

Abandoned Arts Presents:

Spell Power

Animate Objects



Feats and plot hooks for the *animated objects* spell.

[Facebook](#)[Tumblr](#)[Twitter](#)

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

SPELL POWER: ANIMATE OBJECTS

Presented below are several feats and exciting plot hooks centered around a unifying theme: the *animate objects* spell. This spell was first featured in the *Pathfinder® Roleplaying Game: Core Rulebook* and is referenced [here](#) for your convenience.

SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

ARMORED ANIMUS [SPELL POWER]

You can animate a suit of armor that you wear.

Prerequisites: ability to cast *animate objects* and permanency

Benefit: You can use the *animate objects* spell to animate a suit of armor that you wear. If you do, the armor does not manifest any semblance of life or take any actions until or unless you die or lose consciousness, at which point the armor animates fully, taking your dead or unconscious body wherever it goes as it moves and acts.

COMPLEX ANIMUS [SPELL POWER]

You can animate more complex constructs.

Prerequisites: ability to cast *animate objects*

Benefit: Animated objects that you create gain one additional CP (construction point).

FOCUSED ANIMUS [SPELL POWER]

You can animate an object by force of concentration.

Prerequisites: ability to cast *animate objects*, Greater Spell Focus (transmutation)

Benefit: At your option, *animate objects* spells that you cast gain a duration of "concentration, plus 1 round/level."

HAUNTED ANIMUS [SPELL POWER]

You can bind a wailing spirit to an object that you animate.

Prerequisites: ability to cast *animate objects*, Greater Spell Focus (necromancy)

Benefit: You can bind a haunting spirit to an object that you animate with the *animate objects* spell. If you do, the object can be detected by *detect undead* and similar spells, and is vulnerable to positive energy as though it were an undead creature. If you do, the creature gains the frightful moan special attack, as though it were a ghost (see the *Pathfinder® Roleplaying Game: Bestiary™*).

MAGICAL ANIMUS [SPELL POWER]

You can craft an armed and armored vessel for your transmutation magic.

Prerequisites: ability to cast *animate objects*, Greater Spell Focus (transmutation)

Benefit: You can use the *animate objects* spell to grant a semblance of life to a magic weapon or a magical suit of armor that you crafted yourself. If the object is a suit of magical armor, the natural armor bonus of the animated object that you create increases to match the armor bonus granted by that armor, including any enhancement bonuses that armor might possess. If the object was a weapon, the animated object gains a bonus on attack and damage rolls equal to the enhancement bonus granted by the weapon. In either case, any special, magical properties possessed by the armor or

weapon are applied to the animated objects own attacks and defenses. If such an item's properties require a command word to activate, you may direct the animated object to activate those properties as long as it can see and hear you (even if the object cannot speak).

MIGHTY ANIMUS [SPELL POWER]

You can imbue an object with a powerful animating force.

Prerequisites: ability to cast *animate objects*

Benefit: Animated objects that you create gain a +2 bonus on melee damage rolls.

ANIMATE OBJECTS PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *animate objects* spell into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

- A clever spellcaster animates corpses and skeletons using the *animate objects* spell, using them to carry out his schemes. While would-be heroes search high and low for a rogue necromancer, their divine magic proves terrifyingly ineffective against the animist's "undead" minions.
- Animated objects protect the tomb of a mighty cleric who perished in service to a trickster god. Rooms and corridors seem to rearrange themselves at random as animated objects shuffle from room to room through secret corridors behind intruders' backs, leading grave-robbers to believe they are backtracking or traveling in circles.
- A clever lich places *rings of invisibility* upon the fingers of the towering, titanic animated statues that guard the only entrance to his subterranean lair.
- A mighty animist wages a lifelong war against a rival whose clone spell provides him with a measure of protection against death. When the animist discovers the location of his opponent's cloned body, he uses an *animate objects* spell to turn the clone against its precursor, taking advantage of the perfect likeness to blame his rival for atrocities committed by his own inert doppelganger!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Abandoned Arts Presents: Spell Power: Animate Objects © 2016, Daron Woodson; Author: Daron Woodson, Layout by Troy Daniels, Art by Rick Hershey and Fat Goblin Games