical effect (the school of magic used for effects created by spellcasters other than Spiritualists). It also reveals the relative strength of each magical effect (faint, moderate, or strong), as outlined below. Again, this information is received automatically, without the need to take an action.

AURA STRENGTH			
Spell or Item	Faint	Moderate	Strong
<i>Functioning Spell</i>			
Spiritualism	1st-2nd Order	3rd-5th Order	6th-7th Order
Arcanist	Mastery 1-3	Mastery 4-7	Mastery 8+
Other Caster	0-3rd level spell	4th-6th level spell	7th-9th level spell
<i>Magic Item</i>			
	–	–	Always

Read: The Spiritualist is able to read and understand magical writings, glyphs, and symbols for the duration of the spell's effects. This effect does not allow her to read nonmagical writings that she could not normally understand.

Analyze: As Aura, but the Spiritualist can choose a magical effect and make a DC 25 Spellcraft check as a move action. If the check succeeds, she learns the details of that magical effect, as follows:

- *Spiritualism Spells:* The effect type and severity of the spell and the tokens spent to generate it.
- *Arcanist Spells:* The method used and mana expended to create the spell.
- *Other Spells:* The name of the spell used to create the effect.
- *Magic Items:* The powers granted by the item and any command words needed to use them. Drawbacks and curses on the item are not revealed.

The Spiritualist can retry her Spellcraft check on a given magical effect as many times as desired during the duration of her spell.

Dispel: The listed value is the bonus to be added to the Spiritualist's dispel check. For instance, spending 2 tokens produces a +4 bonus. Thus, the dispel check would be 1d20+4.

Disjoin: As Dispel.

RANGE

All Rite of the Spirits effects use the standard attack spell ranges. See the Area of Effect element for important information about the interaction of range and area for Detection effects. Remember that when the Range is "None," the Spiritualist must touch a creature or object in order to affect it with her spell.

AREA OF EFFECT

The Dispel and Disjoin effects use the standard utility spell areas even though they use attack spell ranges. The Detection effects uses the areas below.

RITE OF THE SPIRITS AREA OF EFFECT	
Tokens Spent	Effect
0	1 creature
1	Cone-shaped emanation
2	–
3	–
4	Spherical emanation
5	–
6	–
7	–

Cone-Shaped Emanation: When the area of a Detection effect is an emanation, the point of origin is always the Spiritualist herself. The emanation's size is set by the effect's range. Thus if the range were "None," the cone would extend only to the edge of the Spiritualist's reach. (This is 5 feet for a human, which means that the spell would affect only 1 square.) If the range were 15 feet or 30 feet, however, the emanation would be a 15-foot or 30-foot cone, respectively, and so on for longer ranges.

Since the Spiritualist is the point of origin of the spell, the spell's area moves with the Spiritualist. She can turn to scan another area, or move forward and back so as to include new squares in her effect.

Spherical Emanation: As cone-shaped emanation, but the area of the spell's effect is a sphere rather than a cone.

DURATION

The Dispel and Disjoin effects are instantaneous. The Detection effect uses the following durations.

RITE OF THE SPIRITS DURATION	
Tokens Spent	Effect
0	Concentration (max. 5 rounds)
1	Concentration
2	10 rounds
3	5 minutes
4	30 minutes
5	–
6	–
7	1 day

RITE OF THE SPIRITS EXAMPLE

Ashandra's rivalry with Mortrik continues. As revenge for her disease curse, he has stolen a family heirloom Ashandra received from her mother. Ashandra plans to break into Mortrik's home to find the item, but she knows that her rival specializes in the Rite of Warding, and she wants to be forewarned of any magical traps. She contacts a 4th-Order spirit, sacrifices several bars of gold, and gathers 12 tokens.

- **Effect Type:** Ashandra wants to detect magical effects.

Detection costs 0 tokens.

- **Effect Severity:** Ashandra really wants to be able to analyze the magical effects she finds so she can work out what they will do if triggered. She spends 4 tokens to gain this ability.

- **Range:** A range of 30 feet seems sufficient for her needs, so Ashandra spends 2 tokens on range.

- **Area of Effect:** Ashandra has 6 tokens left and wants to keep 4 aside for duration. The best area she can get is a cone-shaped emanation, so she spends 1 token on that, and goes back to range to spend an extra token there, bumping it up to 100 feet.

- **Duration:** Using 4 tokens means the Detection effect will last 30 minutes.

Summary of effects: For the next half hour, Ashandra can immediately perceive the aura of any magic item or spell effect within her 100-foot cone, provided she has line of effect to it. If she studies a particular magical effect, she can make a Spellcraft check to learn more about it.



RITE OF SUMMONING

School: Conjuration (Summoning)
Saving Throw: None
Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to summon otherworldly creatures to her aid. The creatures summoned by this spell are of the spirit realm and cannot truly be slain, but their connection with the mortal realm can be severed by damaging the physical forms they adopt while they are here.

The summoned spirit creatures appear wherever the Spiritualist designates and then act immediately, on the Spiritualist's turn. They attack her opponents to the best of their ability. The Spiritualist can mentally direct summoned creatures not to attack, to attack particular enemies, or to perform other actions.

A summoned spirit creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. When a summoned creature is reduced to 0 hit points or the duration of the summoning spell expires, the creature returns to the spirit realm, along with any equipment it may have been carrying.

RITE OF SUMMONING EFFECT TYPE	
Tokens Spent	Effect
0	Animal
1	Vermin
2	Humanoid
3	Elemental or Plant
4	Fey or Magical Beast
5	Outsider
6	Aberration
7	Dragon

The Spiritualist's summoned allies can take on the form of creatures of a specific type, as outlined on the effect type table above. The easiest form to grant them, because they are the simplest type of creatures, is that of ordinary animals, then vermin, humanoids, and so on. If a creature type is not listed, the Spiritualist cannot summon allies of that creature type.

EFFECT SEVERITY

All effect types of the Rite of Summoning use the same table for severity. The more tokens spent, the higher the CR of the form in which the Spiritualist's allies appear.

RITE OF SUMMONING EFFECT SEVERITY	
Tokens Spent	Effect Severity
0	CR 1/2
1	CR 1
2	CR 2
3	CR 3
4	CR 4
5	CR 5
6	CR 6
7	CR 7

The Spiritualist's summoned allies can appear in any form of her choice that fits the creature type and CR chosen. For instance, if the effect type was Animal and the effect severity was CR 1, the allies could appear in the form of camels, riding dogs, light warhorses, hyenas, or wolves, amongst other forms. However, all allies summoned with the same spell must have the same form.

RANGE

The Rite of Summoning uses the standard attack spell ranges.

AREA OF EFFECT

All effect types of the Rite of Summoning use the same table for severity. The more tokens spent, the more allies appear to aid the Spiritualist.

RITE OF SUMMONING AREA OF EFFECT	
Tokens Spent	Area
0	—
1	1 creature
2	—
3	1d2 creatures
4	1d3 creatures
5	1d4 creatures
6	1d4+1 creatures
7	—

DURATION

All effect types of the Rite of Summoning use the same table for severity. The more tokens spent, the longer the allies remain to aid the Spiritualist.

RITE OF SUMMONING DURATION

Tokens Spent	Effect Severity
0	1 round
1	3 rounds
2	5 rounds
3	7 rounds
4	9 rounds
5	12 rounds
6	15 rounds
7	20 rounds

RITE OF SUMMONING EXAMPLE

Rather than animating skeletons with Rite of the Grave, let us assume Ashandra had used Rite of the Summoning to help her in a pitched battle with large numbers of enemy soldiers. As in the Rite of the Grave example on page 67, let's assume she made a pact with a 3rd-Order spirit and gathered 10 tokens.

- **Effect Type:** Ashandra's happy to summon her spirit allies in the form of animals: specifically, she's thinking of a pack of wolves. This costs 0 tokens.
- **Effect Severity:** Wolves are CR 1, so Ashandra spends 1 token on severity.
- **Range:** Two tokens will buy Ashandra a range of 30 feet, exactly as it did with Rite of the Grave, and this choice allows her to summon the wolves into a position where they and Ashandra's companions can flank several enemies.
- **Area of Effect:** As her pact was with a 3rd-Order spirit, the best Ashandra can do is spend 3 tokens on area, which means she summons 1d2 creatures.
- **Duration:** Ashandra has 4 tokens left, and she can spend only 3 on duration. Realizing that she sold herself short by opting to summon mere CR 1 wolves, she changes her effect severity to 3 tokens, allowing her to summon CR 3 *dire* wolves, instead. This still leaves her 2 tokens for duration, for a result of 5 rounds.

Summary of Effects: Ashandra summons 1d2 dire wolves within 30 feet of her current position, each of which will remain until slain or until 5 rounds have gone by.



RITE OF TONGUES

School: Divination

Saving Throw: None

Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to comprehend or communicate with creatures she could not normally understand, or even to communicate directly from mind to mind without the need for speech.

With the exception of the corpsetongue effect, which can affect unwilling targets if sufficient tokens are expended, only willing targets can be affected by the Rite of Tongues.

RITE OF TONGUES EFFECT TYPE	
Tokens Spent	Effect
0	Languages
1	—
2	Beast tongue
3	Corpsetongue
4	Plant speech
5	Mindspeech
6	—
7	—

Languages: The recipients gain the ability to understand (and possibly speak) the language of any intelligent creature, whether racial tongue or regional dialect.

Beast tongue: The recipients can comprehend and communicate with animals. They are able to ask questions of and receive answers from animals, although the spell doesn't make the animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while more stupid ones make inane comments. If an animal is friendly toward the subject, it may do some favor or service in exchange for a suitable reward (usually food).

Corpsetongue: The spirits grant the semblance of life and intellect to a corpse, allowing it to answer questions that are put to it.

Plant Speech: The subjects can comprehend and communicate with plants, including both normal plants and plant creatures. They are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or to answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward the subject, it may do some favor or service in exchange for a suitable reward.

Mindspeech: The spirits forge a telepathic link among a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the link regardless of language. No special power or influence is established as a result of the link. The Spiritualist chooses which creatures are included in the link and may leave herself out of the telepathic bond if she wishes. The decision regarding which creatures will be in the link must be made at the time the spell effects are chosen.

EFFECT SEVERITY

The possible degrees of effect of the Rite of Tongues vary depending upon the effect type.

RITE OF TONGUES EFFECT SEVERITY				
Tokens Spent	Languages	Beast Tongue & Plant Speech	Corpsetongue	Mindspeech
0	Comprehend (one)	—	Willing	100 ft.
1	Comprehend (all)	—	—	1000 ft.
2	Communicate (one)	Converse	—	5 miles
3	Communicate (one)	—	—	50 miles
4	—	—	—	500 miles
5	—	—	Unwilling	Unlimited
6	—	—	—	—
7	—	—	—	—

Comprehend (One): The subjects can understand the spoken or written words of one language spoken by intelligent creatures. The Spiritualist chooses the language when she creates the spell. The ability to read does not necessarily impart insight into the material, but merely its literal meaning. The spell enables the subjects only to understand or read the language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that the text is magical. The spell does not decode ciphers or reveal messages concealed in otherwise normal text.

Comprehend (All): As Comprehend (One), but the subjects can understand the spoken or written words of any language spoken by intelligent creatures.

Communicate: As the appropriate version of Comprehend, except the subjects can also speak the languages they understand. They can speak only one language at a time, although they may be able to understand several languages. This effect does not enable the subject to speak with creatures who don't speak. The subjects can make themselves understood as far as their voice carries. This spell does not predispose any creature addressed toward the subjects in any way, it merely allows two-way communication.

Converse: The subjects can communicate with either animals (Beast Tongue) or plants (Plant Speech).

Willing: The spirits grant the semblance of life and intellect to a corpse, allowing it to answer questions that are put to it. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke. It can only answer questions put to it in languages it understands. Answers are usually brief, cryptic, or repetitive. The spell functions on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not restore the original soul to the corpse. It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information; it can't even remember being questioned.

The corpse remembers its attitude toward the questioning creatures from when it was alive. It is not compelled to provide useful answers, and in the case of an Unfriendly or Hostile attitude, it may either refuse to answer or give untrue or misleading answers.

This effect does not function on a corpse that is currently an undead creature, such as a zombie. If the undead creature is destroyed, the corpse can be questioned.

Unwilling: As *Willing*, except that the corpse is compelled to provide a truthful answer to every question put to it, regardless of its attitude toward those who are questioning it.

Mindspeech: The listed distance is the maximum distance over which the Mindspeech will function after the ritual has been completed (as compared to the spell's range, which is the maximum distance between subject creatures at the time the Spiritualist undertakes the ritual).

RANGE

The Rite of Tongues uses the standard utility spell ranges.

AREA OF EFFECT

The Languages, Beast Tongue, and Plant Speech effects of the Rite of Tongues use the standard utility spell areas.

The areas for Corpsetongue and Mindspeech are listed below.

RITE OF TONGUES AREA OF EFFECT		
Tokens Spent	Corpsetongue	Mindspeech
0	–	–
1	1 corpse	2 creatures
2	–	3 creatures
3	–	4 creatures
4	2 corpses	5 creatures
5	–	6 creatures
6	–	8 creatures
7	3 corpses	10 creatures

Corpsetongue: This effect can be used to question several corpses at once. All affected corpses must be asked the same questions, but each answers based on its individual knowledge and attitude toward the questioner.

Mindspeech: The table lists the number of creatures who can be included in the telepathic link.

DURATION

The duration for each effect of the Rite of Tongues is shown below. In most cases, this duration is expressed in minutes or hours, but for Corpsetongue it is measured in the number of questions that can be put to the corpse(s). Generally speaking, asking each question and receiving an answer for it should take no more than 2 to 3 minutes. If the questioners are taking longer than this to pose each question, the GM can penalize them one or more of the questions they would normally receive, depending on the amount of time taken.

RITE OF TONGUES DURATION			
Tokens Spent	Languages & Mindspeech	Beast Tongue & Plant Speech	Corpsetongue
0	5 minutes	1 minute	–
1	15 minutes	2 minutes	1 question
2	30 minutes	5 minutes	2 questions
3	–	10 minutes	3 questions
4	–	15 minutes	4 questions
5	1 day	20 minutes	5 questions
6	–	25 minutes	6 questions
7	–	30 minutes	8 questions

RITE OF TONGUES EXAMPLE

Ashandra has found several ancient documents, which even with her extensive knowledge of languages she cannot read. She might puzzle them out with Decipher Script over a period of days, but she doesn't want to wait that long. She contacts a 2nd-Order spirit, rapidly conducts a pact, and gathers 6 tokens, which should be plenty for her purposes.

- **Effect Type:** Ashandra's dealing with the languages of intelligent creatures, which costs 0 tokens.
- **Effect Severity:** Ashandra isn't sure what language the documents are in, or even if it is all the same language. She doesn't need to be able to speak the language, just to read it, so she spends 1 token to get Comprehend (All).
- **Range:** There's no need to spend tokens on range, as Ashandra plans to cast the spell on herself.
- **Area of Effect:** There's no need to spend tokens on area, either, for the same reason as for range.
- **Duration:** Ashandra has 5 tokens left, but since she contacted a 2nd-Order spirit she can spend only 2 tokens on duration (for a result of 30 minutes' comprehension).

Summary of Effects: Ashandra can read the documents (assuming they aren't magical writing) for the next 30 minutes, which is enough to get through 30 pages. Note, though, that she still has 3 tokens left over: If there are more pages than she can read with this casting, she can always use those tokens to create the effect again (assuming she is willing to bear the –3 penalty she suffers in the meantime from holding 3 unspent tokens).

RITE OF TRAVELING

School: Transmutation
Saving Throw: None
Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to improve the subjects' speed so that they can travel faster, hover and fly in the air, or even be transported from one point to another without ever occupying the space in between.

Only willing targets can be affected by the Rite of Traveling.

RITE OF TRAVELING EFFECT TYPE	
Tokens Spent	Effect
0	Athletics
1	Agility
2	Speed
3	Flight
4	Ethereal jump
5	—
6	Teleportation
7	—

Athletics: The target creatures gain a circumstance bonus to checks with one of the following skills for the duration of the spell: Climb, Jump, or Swim. The amount of the bonus is determined by the severity of effect. The Spiritualist chooses the skill to receive the bonus when she creates the spell effect. The chosen skill must be the same for all affected targets.

Agility: The target creatures gain a circumstance bonus to checks with one of the following skills for the duration of the spell: Balance, Escape Artist, or Tumble. The amount of the bonus is determined by the severity of effect. The Spiritualist chooses the skill to receive the bonus when she creates the spell effect. The chosen skill must be the same for all affected targets.

Speed: Subjects of this effect gain an enhancement bonus to base speed. With higher-order effects, they may also enjoy additional bonuses. The subject gains bonuses to her Jump checks as normal for increased speed.

Flight: The subjects of the spell gain some ability to fly. At its most limited, this may simply be the ability to rise off the ground, with little or no capacity for horizontal movement; at its best, this spell grants the ability to fly with the grace of a bird.

Ethereal Jump: As a standard action, a subject of this effect can instantly transfer herself from her current location to any other spot within the limits of her ethereal jumping ability. She always arrives at exactly the spot desired, whether by simply visualizing the area or by stating direction. The subject



can bring along objects as long as their weight doesn't exceed her maximum load. The subject can make as many such jumps as the duration of the spell allows.

If the subject arrives in a place that is already occupied by a solid body, she 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 subject takes an additional 2d6 points of damage (i.e., 3d6 total) and is shunted to a free space within 1000 feet. If there is no free space within 1000 feet, the subject takes an additional 4d6 points of damage (7d6 total) and the jump simply fails.

Teleportation: This effects instantly transports the Spiritualist to a designated destination within the spell's range. The Spiritualist can bring along objects as long as their weight doesn't exceed her maximum load. She may also bring willing creatures, up to the limit defined by the area of effect. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with the Spiritualist.

EFFECT SEVERITY

The possible degrees of effect of the Rite of Traveling vary depending upon the effect type.

RITE OF TRAVELING EFFECT SEVERITY					
Tokens Spent	Athletics & Agility	Speed	Flight	Ethereal Jump	Teleportation
0	–	–	–	50 feet	–
1	+2	+10 feet	–	100 feet	–
2	+4	–	Levitation	200 feet	Familiar location
3	+6	+20 feet	–	400 feet	–
4	+8	–	Limited flight	1000 feet	Unfamiliar location
5	+10	–	–	–	–
6	–	Alacrity	True flight	–	Accurate teleport
7	–	–	–	–	–

Alacrity: Each subject of the spell gains a +30-foot enhancement bonus to base speed. Additionally, when making a full attack action, a subject may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with similar effects, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

Levitation: Levitation allows a subject to move itself upward and downward through the air as it wishes. The subject can move up or down as much as 20 feet each round; doing so is a move action. The recipient cannot use this ability to move horizontally, but it could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable: The first attack suffers a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Limited Flight: A subject of this effect can fly at a base speed of 60 feet (reduced as normal if it wears medium or heavy armor or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed. Its maneuverability is poor. The subject of this effect cannot carry aloft more weight than its maximum load, plus any armor it wears. The character must concentrate as a move action each round in order to stay aloft. This concentration action does not provide any movement in itself; it simply prevents the character from plummeting to the ground. Because it must spend a move action to concentrate on remaining aloft, the creature can perform only a single standard or move action during its turn each round, and it cannot cast spells.

Should the spell duration expire while the subject is still aloft or the subject fail to spend a move action to concentrate on remaining airborne, the subject falls 500 feet per round. If it strikes the ground, it suffers normal damage for falling.

True Flight: As Limited Flight, except the subject's maneuverability is good, and its flight requires only as much concentration as walking. This means the subject can attack or cast spells normally, and does not need to spend a move action concentrating on remaining airborne each round. The subject of this ability can charge but not run.

Ethereal Jump: The listed distance is the maximum number of feet that can be covered by each "jump" the subject makes.

Familiar Location: The Spiritualist and her willing passengers can teleport to any location within range that is familiar to the Spiritualist. "Familiar" places include any location she has been to very often and where she feels at home, as well as places she knows well, either because she can currently see it, she's been there often, or she has used other means (such as scrying) to study the place for at least one hour.

Teleportation is not completely accurate. Beginning at the Spiritualist's intended destination square, roll 1d8. The result determines the misdirection of the teleport, with 1 being straight back toward her departure point and 2 through 8 counting clockwise around the squares surrounding the destination square. Then roll 1d6 and count this number of squares in the nominated direction. Remember that every second square on a diagonal should be treated as 2 squares. The resulting square is the one in which the Spiritualist actually arrives. Her passengers miss their target squares by the same number of squares in the same direction.

If the Spiritualist or her passengers arrive in a space that is already occupied by a solid body, they are shunted to an empty square in the same manner as a creature using the Ethereal Jump ability.

Unfamiliar Location: As Familiar Location, but the Spiritualist can target any location within range that she has seen at least once or has had described to her in detail by a creature familiar (as defined above) with the location. Teleports to unfamiliar locations are considerably less accurate than those to familiar locations: Roll 3d10 rather than 1d6 to determine the number of squares off course that the Spiritualist arrives.

Accurate Teleport: When teleporting to a familiar location, the Spiritualist always arrives in her target square. When teleporting to an unfamiliar location, she arrives only 1d10 squares off course.

RANGE

Most effects of the Rite of Traveling use the standard utility spell ranges. The exception is the Teleportation effect, which uses the ranges listed below. For this effect, the range represents the maximum range of the teleport, rather than the maximum range at which a creature can be included in the effect.

RITE OF TRAVELING RANGE (TELEPORT)

Tokens Spent	Effect
0	1 mile
1	3 miles
2	10 miles
3	30 miles
4	100 miles
5	300 miles
6	1000 miles
7	Unlimited

AREA OF EFFECT

Most effects of the Rite of Traveling use the standard utility spell areas. The exception is the Teleportation effect, which uses the areas of effect listed below. In all cases, the number of creatures affected by a teleport spell must include the Spiritualist.

RITE OF TRAVELING AREA OF EFFECT (TELEPORT)

Tokens Spent	Effect
0	Personal
1	2 creatures
2	3 creatures
3	4 creatures
4	5 creatures
5	6 creatures
6	8 creatures
7	10 creatures

DURATION

Teleportation spells are instantaneous. The other effect types use the durations listed below.

RITE OF TRAVELING DURATION

Tokens Spent	Athletics & Agility	Speed & Ethereal Jump	Flight
0	5 minutes	1 round	1 minute
1	15 minutes	3 rounds	2 minutes
2	30 minutes	5 rounds	5 minutes
3	–	10 rounds	10 minutes
4	–	2 minutes	15 minutes
5	–	5 minutes	20 minutes
6	–	–	25 minutes
7	–	–	30 minutes

RITE OF TRAVELING EXAMPLE

Ashandra and her companions are in serious trouble in a fight, and they need to get away as fast as possible. She shouts for everyone to come and stand next to her, then invokes a pact with a 4th-Order spirit. Thanks to scarring herself for 3d4 points of damage, she gains 10 tokens.

- **Effect Type:** Teleportation costs too much and the best Flight Ashandra can get with a 4th-Order effect is Limited Flight, which is too slow. She chooses Ethereal Jump for 4 tokens.
- **Effect Severity:** A jump distance of 200 feet seems like it will get them out of danger quickly, so Ashandra spends 2 tokens on severity.
- **Range:** There's no need to spend tokens on range, for Ashandra's companions have all moved to be next to her. This was the exact reason she called them all back. Even a range of 15 feet would have cost 3 tokens, probably more than she could spare.
- **Area of Effect:** Ashandra wants to affect 5 creatures, including herself. She needs to be able to affect her own square plus four others, which means she has to spend 3 tokens. This normally allows a 10-foot spherical burst, but because her range is "None," only those squares within her reach that she chooses to touch will be affected.
- **Duration:** Ashandra has spent 9 tokens and has just 1 left. That's enough for a duration of 3 rounds.

Summary of effects: On their initiative for each of the next three rounds, Ashandra, her spirit servant, and each of her three comrades can make an Ethereal Jump as a standard action. Each "jump" can cover a maximum distance of 200 feet.

DESIGN COMPANION: RITE OF TRAVELING

The Rite of Traveling gives characters access to abilities that can fundamentally alter an Iron Heroes campaign. In particular, the ability to teleport or use true flight can radically alter both game-play and the "feel" of your campaign. Game Masters may wish to prohibit the use of some or all of this Rite's effect types, or to increase their token costs to make them more difficult to achieve.

RITE OF TRICKERY

School: Illusion (Glamer)

Saving Throw: None

Spell Resistance: No

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to alter the way she or her companions appear to those who observe them. She can alter facial and/or body features, slightly alter their apparent location, or even make them vanish completely.

All effects of this rite are wholly ineffective against creatures under the effects of Truesight (from the Rite of Second Sight) or a similar ability. Certain effects can also be negated by other abilities, as noted in their descriptions.

Only willing targets can be affected by the Rite of Trickery.

RITE OF TRICKERY EFFECT TYPE	
Tokens Spent	Effect
0	Disguise
1	Chameleon
2	Displacement
3	Invisibility
4	–
5	–
6	–
7	–

Disguise: The Spiritualist alters the appearance of the spell's subjects, granting them a bonus to Disguise checks. The Disguise effect is wholly illusory: A human who is changed to look like an orc gains none of the orc's actual racial traits, for example.

Chameleon: The target creatures and their items appear to change color to match their surroundings, which grants them a bonus to their Hide checks.

Displacement: This effect causes the subjects of the spell to appear to be in a slightly different position than they truly are. This grants them some level of concealment against attacks.

Invisibility: The subjects of the spell become invisible, vanishing from sight. Any gear the recipients are carrying becomes invisible as well. If the Spiritualist casts invisibility on someone else, neither she nor her allies can see the subject, unless they can normally see invisible things or they employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

The subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

EFFECT SEVERITY

The possible degrees of effect of the Rite of Trickery vary depending upon the effect type.

RITE OF TRICKERY EFFECT SEVERITY				
Tokens Spent	Disguise	Chameleon	Displacement	Invisibility
0	Check +3	Check +3	Miss chance 10%	–
1	Check +6	Check +6	Miss chance 15%	–
2	Check +10	Check +10	Miss chance 20%	Limited Invisibility
3	Size (-5)	–	Miss chance 30%	–
4	Type (-5)	–	Miss chance 40%	–
5	Size & type (-5)	Hide in the open	Miss chance 50%	True Invisibility
6	–	–	–	–
7	–	–	–	–

Check: The spell's subjects gain the listed circumstance bonus to their Disguise checks (for the Disguise effect type) or to Hide checks (for the Chameleon effect type).

Size: The spell's subjects can be disguised as creatures one size category larger or smaller than they actually are. They can only appear to be creatures of their own type (unless a separate casting of the Disguise effect is used to grant the Type ability). The Spiritualist chooses the creature that each subject appears to be at the time she creates this spell. She may choose different creatures for each subject if she wishes. Due to the difficulty of accurately mimicking larger or smaller creatures, the subjects suffer the listed penalty to their Disguise checks.

Type: The spell's subjects can be disguised as creatures one of a different type than they actually are. They can only appear to be creatures of their own type. The Spiritualist chooses the creature that each subject appears to be at the time she creates this spell. She may choose different creatures for each subject if she wishes. Due to the difficulty of accurately mimicking creatures of another type, the subjects suffer the listed penalty to their Disguise checks.

Size & Type: The spell confers the benefits of both the Size and Type effects, above.

Hide in the Open: The color mimicry of the Chameleon effect becomes so accurate that the subjects of the spell can make Hide checks in areas with no cover or concealment, for they simply blend into their surroundings. They still cannot make Hide checks while they are being observed, however.

Miss Chance: The subjects gain a miss chance equal to the listed percentage against all attacks that require an attack roll in order to hit them. In addition, they become immune to precision damage from all attackers who are subject to this miss chance.

Limited Invisibility: The subject creatures become invisible, but are limited in the actions they can take without becoming visible once more. The invisibility ends if the subject attacks any creature. For purposes of this ability, an attack includes any spell targeting an unwilling creature or whose area or effect includes such a creature. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells that target only willing creatures are not attacks for the purposes of this ability.

True Invisibility: The subject creatures remain invisible for the entire duration of the spell, even if they make attacks.

RANGE

The Rite of Trickery uses the standard utility spell ranges.

AREA OF EFFECT

The different effect types of the Rite of Trickery use the following areas of effect.

RITE OF TRICKERY AREA OF EFFECT

Tokens Spent	Disguise & Chameleon	Displacement & Invisibility
0	Personal	Personal
1	1 creature	1 creature
2	2 creatures	—
3	3 creatures	2 creatures
4	4 creatures	—
5	5 creatures	3 creatures
6	6 creatures	—
7	8 creatures	4 creatures

DURATION

The different effect types of the Rite of Trickery use the following durations.

RITE OF TRICKERY DURATION

Tokens Spent	Disguise & Chameleon	Displacement & Invisibility
0	5 minutes	5 rounds
1	10 minutes	10 rounds
2	30 minutes	3 minutes
3	—	10 minutes
4	—	30 minutes
5	—	—
6	—	—
7	1 day	—

RITE OF TRICKERY EXAMPLE

Ashandra wants to send her spirit servant to scout ahead, but she is concerned that it might be seen and attacked by creatures it encounters. She invokes the Rite of Trickery with a 3rd-Order spirit and gathers 7 tokens.

- **Effect Type:** Invisibility would be the best protection, but it is expensive and the duration is very limited. Ashandra chooses Chameleon instead, for 1 token.
- **Effect Severity:** The most Ashandra can spend here is 2 tokens, as Hide in the Open isn't available for a 3rd-Order spell. She spends the 2 tokens to get a +10 Hide check bonus.
- **Range:** There's no need to spend tokens on range since Ashandra can simply touch her spirit servant to convey the spell's effects.
- **Area of Effect:** Ashandra wants to affect one creature, which costs 1 token.
- **Duration:** Ashandra has 2 tokens left to spend on duration, for a result of 30 minutes.

Summary of Effects: Ashandra's spirit servant gains a +10 circumstance bonus to Hide checks for the next 30 minutes.



RITE OF WARDING

School: Abjuration [varies]
Saving Throw: Reflex half
Spell Resistance: Yes

EFFECT TYPES

Contacting the spirits with this ritual allows the Spiritualist to create harmful effects that ward an area or object from intruders and enemies. These wardings can vary from something as simple as a loud alarm to roaring walls of fire and other dangerous magical traps.

RITE OF WARDING EFFECT TYPE	
Tokens Spent	Effect
0	—
1	Energy trap
2	—
3	Energy ward
4	Energy wall
5	Barrier wall
6	Greater trap
7	Greater ward

Energy Trap: This effect traps a container, door, or area so that the first creature to open the container or door or to enter the area triggers a trap. This trap may simply be an alarm, or it may be a burst of energy dealing 4d6 points of damage. A Reflex save for half damage applies. Only the creature triggering the trap suffers damage (if there is any to suffer). Once the trap has been triggered, it does not operate again.

Creatures in the area of an energy trap when the trap is created suffer no damage and do not trigger the alarm. If they end their next turn in the area, or leave it and then re-enter it, they trigger the trap's effects.

When she creates an energy trap, the Spiritualist may specify a command word. Any creature that knows this command word can safely open the container or door or enter the area without triggering the trap.

Energy Ward: This effect enchants an area so that any time a creature enters the area or ends its turn there, it triggers an alarm or a damaging blast of energy. Unlike an energy trap, this effect repeats every time the triggering conditions are met until the duration of the ward expires. Each time the effect is triggered, only the triggering creature suffers the damage. No other creature in the area is harmed. An energy burst from an Energy Ward inflicts 3d6 points of damage, with a Reflex save for half damage.

Other than the above, an energy ward functions exactly like an energy trap.

SEARCHING FOR ENERGY TRAPS AND ENERGY WARDS
Magical traps such as those created by the Energy Trap and Energy Ward effects are hard to detect. The Search DC to locate such these effects is 25 + the order of the weakest spirit to contribute tokens to the effect.

Energy Wall: This effect creates a wall of energy. One side of the wall, selected by the Spiritualist, sends forth waves of energy, dealing 2d4 points of energy damage to creatures within 10 feet and 1d4 points of energy damage to those beyond 10 feet away but within 20 feet. The wall deals this damage when it appears and on the Spiritualist's turn each round to all creatures in the area. In addition, the wall deals 4d6 points of energy damage to any creature or weapon passing through it. A Reflex saving throw halves all damage from an energy wall.

If the Spiritualist creates the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

Barrier Wall: This effect causes a flat, vertical wall to spring into being; the wall is composed of a material determined by the spell's severity. The wall inserts itself into any surrounding nonliving material if its area is sufficient. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though the Spiritualist can shape its edges to fit the available space.

A barrier wall is 3 inches thick. Each 5-foot square of the wall has hit points and hardness dependent on the material from which it is made, as outlined on the table below. A section of wall whose hit points drop to 0 is breached. If a creature tries to smash through the wall with a single attack, the DC for the Strength check is shown on the table below.

BARRIER WALL MATERIAL TYPES			
Material	Hit Points	Hardness	Break DC
Wood	30	5	21
Stone	45	8	26
Metal	90	10	31

Greater Trap: As Energy Trap, except the damage is 10d6 instead of 4d6.

Greater Ward: As Energy Ward, except the damage is 8d6 instead of 3d6.

EFFECT SEVERITY

The possible degrees of effect of the Rite of Warding vary depending upon the effect type.

RITE OF WARDING EFFECT SEVERITY				
Tokens Spent	Energy Trap & Greater Trap	Energy Ward & Greater Ward	Energy Wall	Barrier Wall
0	Alarm	–	–	–
1	–	–	–	–
2	Fire	Fire	Fire	Wood
3	Acid	Acid	Acid	–
4	Electricity	Electricity	Electricity	Stone
5	Cold	Cold	Cold	Iron
6	Sonic	Sonic	Sonic	–
7	–	–	–	–

Alarm: When triggered, the trap or ward creates a loud noise of the Spiritualist's choice, such as bells ringing. This noise can automatically be heard by any hearing creature within 100 feet of the trap's area of effect, and will waken any sleeping creature in this area. At greater distances, it requires a Listen check (base DC 0) to hear. A creature's Listen check suffers the normal –1 penalty for each 10-foot increment that lies between it and the nearest edge of the alarm's 100-foot radius.

Fire: The trap, ward, or wall inflicts fire damage.

Acid: The trap, ward, or wall inflicts acid damage.

Electricity: The trap, ward, or wall inflicts electricity damage.

Cold: The trap, ward, or wall inflicts cold damage.

Sonic: The trap, ward, or wall inflicts sonic damage.

RANGE

The Rite of Warding uses the standard attack spell ranges.

AREA OF EFFECT

The possible areas of effect of the Rite of Warding vary depending upon the effect type.

RITE OF WARDING AREA OF EFFECT				
Tokens Spent	Energy Trap & Greater Trap	Energy Ward & Greater Ward	Energy Wall	Barrier Wall
0	–	–	10 squares	2 squares
1	1 square or object	1 square	15 squares	3 squares
2	–	Fire	20 squares	4 squares
3	10-ft. spherical emanation	10-ft. spherical emanation	25 squares	5 squares
4	15-ft. spherical emanation	15-ft. spherical emanation	30 squares	6 squares
5	20-ft. spherical emanation	20-ft. spherical emanation	35 squares	7 squares
6	–	30-ft. spherical emanation	40 squares	8 squares
7	–	40-ft. spherical emanation	50 squares	10 squares

DURATION

The durations of the Rite of Warding vary depending upon the effect type.

RITE OF WARDING DURATION				
Tokens Spent	Energy Trap & Greater Trap	Energy Ward & Greater Ward	Energy Wall	Barrier Wall
0	10 minutes	1 minute	Concentration (max. 5 rounds)	–
1	30 minutes	10 minutes	Concentration	30 minutes
2	–	30 minutes	Concentration + 5 rounds	–
3	1 day	–	5 minutes	1 day
4	1 week	1 day	15 minutes	–
5	Permanent	1 week	30 minutes	Permanent
6	–	–	–	–
7	–	–	–	Instantaneous

Energy Trap: The durations for an energy trap represent an absolute maximum period of time the trap will remain active. Once an energy trap is triggered, its duration ends.

Barrier Wall: Note that an instantaneous spell effect cannot be dispelled.

RITE OF WARDING EXAMPLE

Ashandra is still lost in the caves after the misadventure noted in the Rite of Light and Shadow example (page 74). She's very tired and must rest. Finding an isolated cavern, she prepares to rest. Before she does so, however, she decides to set an alarm in case anything comes nosing around. She contacts a 3rd-Order spirit and gathers 8 tokens.

- **Effect Type:** Ashandra wants to create an energy trap, which costs 1 token. She chooses a command word so she safely enter and leave the area if she needs to do so.
- **Effect Severity:** An Alarm will wake Ashandra in case of danger, and costs 0 tokens.
- **Range:** Ashandra spends 1 token to get a 15-foot range. She needs to do this because the area she needs to trap is 20 feet across, too much for her to cover with her natural reach.
- **Area of Effect:** Ashandra spends 3 tokens in order to create a trap that is a 10-foot spherical emanation, which will stretch across the entire width of the cavern entrance.
- **Duration:** Ashandra has 3 tokens left to spend on duration: She spends them all to get a duration of one full day.

Summary of Effects: If any creature other than Ashandra or her spirit servant (whom she teaches the command word) enters the trapped area during the next 24 hours, a blaring alarm will sound, ideally giving the Spiritualist enough time to awaken and defend herself.

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Version 1.0a

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