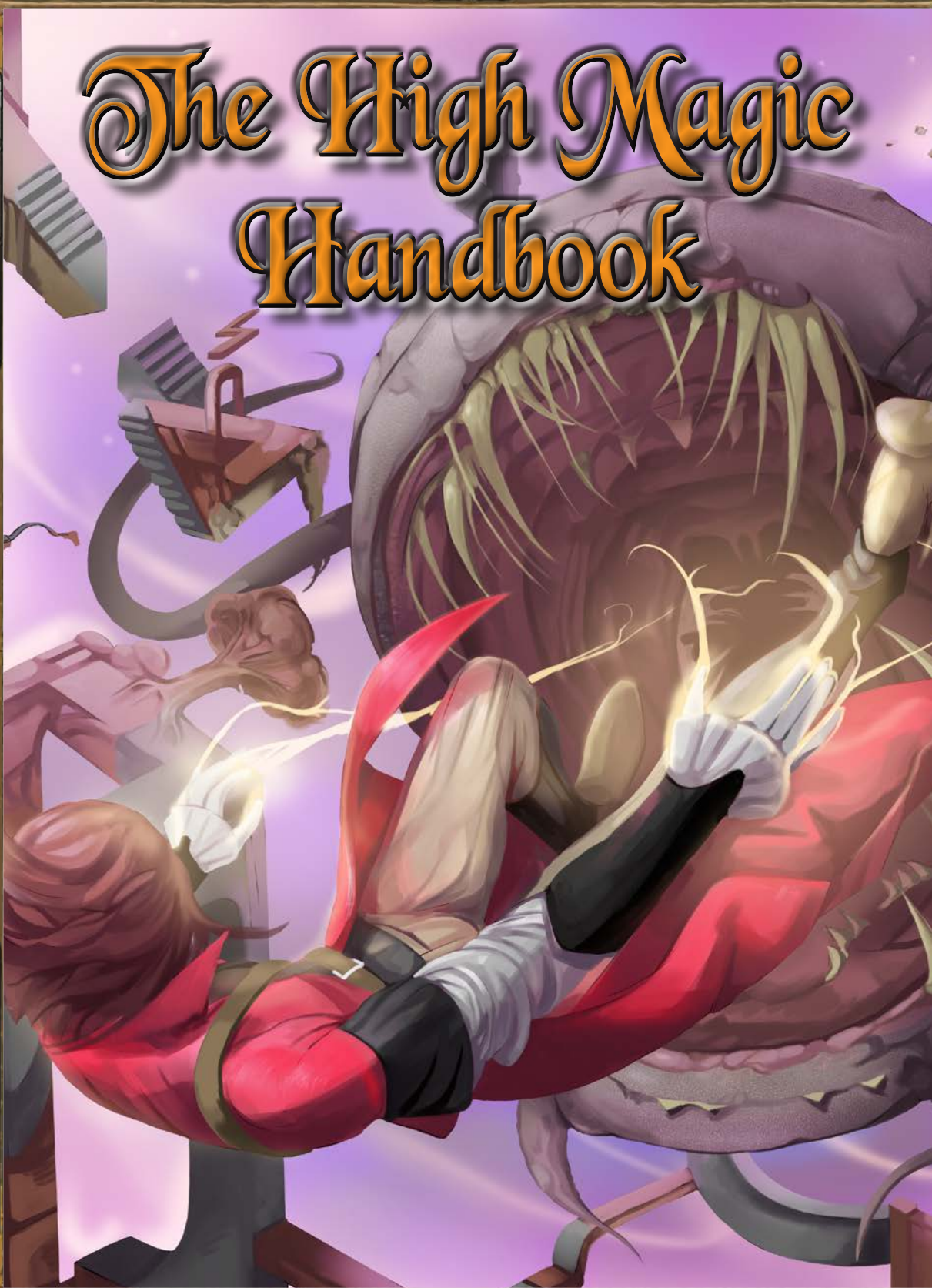


# The High Magic Handbook





# The High Magic Handbook

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# Contents

Introduction .....	3
Player Options .....	4
Feats .....	4
Mythic Abilities .....	5
Magic Items .....	5
Legendary Implements .....	5
Mythic Rituals .....	6
Mythic Talent-Based Item Crafting .....	6
Schematics .....	6
Spellzones .....	6
Spheres and Campaigns .....	10
Spellcasting Services .....	10
Downtime Teams .....	10
Worldbuilding .....	10
Mass Combat Special Abilities .....	11
Levels Beyond 20 .....	14
GMOptions .....	14
Epic Boons .....	15
Character Legacies .....	16
Variant Rules: Distinct Magic Types .....	17
Feats .....	18
Sphere Fields (optional rule) .....	18
Feats .....	19
Implement Special Abilities .....	19
Sample Sphere Fields .....	19
Spheres Gestalt (optional rules) .....	19
Building A Gestalt Character .....	20
Gestalt Combinations .....	22
Balancing Gestalt Characters .....	22
Universal Magic (optional rule) .....	24
What is High Magic? .....	24
Implementation of High Magic .....	24
Why Use High Magic? .....	25
Genres of High Magic .....	25
Variations in Magic .....	26
Practicality, Wonder, and Escalation .....	26
High Magic Considerations .....	27
An Able Populace .....	27
Magic Infrastructure and Industry .....	27
High Magic Economies .....	27



## Chapter 1

# Introduction

*"Since I was a boy, the floodwaters gnawed at us like a pack of dogs, each year rising further to drag more of us into their depths. My father would carve my mother's name into driftwood each night before casting it into the sea; we had given up on bodies and burials long ago. Such was how we lived until the three travelers arrived—some called them wizards, others prophets, and still others angels. I thought little of their chanting until the morning that the earth shook and our fair city was raised into the sky. We crowded on the edge to watch the land shrink beneath us; never again would even the mightiest of storms brush our homes or claim our families. My sister noticed the travelers watching this show from a distance, and before they could utter another word we were already on our knees begging for their tutelage."*

-Rugen Toris, Spellsmith of the Skycity of Naburel

Magic is indisputably a cornerstone of the *Pathfinder Roleplaying Game*. It is a necessary component for adventuring in worlds full of dragons, mages, gods, and magical relics, so even the most gritty and grounded games will incorporate some elements of the supernatural. On the other end of the spectrum, there are the games and worlds which make magic a central part of their worldbuilding, their themes, and their stories, settings defined by miraculous and otherworldly powers at work.

These "High Magic" settings possess incredible capacity for wonder and variety, but the prospect of creating and organizing such alien worlds can be daunting. What effects can magic yield at these scales and how might people employ these incredible forces? What are the ramifications of living in a world defined by millennia of tremendous empires, ruinous monsters, fickle divinities, and legendary heroes?

The *High Magic Handbook* is a book dedicated to the exploration and development of high magic worlds, containing rules for numerous feats, magic items, and

other resources that one might expect to find in a wonder-filled world. Beyond this, the book contains a variety of optional rules for injecting additional power, energy, or development into a setting or adventure. GMs and players wishing to expand the horizons of magical possibility should find plenty to discover within this chronicle of High Magic.





## Chapter 2

# Player Options

### Feats

Many of the feats in this section utilize the Incantation and Ritual rules and the Talent-Based Item Creation rules listed in *Ultimate Spheres of Power* as well as the Mythic rules used in *Pathfinder Roleplaying Game Mythic Adventures*.

#### Cautious Incantation

**Prerequisite:** 3 ranks in any 1 skill.

**Benefit:** Choose a skill that you have at least 3 ranks in. When you perform an incantation which involves attempting a check with that skill, you do not suffer the effects of backlash if the incantation succeeds.

**Special:** This feat may be selected multiple times, each time applying to a different skill.

#### Cautious Incantation [Mythic]

**Prerequisite:** Cautious Incantation.

**Benefit:** If you fail an incantation for which you may use the Cautious Incantation feat, you may spend a number of points of mythic power equal to the level of the incantation (to a maximum of your mythic tier) to negate the failure effect upon yourself (other creatures are affected normally). You cannot negate the failure effect of an incantation greater than your mythic tier.

#### Craft Magical Traps [Item Creation]

**Prerequisites:** Contingency; Craft Apparatus or Craft Marvelous Item.

**Benefit:** When crafting a marvelous item, you may increase the item's complexity by 3 to build it as a magic trap rather than a marvelous item. Rather than being activated normally, a magic trap activates automatically when certain conditions are met, as per a sphere effect prepared using the Contingency feat. A magic trap may activate based upon the same parameters as a Contingency effect and may be perceived and disabled in the same manner as a Contingency effect. A magic trap is limited in its activations per day in the same manner as a normal marvelous item and cannot be activated more than once per minute. Changing a magic trap's contingency conditions takes 10 minutes of work by the creator or somebody who has successfully disabled the trap with a Disable Device check. GM discretion is advised in the creation of magic traps.

A magic trap is considered to have the Area Bound drawback even if you do not have that crafting drawback and only functions within 100 feet of the space in which it was created.

#### Develop Spellzone [Item Creation]

**Prerequisite:** Caster level 5th.

**Benefit:** You may create and modify spellzones. See the Magic Items section for more information.

**Special:** Spellzones have the capacity to dramatically affect a setting due to their immense versatility and power. As a result, this feat is only available with GM permission.

#### Etch Schematic [Item Creation]

**Prerequisite:** Caster level 1st.

**Benefit:** You may create and modify schematics. See the Magic Items section for more information.

#### Expedited Incantation

**Prerequisite:** 3 ranks in any 1 skill.

**Benefit:** When you perform an incantation, you may increase the DCs of all skill checks made for the incantation by 5. If you do, the incantation's casting time is halved (minimum 1 minute).

#### Expedited Incantation [Mythic]

**Prerequisite:** Expedited Incantation.

**Benefit:** You do not need to increase the DCs of an incantation to perform it in half the time. If you spend a number of points of mythic power equal to the level of the incantation, you may reduce the casting time to 1/10th of the original casting time (minimum 1 minute).

#### Favored Metamagic

**Prerequisite:** Any metamagic feat.

**Benefit:** Choose one metamagic feat that you possess. When you apply that metamagic feat to an effect you create, you do not increase the casting time for the effect (you must still expend spell points as normal).

**Special:** You may select this feat multiple times, each time selecting a different metamagic feat.

#### Metamagic Aficionado

**Prerequisites:** Favored Metamagic (any three metamagic feats), caster level 15th.

**Benefit:** The benefits of Favored Metamagic apply to all metamagic feats you possess, not just those specific metamagic feats you have chosen with Favored Metamagic.



## Mythic Crafting Expertise [Item Creation, Mythic]

**Prerequisites:** Any item creation feat.

**Benefit:** At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic item you are crafting. You can only do this once per day per item you are crafting, though you may also add an actual eight-hour work day toward the crafting of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, by expending two uses of mythic power as a full-round action, you can change the magic properties of any item in your possession you are capable of crafting. For one hour the item loses one or more abilities of your choice and gains other magic properties of your choice. The total cost of the item with the new properties cannot exceed its total cost with its normal magic properties, and you must meet all the prerequisites of each magic property you temporarily grant the item.

## Ritualistic Perseverance

**Prerequisite:** 3 ranks in any 2 skills.

**Benefit:** Choose two skills that you have at least 3 ranks in. You may take 10 on a single skill check made with each of these skills as part of an incantation even if there is a backlash component to the incantation.

**Special:** You may select this feat multiple times, each time selecting two different skills.

## Solitary Incantation

**Prerequisite:** 5 ranks in any 1 skill.

**Benefit:** You may perform an incantation in which you are the primary caster that does not have the requisite number of secondary casters. For every secondary caster omitted from the incantation, the DC of all skill checks associated with the incantation increase by 2.

## Solitary Incantation [Mythic]

**Prerequisites:** 5 ranks in any 1 skill, Solitary Incantation.

**Benefit:** Rather than increasing the DC of the incantation when using Solitary Incantation, you may spend 1 point of mythic power for every secondary caster omitted from the incantation.

# Mythic Abilities

The following abilities are universal mythic path abilities. The Aristeia and Technique rules can be found in *Champions of the Spheres: Study and Practice*.

**Mythic Aristeia:** You may spend two points of mythic power as a free action to enter Aristeia even when a trigger does not occur. When your Aristeia ends, you may negate any number of negative levels by spending 2 points of mythic power per negative level you wish to negate. This path ability counts as an Aristeia feat for the purpose of determining the level of Aristeia that a character can reach.

**Mythic Execution:** When performing a technique or casting a spell or ritual that would take longer than a standard action to cast, you may spend mythic power to reduce the time needed to use the ability. Each point of mythic power spent reduces the time needed to use the spell or technique by 1 round. If this would reduce the time below 1 round, the ability is reduced to a full-round action or a standard action if one additional point of mythic power is spent. You cannot spend more points of mythic power on a spell, technique, or ritual than your mythic tier.

**Mythic Ritual Knowledge:** For every mythic tier the character possesses, they select one mythic spell. They are capable of using that spell as a mythic ritual so long as they know or have created such a ritual (see Mythic Rituals for more information). This path ability may be selected multiple times, each time allowing for the selection of new mythic spells.

# Magic Items

## Legendary Implements

As implements can take almost any form, a legendary item\* made out of an implement can be considered any type of legendary item that matches the implement's form (for example, the legendary surge of a necklace implement would apply to saving throws and the legendary surge of a staff implement would apply to concentration checks and magic skill checks to overcome spell resistance). Alternatively, a legendary implement's legendary surge may always apply to concentration checks and magic skill checks regardless of what form it takes (chosen at the time the legendary item is created). Any legendary item ability that applies to caster level checks applies to magic skill checks. A handheld implement such as a rod or staff is also considered a weapon for the purpose of determining what legendary item abilities may be applied to it. Implements can also have the following legendary item ability applied to them:

**Unstoppable Magic:** The wielder can expend two uses of legendary power when creating a magic effect with this implement to ignore any spell resistance, spell immunity, damage reduction, energy resistance, or energy immunity the target



possesses. An item must be an implement and be a minor or major artifact to have this ability.

\*Rules for legendary items can be found in *Pathfinder Roleplaying Game Mythic Adventures*.

## Mythic Rituals

A character with the Mythic Ritual Knowledge path ability is capable of performing a ritual which mimics a mythic spell so long as they are able to learn it from somewhere. If a character also possesses the Mythic Crafter path ability, they may also create rituals that mimic the Mythic version of a spell. Such effects do not increase the cost or time required to perform the ritual, but a character must spend a point of mythic power in order to perform the ritual. Characters of a tier sufficient to augment the spell may spend additional uses of mythic power to apply augmentations to the ritual (for example, a character could perform *mythic guards and wards* as a ritual by spending a point of mythic power. A character of at least 3rd rank could spend 2 points of mythic power to create an additional effect as listed in the spell).

## Mythic Talent-Based Item Crafting

When crafting items, characters may wish to include mythic abilities in addition to typical sphere effects. If a character possesses the Mythic Crafter path ability, they may utilize the following options in talent-based item creation.

**Advanced Integration:** Advanced talents applied to items made by a character with Mythic Crafter only increase the item's complexity by 1 each rather than 2.

**Mythic Infusion:** You may increase an item's complexity by 1 to apply a single Mythic Sphere Mastery that you possess to whatever effect the item generates. If an ability requires mythic power to use, the wielder of the item must spend any mythic power necessary to fuel the effect. You may increase the item's complexity further, in which case the item can supply one use of mythic power per point of additional complexity per day to fuel its own abilities.

## Schematics

Schematics are a special type of magic item which provide information on how to construct other magic items. Schematics generally take the form of scrolls or books but may also exist as frescoes, encoded texts, or even an oral tradition. Each schematic corresponds to a specific magic item with a specific caster level. A creature who consults a schematic while crafting is treated as having the feats, spheres, and caster level necessary to craft the schematic's associated magic item (but only for the purpose of crafting this specific item) and gains a +5 competence bonus on skill checks made to craft the item. The character must have access to the schematic for the entire duration of crafting. When using a schematic, the character must still expend resources to craft the magic item as normal.

The price of a schematic varies depending on the price of the item it allows the user to craft as well as the number of times the schematic can be used. The price of a schematic is equal to 40% of the item's market price x the number of times the schematic may be used before its magic fades. Once a schematic's magic fades, it no longer grants feats, spheres, or a caster level for the purpose of item creation but still provides a +2 competence bonus on skill checks made to craft its associated magic item (schematics with no magical uses remaining can be purchased for 50 gp apiece). A schematic which would be crafted with 5 or more uses instead has an unlimited number of uses.

It is possible to bundle multiple schematics into a single magic item known as a folio. A folio's cost is equal to the sum total of the costs of all schematics contained within the folio. Uses of a given schematic are not shared with other schematics in the same folio.

## Sample Schematics

### Ballad of the Lost Hero

**Aura** moderate Protection; **CL** 5th

**Slot** none; **Cost** 11,402 gp; **Weight** 1 lb.

This poem has spread across many nations and is often memorized by schoolchildren as an element of their heritage. Magical transcriptions of the *ballad of the lost hero* allow the user to craft a *banner of the saints* a single time.

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#### CONSTRUCTION REQUIREMENTS

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Etch Schematic, Smith Magical Weapons And Armor, Craft Marvelous Item, Fate sphere (Align Object (word)), Protection sphere (Spell Ward (aegis, ward)); **Cost** 5,701 gp

### Darubi's Dimensional Construction Manual

**Aura** strong Warp **CL** 12th;

**Slot** none; **Price** 108,000 gp; **Weight** 2 lbs.

These valuable tomes are often sold to wealthy patrons wishing to erect magical fortresses, providing guidance on how to create a variety of permanent extradimensional spaces. *Darubi's dimensional construction manual* allows the user to craft a *pocket dimension*, *greater pocket dimension*, or *portable room* any number of times.

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#### CONSTRUCTION REQUIREMENTS

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Etch Schematic, Craft Spell Engine, Warp sphere (Extradimensional Storage (space) x2); **Cost** 54,000 gp.

## Spellzones

Spellzones are a unique category of magic item due to the fact that they are only sometimes tangible and rarely portable. More often, they are complex matrices of magic which may reside over a building, a city, or some other demarcation. Spellzones use the Talent-Based Item Creation Rules, but their scope, power, and thus cost often far eclipse those of conventional magic items. A character must have the Develop Spellzone mythic feat to create or modify a spellzone.



The cost of creating a spellzone is determined by the range of the spellzone and sum of all of its effects. Different effects within a spellzone may have varying caster levels.

**Effects:** The following types of effects can be applied to a spellzone:

**Negation:** A negation prevents a specific magic sphere or magic talent from taking effect within a spellzone. Whenever a creature attempts to create a magic talent using a negated talent or sphere within the spellzone, the spellzone attempts to counterspell the effect with an effective MSB equal to the negation's caster level.

Creating a negation costs 1,000 gp x caster level for a sphere or 200 gp x caster level for a talent that is not a base sphere.

**Passive Effect:** A passive magical effect permeates the entire area of the spellzone. If the effect targets an area, it constantly affects the entire area of the spellzone. If the effect targets a creature, it targets all creatures in the spellzone (unwilling creatures are allowed saving throws or exemptions as normal). If a spellzone's effect requires a saving throw from any creature, the DC is equal to 10 + 1/2 the effect's caster level. If a creature succeeds at their saving throw to resist a spellzone effect, they will not be targeted by the effect again for 1 minute.

Creating a passive effect costs 2,000 gp x caster level x complexity. An item must have an effect measured in hours and a range based on the size of the spellzone to be made into a passive effect. Thus, as an example, if making a passive effect of the War sphere totem talent-based item creation effect, which is measured in rounds, the effect would need to have its duration increased by 3 steps (+6 complexity) before it could be made into an apparatus.

**Continual Life Sphere Effects:** Creating a passive effect that grants what is normally an instantaneous effect, such as Life sphere effects, has a base complexity of 6. If crafting a passive effect that grants a continual *cure*, the effect instead becomes fast healing 1 (+1 per additional +1 in complexity). If a passive effect grants a continual *restore*, it instead grants immunity to one effect (+1 per additional +1 in complexity; a creature cannot gain immunity to effects that require a magic skill check to remove or are unaffected by the Life sphere). Temporary hit points cannot be made into a continual effect.

**Triggered Effect:** A triggered magical effect activates when a certain condition is met within the spellzone. The triggered effect may target a predetermined location or creature within the spellzone or may target the creature or location which triggered the effect. The parameters for triggers of spellzone effects are identical to the parameters of the Contingency feat, save that triggered effect must possess a minimum range based on the size of the spellzone.

A triggered effect can be activated once per creature per day by default, and costs 400 gp x caster level x complexity. A triggered effect only targets the triggering creature unless it would affect an area, in which case the area is centered on the triggering creature. Additionally, a triggered effect can possess the following custom multipliers.

**Multiple Uses:** If a triggered effect can be used by a creature multiple times per day, multiply the cost by the number of daily uses. If its uses per day is increased to 5, it becomes usable an unlimited number of times per day. A given creature cannot trigger a specific triggered effect more than once per minute.

**Effect Restriction:** You may choose to have any spellzone effects not apply to or only apply to creatures which meet a certain criteria. Some examples of criteria are presented below.

- Targets possess a certain alignment or alignment component
- Targets are carrying a specific item or type of item on their person
- Targets are of a certain race or creature type
- Targets have levels in a specific class or have a specific casting tradition

Multiple effect restrictions can be applied to the same effect. For example, an effect can be attuned to only affect Lawfully-aligned Humanoids.

## Spellzone Weaknesses

Spellzone effects can be created with numerous weaknesses in order to mitigate their immense costs somewhat. Sample weaknesses are as follows, although others may be created at GM discretion. Multiple weaknesses may apply to a single spellzone (save for weaknesses which reduce duration, of which only one may be applied), in which case their cost following the application of previous weaknesses is multiplied (for example, a spellzone whose combined effects cost 400,000 gp would have a total cost of  $400,000 \times 4/5 \times 4/5 \text{ gp} = 256,000 \text{ gp}$  if it had the corruptible and physical touchstone weaknesses).

Spellzone Weakness	Cost Multiplier
Corruptible	X 4/5
Limited duration (1 year)	X 3/5
Limited duration (100 years)	X 4/5
Physical touchstone	X 4/5

**Corruptible:** Certain events can reshape the nature of the spellzone, potentially turning it into something volatile and dangerous. When certain events occur (as designated during the point of creation, subject to GM discretion), roll on **Table: Spellzone Corruptions** to determine what happens. Some events which may trigger a spellzone corruption are as follows.

- When an incantation of level 7 or higher is performed within the spellzone
- When a creature involved in the creation of the spellzone dies
- A creature attempts and fails to modify the spellzone
- A Mythic creature with a specific alignment component enters the spellzone (maximum of once per creature per year)
- The spellzone's physical touchstone (if the spellzone possesses this weakness) falls below half of its maximum hit points



- The environment of the spellzone changes dramatically (for example, a city is abandoned, conquered by a rival, or flooded)

Corruption effects are permanent, but custom incantations may be devised in order to undo their effects. These incantations should generally be of at least 8th level.

**Table: Spellzone Corruptions**

<i>d% result</i>	<i>Effect</i>
1-5	No effect.
6-15	The caster levels of all of the spellzone's effects are reduced by 2. If the caster level of an effect is reduced below 1, the effect ends.
16-20	An effect restriction on one of the spellzone's effects is reversed, affecting only creatures who were previously omitted from the effect.
21-25	A major wild magic event occurs within the spellzone. If the event targets creatures within a certain range, it targets all creatures inside the spellzone.
26-45	One of the spellzone's effects ends.
46-65	One of the spellzone's effects is replaced by another effect of equal caster level and complexity from the same sphere of magic.
66-80	An additional effect restriction is applied to one of the spellzone's effects.
81-90	An effect restriction is removed from one of the spellzone's effects.
91-00	Roll twice on the table, taking both results. In the case that this effect is rolled again by either roll, roll three times on this table and take all three results (re-rolling additional rolls of 91-00).

**Limited Duration:** The spellzone is designed to be temporary, vanishing after the listed amount of time. A spellzone with both the Limited Duration and Corruptible weaknesses does not vanish when the duration is over, but rather rolls three times on **Table: Spellzone Corruptions** at every interval which it would otherwise end (either once a year or once every 100 years).

**Physical Touchstone:** Within the spellzone is a specific magic item or structure (such as a tree, a tower, or a statue) which acts as the physical power source for the spellzone. If this structure is ever destroyed, the spellzone's effects immediately end. If the physical touchstone ever leaves the area of the spellzone, the spellzone's effects end until the physical touchstone returns.

## Spellzone Sizes

The size of a spellzone varies dramatically and determines its cost. When creating a spellzone, multiply the cost of all effects by the cost multiplier based on its size. A spellzone must be created from inside the area it will affect.

<i>Spellzone Size</i>	<i>Cost Multiplier</i>	<i>Minimum Range for Passive/Triggered Effects</i>
Single Room	X 1/5	close
Single Floor of a Structure	X 1/2	medium
Single Structure or Demiplane	X 1	medium
City or Settlement	X 10	long
12-mile Hex	X 50	long
Entire Nation	X 200	long
Entire Continent	X 1,000	long
Entire Planet	X 5,000	long
Entire Star System	X 50,000	long





**Modifying an Extant Spellzone:** It is possible to modify a spellzone if one is in the location where the spellzone was originally created. If one was involved in the spellzone's original creation, they may add or remove any effects they wish from the spellzone, although this takes an amount of time corresponding to the price of the effect one wants to apply or remove (for example, adding or removing a caster level 10 passive effect with complexity 5 to a structure-sized spellzone would cost 500,000 gp and take 500 days). In order to modify a spellzone that they did not create, a caster must first succeed at a Use Magic Device check (DC 15 + the highest caster level of the spellzone's effects + the number of effects that make up the spellzone) to assert control over the spellzone. A spellzone created from merging multiple spellzones is considered to have no creator until a creature succeeds at a Use Magic Device check to assert control.

**Suppressing or Destroying a Spellzone:** As with magic items, it is possible to temporarily suppress the effects of a spellzone using abilities such as the Counterspell feat. For such purposes, the spellzone is considered a magic item. Successfully using a Counterspell ability on a passive spellzone effect suppresses the effect on the targeted creature for a number of rounds equal to your MSB. The target creature is allowed a new saving throw against the effect when the suppression ends.

If one uses Counterspell to suppress a passive spellzone effect which does not target a creature, they instead suppress the effect out to a radius of 25 feet + 5 feet per 2 points of MSB centered on the caster. This range improves to 100 feet + 10 feet per point of MSB if the caster has the Improved Counterspell feat and 400 feet + 40 feet per point of MSB if the caster has the Greater Counterspell feat. If a triggered spellzone effect is dispelled, the targeted creature cannot trigger the effect again for a number of minutes equal to the MSB of the dispelling character.

Destroying a spellzone is often a much more intensive affair than simply suppressing it. A spellzone is destroyed if at any point it creates no effects, so the most common method of destroying those without a physical touchstone is taking control and removing spell effects one by one. However, powerful incantations (often involving an artifact as a focus or even a material component) can be performed to destroy a spellzone completely.

## Sample Spellzones

### Mage's Helper

**Aura:** Faint Divination, Nature, and Telekinesis; **CL:** 5th

**Price:** 66,000 gp

This spellzone is commonly utilized by spellcasters in their own personal laboratories or studies, saving them time or labor. The *mage's helper* spellzone covers a single room and provides the following effects.

#### TRIGGERED EFFECTS

- The owner or owners of the room (as designated in the creation of the spellzone) may light or snuff out any fireplaces, torches, or braziers in the room with command words (CL 5th).
- The owner or owners may speak a command word to reroll a Knowledge check, gaining an additional +2 insight bonus to the check (CL 4th).
- The owner or owners may speak a command word to command any unattended object of Small or smaller size to move anywhere else in the room (as designated by the commander) at a rate of 25 feet per round. (CL 5th).

#### CONSTRUCTION REQUIREMENTS

Develop Spellzone, Divination sphere (Divine Information (divine)), Nature sphere ((fire) package), Telekinesis sphere;  
**Cost** 33,000 gp

### Skycity Infrastructure

**Aura:** Overwhelming Creation, Enhancement, Protection, Telekinesis, and Warp; **CL:** 40th

**Price:** 20,960,000 gp

The Skycity was created by a group of mages who wished to be unreachable by their enemies, leading them to construct a metropolis at a fatal altitude. Lacking any sort of landmass, the city was built of numerous floating structures held in place by a powerful spellzone which also facilitates navigation.

The *skycity infrastructure* spellzone covers the entire city of Skycity and provides the following effects.

#### PASSIVE EFFECTS

- All buildings within the Skycity are made weightless as per the Lighten Enhancement talent (CL 20th).
- All buildings within the Skycity are held in their location as per the Affix Telekinesis talent (CL 40th).
- All buildings within the Skycity have any damage repaired at a rate of 1 hit point per round (CL 1st).
- All buildings within Skycity are constantly affected by the Magic Sink and Antimagic Aegis Enhancement talents (CL 1st).
- All creatures within the Skycity gain a fly speed of 45 feet with perfect maneuverability as long as they are within city limits (CL 25th).
- All creatures within the Skycity constantly benefit from the Breathless *aegis*, meaning that they do not have to breathe (CL 1st).

#### TRIGGERED EFFECTS

Whenever a creature would fall more than 25 feet below the altitude considered "street level" for the Skycity, they are immediately teleported back to the nearest unoccupied solid ground on street level. (CL 1st)

#### CONSTRUCTION REQUIREMENTS

Develop Spellzone, Creation sphere (Potent Alteration), Enhancement sphere (Antimagic Aegis, Lighten (enhance), Magic Sink (enhance)), Protection sphere (Breathless (aegis), Spell Ward (aegis, ward)), Telekinesis sphere (Affix, Effortless Telekinesis, Flight, Idle Concentration); **Cost** 10,480,000 gp



# Chapter 3

## Worldbuilding

### Spheres and Campaigns

The following section details a variety of rules for integrating Spheres of Power into the Settlement and Kingdom rules used in the *Pathfinder Roleplaying Game Gamemastery Guide* and *Pathfinder Roleplaying Game Ultimate Campaign*.

### Spellcasting Services

If a character wishes to purchase spellcasting services from a spherecaster, the payment for the effect is equal to 10 gp x the caster level of the effect x the number of talents required to create the effect (including the base sphere) x the number of spell points needed to create the effect (minimum 1). If an effect would require additional feats or unique class features, each feat or class feature is considered to be one talent for the purpose of determining the cost of the effect. Each advanced talent is considered 2 talents for the purpose of determining the cost of a spellcasting service. If a sphere effect is permanent, the base price of the spellcasting service is 500 gp rather than 10 gp.

When looking for spellcasting services in a settlement, the maximum possible caster level for sphere effects is equal to twice the town's base spellcasting level. The maximum number of feats or talents that may be used in a purchased service is equal to the town's base spellcasting level. For example, a Small Town with an unmodified base spellcasting level could provide spellcasting services up to a caster level of 8 that use up to 4 feats or talents.

**Table: Spellcasting Service Components**

Base price	10 gp, 500 gp if effect is permanent
Caster level	Multiply cost by caster level
Spheres, talents, feats, class features	Multiply cost by total number of spheres/talents/feats/class features used
Advanced talents	Each advanced talent counts as 2 talents for the purpose of cost

### Downtime Teams

The following downtime teams can be recruited for organizations.

#### Champion

**Earnings** gp, Influence, Labor, or Magic +7

**Create** 3 Goods, 3 Influence, 3 Labor, 8 Magic (1,010 gp);

**Time** 7 days

**Size** 1 person

**Upgrades** From Initiate

A Champion is a skilled but unremarkable 3rd-level character of a class (or combination of classes) that possesses both a casting tradition and a martial tradition. They possess 100 gp worth of equipment.

#### Initiate

**Earnings** gp, Influence, or Magic +4

**Create** 2 Goods, 2 Influence, 2 Labor, 4 Magic (540 gp); **Time** 3 days

**Size** 1 person

**Upgrades** To Champion, Spherecaster

An Initiate is a newly-trained spherecaster with basic understanding of magic, serviceable for a variety of tasks. An Initiate is typically a 1st-level character of any class that possesses a casting tradition. They possess 50 gp worth of equipment.

#### Martial Adept

**Earnings** gp, Influence, or Labor +7

**Create** 5 Goods, 4 Influence, 8 Labor (380 gp); **Time** 6 days

**Size** 3 people

**Upgrades** From Recruits

A Martial Adept team consists of 3rd-level characters of any class (or combination of classes) that grants a martial tradition (but not a casting tradition). They possess 200 gp worth of weapons and armor.

#### Recruits

**Earnings** gp, Influence, or Labor +5

**Create** 2 Goods, 2 Influence, 5 Labor (200 gp); **Time** 2 days

**Size** 3 people

**Upgrades** To Martial Adepts

Recruits are trained in a variety of martial disciplines and may serve as guards, foot soldiers, or any other duties which require basic combat training. They are typically 1st-level characters of any class that grants a martial tradition (but not a casting tradition) and possess 100 gp worth of weapons and armor.

#### Spherecaster

**Earnings** gp, Influence, or Magic +7

**Create** 3 Goods, 3 Influence, 2 Labor, 8 Magic (990 gp); **Time** 7 days

**Size** 1 person

**Upgrades** From Apprentice

A Spherecaster is a 3rd-level character of a class (or combination of classes) that possesses a casting tradition. They possess 100 gp worth of equipment.



## Mass Combat Special Abilities

The following section expands the special abilities gained in mass combat for use with Spheres of Power and Spheres of Might. As the sheer breadth of class features in these systems makes indexing abilities difficult and expansion needlessly cumbersome, this system ties an army's special abilities to the spheres that members possess rather than specific class abilities.

**Alteration:** Once per battle, the army may gain the aquatic, amphibious, climb, darkvision, flight, low-light vision, or scent special ability. The army can end this ability in any later phase. For every 2 Alteration talents the army possesses beyond the base sphere, they may use this ability an additional time per battle.

**Alchemy:** The army can create healing potions for itself or another army without needing any of the building requirements described in the healing potion resource. You must pay the BP cost for these potions as normal.

**Athletics:** The army treats the Defense of fortifications as 1 lower than normal. For every 2 Athletics talents the army possesses beyond the base sphere, the Defense is an additional 1 lower (to a minimum of 0).

**Barrage:** In the first Ranged phase, increase the army's OM by 1 for ranged attacks. In the second and subsequent Ranged phases, increase it by 2 instead. The bonus on subsequent rounds increases by 1 for every 2 Barrage talents the army possesses beyond the base sphere.

**Barroom:** The cost in BP of healing potions, improved weapons, magic weapons, improved armor, and magic armor for the army is reduced by 1, plus an additional 1 for every 2 Barroom talents the army possesses beyond the base sphere (minimum 0).

**Bear:** Talents from the Bear sphere count as talents in any one other sphere of the army's choice, chosen at the start of the battle. The army must have a base sphere for the Bear sphere to count as a talent of that sphere.

**Beastmastery:** The army's animal companions increase the army's OM by 1, plus 1 for every 2 Beastmastery talents the army possesses beyond the base sphere.

**Berserker:** Once per battle, the commander may order the army to berserk. Increase the army's OM by 1, decrease its DV by 1, and add a +1 bonus on its Morale checks against fear and routing. The bonuses increase by 1 for every 2 Berserker talents the army possesses beyond the base sphere.

**Blood:** Each time the army damages an enemy army, reduce the enemy army's DV by 1. This penalty increases by 1 for every 2 Blood talents the army possesses beyond the base sphere.

**Boxing:** Reduce any penalties to OM that the army takes from tactics by 1. This penalty reduction improves by 1 for every 2 Boxing talents the army possesses beyond the base sphere.

**Brute:** Armies damaged by this army takes a -1 speed penalty until the end of the current battle phase (minimum 0). This penalty increases by 1 for every 2 Brute talents the army possesses beyond the base sphere.

**Conjuration:** Once per battle, the army may increase its OM or an allied army's OM by 1 for the rest of the battle. This bonus increases by 1 for every 2 Conjuration talents the army possesses beyond the base sphere.

**Creation:** Once per battle, the army may increase or reduce the bonus to DV provided by a fortification by 2. This increase or decrease improves by 1 for every 2 Creation talents the army possesses beyond the base sphere. If an army does not possess fortifications, this ability may be used to create fortifications which grant a bonus to DV equal to the bonus granted by this ability.

**Dark:** The army takes no OM or DV penalties in dim light or darkness. Once per battle, the army may create the darkness battlefield condition. The penalties of this darkness increase by 1 for every 2 Darkness talents the army possesses beyond the base sphere.

**Death:** If the army destroys a living army of equal or greater size, it may immediately recover a number of hit points equal to twice its ACR or create a new army of its type but two sizes smaller than itself. This healing increases by 1 for every Death talent the army possesses beyond the base sphere.

**Destruction:** The army can make ranged attacks. In the Ranged and Melee phases, it deals +1d4 points of damage plus 1 additional point of damage for every 2 Destruction talents it possesses beyond the base sphere.

**Divination:** The army reduces its OM and DV penalties from darkness, invisibility, and weather by half. These penalties are reduced by an additional 1 (minimum 0) for every 2 Divination talents the army possesses beyond the base sphere.

**Dual-Wielding:** In the first Melee phase, increase the army's OM by 1. In the second and subsequent Melee phases, increase it by 2 instead. The bonus on subsequent rounds increases by 1 for every 2 Dual-Wielding talents the army possesses beyond the base sphere.

**Duelist:** When this army deals damage in melee, the target army takes an automatic 1d6 points of damage at the start of the next phase. This damage increases by 1 for every 2 Duelist talents the army possesses beyond the base sphere.

**Enhancement:** Increase the army's OM by 1, plus an additional 1 for every 2 Enhancement talents the army possesses beyond the base sphere.

**Equipment:** The army does not have its movement speed reduced for wearing medium or heavy armor.

**Fallen Fey:** The army reduces any penalties it is suffering on morale checks by 1. This reduction applies individually to each penalty and increases by 1 for every 2 Fallen Fey talents the army possesses beyond the base sphere.





**Fate:** The army gains a +1 bonus on all morale checks. This bonus improves by 1 for every 2 Fate talents possessed beyond the base sphere.

**Fencing:** The army increases its OM by 2 when making an ambush, when using the expert flankers tactic, or on the phase after using the false retreat tactic. This bonus increases by 1 for every 2 Fencing talents the army possesses beyond the base sphere.

**Gladiator:** Enemy armies engaged with this army take a -1 penalty on morale checks. This penalty improves by 1 for every 2 Gladiator talents the army possesses beyond the base sphere.

**Guardian:** The army continues to fight even if demoralized or nearly dead. If the army is defeated or routed, it may continue to act for one more Melee phase, and its OM and DV are reduced by 4 for that phase. For every Guardian talent possessed beyond the base sphere, this reduction is reduced by 1 (to a minimum of 0).

**Illusion:** Any army attacking this army takes a -1 penalty to its OM for that attack. Any army attacked by this army takes a -1 penalty to its DV against its attacks. Armies that cannot see invisible creatures cannot prevent this army from withdrawing. These penalties increase by 1 for every 2 Illusion talents the army possesses beyond the base sphere.

**Lancer:** The army gains a +1 to damage against armies that it entered combat with this turn and armies that are routed. These bonuses increase by 1 for every 2 Lancer talents the army possesses beyond the base sphere.

**Leadership:** The army's hit points increase by its ACR. For every 2 Leadership talents the army possesses, this hit points increase by an additional amount equal to the army's ACR.

**Life:** Once per battle, the army can heal a number of hit points equal to half its ACR. This healing increases by 2 for every Life talent the army possesses beyond the base sphere.

**Light:** The army takes no OM or DV penalties in dim light or darkness. For every 2 Light sphere talents possessed beyond the base sphere, the army reduces any penalties it takes to OM or DV by 1 (this reduces the total penalty, not each penalty individually).

**Mana:** The army gains an additional use of a single ability that is normally usable once per battle plus an additional use for every 2 Mana talents it possesses beyond the base sphere. These extra uses may be divided up between different abilities.

**Mind:** If the army damages an enemy army, that army must attempt a Morale check (DC = 10 + your army's ACR + 1 for every 2 Mind talents the army possesses beyond the base sphere). Failure means the enemy army is afraid and cannot attempt an Offense check to attack during the next phase. If an army fails a Morale check during a phase in which it is already afraid, it routs.

**Nature:** Once per battle, the army may grant or remove the advantageous terrain or battlefield advantage condition from a battlefield. When granting either condition, the bonus it grants increases by 1 for every 2 Nature talents possessed beyond the base sphere.

**Open Hand:** Each Melee phase, the target enemy army reduces its DV by 1 until the end of the phase. This reduction increases by 1 for every 2 Open Hand talents the army possesses beyond the base sphere.

**Pilot\*:** The army gains mounts, increasing its OM and DV by 2 while increasing its consumption by 2. For every 2 Pilot talents the army possesses, the OM and DV bonuses increase by 1.

**Protection:** Increase the army's DV by 1, plus an additional 1 for every 2 Protection talents the army possesses beyond the base sphere.





**Scoundrel:** Reduce any penalties to DV that the army takes from tactics by 1. This penalty reduction improves by 1 for every 2 Scoundrel talents the army possesses beyond the base sphere.

**Scout:** If an army with this ability is ambushed, the attacking army must resolve the attack as a normal attack. An army with this ability is unaffected by the feint\*\*\* tactic. An army with at least 3 Scout talents beyond the base sphere negates any bonuses an attacking army would gain from any of the following tactics: expert flankers, false retreat, pincer maneuver\*\*\*.

**Shield:** An army that attacks this army reduces any OM bonuses and damage bonuses from special abilities by 2 (minimum 0). This reduction is applied to the bonuses as a whole rather than individual bonuses and increase by 1 for every 2 Shield talents this army possesses beyond the base sphere.

**Sniper:** An army with this ability ignores up to 2 points of Defense bonus that a defending army gains from terrain or fortifications, plus an additional point for every 2 Sniper talents the army possesses beyond the base sphere. If shooting at an enemy army engaged with a friendly army, you never inflict friendly fire damage.

**Tech:** The army is armed with masterwork weapons, increasing OM and Consumption by 1. For every 2 Tech talents the army possesses beyond the first, the their OM and DV bonuses increase by 1.

**Technomancy\*\*:** The total bonuses granted from equipment, the Pilot sphere, and the Tech sphere to enemy armies engaged with this army is reduced by 2. These penalties increase by 1 for every 2 Technomancy talents beyond the base sphere that this army possesses.

**Telekinesis:** The army gains the flight ability and a +1 bonus to DV for every 2 Telekinesis talents it possesses beyond the base sphere.

**Time:** The army gains a +3 bonus to morale checks to change tactics. This bonus increases by 1 for every 2 Time talents it possesses beyond the base sphere.

**Trap:** Each time the army damages an enemy army, reduce the enemy army's OM by 1 (minimum 0). This penalty increases by 1 for every 2 Trap talents the army possesses beyond the base sphere.

**War:** When attacking an army with which it is already engaged, the army gains a +1 bonus to OM which improves by 1 for every 2 War talents it possesses beyond the base sphere.

**Warleader:** The army gains a +2 bonus on Morale checks against fear and routs. This bonus increases by 1 for every 2 Warleader talents the army possesses beyond the base sphere. Alternatively, the army may apply these bonuses to an allied army in the same battle.

**Warp:** The army treats the Defense of fortifications as 1 lower plus an additional 1 lower for every 2 Warp talents the army possesses beyond the base sphere (minimum 0). It automatically succeeds at checks to withdraw and can travel to any hex on the same day (its speed is irrelevant and not hampered by difficult terrain).

**Weather:** Once per battle, the army can create or remove one of the following battlefield conditions: fog, rain, wind. If the army possesses at least 3 Weather talents beyond the base sphere, they may also create or remove sandstorm and snow conditions.

**Wrestling:** The target army takes a -2 penalty on Morale checks to resist a rout or use the withdraw tactic. This penalty increases by 1 for every 2 Wrestling talents the army possesses beyond the base sphere.

\*Pilot sphere included in *Arcforge Campaign Setting: Spheres Left Behind*. Legendary Games © 2019. Included here for completion.

\*\*Technomancy sphere included in *Arcforge Campaign Setting: Spheres of Influence*. Legendary Games © 2018. Included here for completion.

\*\*\*Feint and pincer maneuver tactics included in *Ultimate Kingdoms*. Legendary Games © 2020.



# Chapter 4

## GM Options

### Levels Beyond 20

The Spheres of Power system is somewhat unique from conventional Pathfinder in its ability to sustain high-level play beyond level 20, and one could feasibly run a campaign that rises to arbitrarily high levels. Presented below are some rules that help to facilitate play beyond 20th level.

**Class Progression:** Class progression functions much as it does prior in normal level 1-20 gameplay, with characters gaining Hit Dice, improved saving throws, improved caster level, and improved base attack bonus as they level up. Characters continue to gain an ability score increase at every 4th Hit Die and a feat every odd Hit Die. If a character takes multiple classes without exceeding 20 levels in any of them, no special rules are needed in order to facilitate their continued development.

#### Reigning in Scaling

If GMs feel that extremely high levels of play create issues of extreme math, there are several measures that they may take to stop the players' numbers from reaching excessive levels. Some or all of the stopgaps below may be implemented in a game.

- **Halted DC Scaling:** Caster level increases from character levels beyond 20th do not increase the character's bonus on attack rolls, CMB, CMD, or save DCs of their abilities. They still increase the effects of feats and talents which scale off of caster level (such as the number of traits granted through shapeshift and the damage of a destructive blast).
- **Halted Attack Bonus Scaling:** Base attack bonus gained from character levels beyond 20th do not increase the character's bonus on attack rolls, CMB, CMD, or save DCs of their abilities. They still increase the effects of feats and talents which scale off of the base attack bonus (such as Power Attack and the berserking ability of the Berserker sphere).
- **Halted Saving Throw Scaling:** A character's base saving throws do not increase from levels gained beyond their 20th.
- **Halted Skill Scaling:** A character may not gain more than 20 ranks in a single skill.

If a character wishes to take more than 20 levels in a single class, the following guidelines should be used to organize their continued progression

- Hit Dice, base attack bonus, saving throws, MSB, MSD, and magic or combat talents gained should continue to progress at the same rate. For example, a 24th-level

Armorist would have a 24d10 Hit Die, a base attack bonus of +24, a caster level of 12, 12 magic talents from levelling up, a Reflex saving throw bonus of +8, and Fortitude and Will saving throw bonuses of +14.

- A character should continue to gain bonus feats and bonus talents as their class would. For example, a thaumaturge would gain bonus feats at 24th level, 28th level, and every 4 levels thereafter while a conscript would continue to gain bonus talents at every odd level. If these bonus feats are traded out for selectable options by an archetype, the character continues to gain more of those selectable options in place of bonus feats. If a character loses a variable number of bonus feats as a result of selecting specialization, **Table: Specialization Exchange Beyond Level 20** should be consulted to determine which bonus feats are lost.
- A character should continue to gain arsenal tricks, bestial traits, or other selectable options at the same rate they gained them previously (for example, a shifter would gain an additional bestial trait at level 22 and every even level thereafter). This does not allow a character to select more selectable options that are only accessible at 20th level (for example, a level 22 alchemist would not be able to select a second grand discovery).
- If a class ability grants a set numeric bonus at a regular rate, it should continue to progress at that rate and ignore any maximum values normally imposed upon the ability. For example, a thaumaturge's bonus from forbidden lore would improve to +7 at 21st level and would increase by an additional +1 every 4 levels thereafter.
- Class abilities based on uses per day continue to gain new uses at regular intervals corresponding to when they did so in previous levels. For example, a 22nd-level symbiote could use psionics for 46 rounds per day and a 25th-level blacksmith's polish maintenance could reflect 6 rays per day.

**Table: Specialization Exchange Beyond Level 20**

Specialization Points	Lost Bonus Feats
1	30 and every 10 levels thereafter
2	26 and every 6 levels thereafter
3	All levels not divisible by 4
4	All levels not divisible by 8
5	All bonus feats lost



**Wealth by Level Progression:** A character's expected wealth at a level beyond 20th is equal to 110 gp x the character's level to the power of 3 (1,018,710 gp for 21st level, 1,171,280 gp for 22nd level, etc.). A heroic npc's expected wealth at a level beyond 20th is equal to their level to the power of 4 (194,481 at 21st level, 234,256 at 22nd level, etc.).

Level	Experience Point Total			Wealth	
	Slow	Medium	Fast	PC	NPC
21	1,944,810	1,264,127	9,724,05	1,018,710	194,481
22	2,342,560	1,522,664	1,171,280	1,171,280	234,256
23	2,798,410	1,818,967	1,399,205	1,338,370	279,841
24	3,317,760	2,156,544	1,658,880	1,520,640	331,776
25	3,906,250	2,539,063	1,953,125	1,718,750	390,625
26	4,569,760	2,970,344	2,284,880	1,922,360	456,976
27	5,314,410	3,454,367	2,657,205	2,165,130	531,441
28	6,146,560	3,995,264	3,073,280	2,414,720	614,656
29	7,072,810	4,597,327	3,536,405	2,682,790	707,281
30	8,100,000	5,265,000	4,050,000	2,970,000	810,000

## Optional Rule: Mythic Levels

One option for epic levels is to use mythic tiers as a replacement for class or a distinct class option. When a character would reach a milestone or gain enough experience points, they may choose to gain either a level or a mythic tier.

This rule may only be available up to a certain mythic tier or after a character has gained a certain number of levels and may serve as an alternative to gaining levels normally after a certain point.

## Epic Boons

Although certain worlds may benefit from theoretically infinite power ceilings that allow characters to accrue any number of levels, a lot of GMs may wish to impose certain stopping points at which characters can no longer develop their powers through experience. The maximum level a character may be able to reach could be 20, 30, or perhaps a lower level such as 10 or 6 in a more down-to-earth setting. Epic boons is a system designed for GMs who wish to continue rewarding adventuring characters without bestowing new levels.

Whenever a character earns enough experience to level up to the next level beyond their maximum level or reaches a milestone in their adventure where levelling up would be appropriate, they instead gain a single epic boon of their choice. A character can gain any number of epic boons and each epic boon costs the same as the first (for example, a character whose max level is level 10 and uses medium experience point progression would gain a new epic boon for every 50,000 experience points they earn). Epic boons need not be spent immediately and can be saved.

Generally, epic boons should not be sufficient to increase a creature's CR on their own. They are not intended to replace the levels which exceed a character's maximum, but rather to

supplement their existing strength. If a GM feels that a character's epic boons make them sufficiently more powerful than they otherwise would be, it is advised that the character's CR or effective level be increased by 1 point for every 5 epic boons they possess.

In a game beyond level 20, GMs may rule that epic boons can be taken in place of the feats that characters would gain at 21st level and every odd level thereafter. Epic boons gained in this way should not increase a creature's CR on their own.

Epic boons are as follows. Epic boons can generally be selected any number of times so long as the character meets the prerequisites for it.

**Additional Ability Uses:** The character gains the ability to use one class ability which is limited in its uses per day 2 additional times per day or 1 additional time per day if they could otherwise only use it once per day. If the uses of the ability are instead counted in rounds, the character instead can use the ability for 6 additional rounds per day.

**Bonus Feat:** The character gains a single feat as a bonus feat.

**Cosmic Favor:** The character gains a +2 sacred or profane bonus (your choice) to a single ability score. This epic boon can be selected up to twice for each ability score, its effects stacking to a maximum of +4 to each ability score.

**Mythic Feat:** The character gains a single mythic feat as a bonus feat. A character must have at least one mythic feat to select this epic boon.

**Template:** The character gains a template of their choice (subject to GM discretion), spending 5 epic boons for every +1 by which their template would increase their CR (minimum 5 epic boons). Unlike other epic boons, this boon should always increase the character's CR.



**Unorthodox Technique:** The character adds an ability score modifier of their choice to either AC or a single saving throw of their choice. This ability cannot be used to apply a third ability score modifier to a stat that is already affected by two or more ability scores (for example, a character with the paladin's divine grace class feature could not select this epic boon to add Strength to their Reflex save modifier, as they are already adding both Dexterity and Charisma).

**Wealth:** The character gains valuables or assets equivalent in worth to 1/5 of their expected wealth for their level (for example, 6,600 gp for an 8th-level character or 176,000 gp for a 20th-level character). Should the character gain additional levels later on, this benefit scales up to match an equal percentage of their new expected wealth by level.

## Character Legacies

In a world with many adventurers, there will inevitably be a few who survive long enough to achieve tremendous power and retire from their adventuring days. In most settings, such characters simply vanish from the lore, assumed to have died uneventfully or to be out in remote corners of existence. Many players and GMs may feel this exit to be inadequate in light of everything the character has done. The following section outlines several options for retired characters' legacies, each of which comes with a special trait which is open to all characters. These traits have a unique category known as legacy traits and can be selected in any campaign which takes place after a previous PC retired and left behind the corresponding legacy. Similar to campaign traits, legacy traits are designed to be more powerful than normal traits to reflect the impact. At a GM's discretion, campaign traits from completed campaigns in this setting can also be treated as legacy traits, exemplified by that adventure being successfully completed and those characters spreading their legacy.

### Ascension

The character's efforts were noteworthy enough to make higher powers take notice. As a reward or perhaps an acknowledgment of their abilities, the character has entered the halls of the gods and founded a religion of their own. Objects and locations significant to the character's development may become sacred relics or holy sites while those who served under the character may become their clergy. Future characters may worship this character or even draw their magic from them.

**Disciple of the Hero [Combat, Legacy]:** Once per day, when you miss on an attack roll or fail a magic skill check to bypass spell resistance, you may reroll the attack roll or check. You must take the second result even if it is lower.

### Dynasty

When their life of adventuring finished, the character started a family in some capacity. These descendants carry the prestige or burden of one or more legendary parents, many feeling an obligation to live up to their storied ancestors. Alternatively, a character may have died and been reincarnated in a new vessel,

starting their adventuring career over in a new lifetime. In either case, future characters may bear an association with the character that is inherent to their being somehow.

**Big Shoes to Fill [Legacy, Social]:** Whenever you take a level in your favored class, you gain either +1 hit point or 1 additional skill point over and above what you would normally gain. You cannot select a favored class bonus that is the same as one you have already selected (for example, you cannot gain +1 hit point if you already gain +1 hit point from your favored class).

### Final Mission

After their primary goal was completed, the character struck out on their own to right some wrong that they could not before. In this pursuit, they vanished from existence, perhaps dead or trapped somewhere. Their sacrifice is not forgotten, however, and it is possible that the character may have created a righted world which they could never enjoy. Future characters may remember the character's deeds and perhaps seek to emulate them.

**Honor the Fallen [Combat, Legacy]:** Choose two from the Fortitude, Reflex, or Will saves. You gain a +1 trait bonus to those types of saving throws.

### Isolation

For everything the character accomplished, they understood that threats would re-emerge further down the line. Thus, they retreated into some form of magical or technological isolation, prepared to return in the time of greatest need. Future characters may be waiting for the character's return, seeking them out to uncover their secrets, or preparing to join them in the final confrontation.

**Readied Blade [Combat, Legacy]:** Choose one type of weapon used by the character who created this legacy. You gain a +1 trait bonus to attack rolls and combat maneuvers when using a weapon of that type. In place of a weapon, a character may choose a single magic sphere, in which case they gain a +1 trait bonus to attack rolls and combat maneuvers created by effects from that sphere.

### Mentorship

The character lives on through their students, becoming a teacher or scholar to spread their knowledge. The lessons learned through adventuring are disseminated across the next generation under the character's watchful gaze. Future characters may have studied under the character or read their works.

**Wisdom of the Master [Legacy, Social]:** Choose a skill used by the character who created this legacy. This skill is considered a class skill for you. In addition, you gain a +1 trait bonus to that skill.

### Rulership

Unwilling to retire into obscurity, the character enters the world of politics to become a powerful ruler. Their reign as a benevolent philanthropist, pragmatic tactician, or brutal tyrant becomes a longstanding fixture of many histories in



the generations to come. Future characters may grow up in a nation shaped by the character's rule or study the character's methods in the hopes of replicating their success.

**Raised in Prosperity [Legacy, Regional]:** Your starting wealth increases to 400 gp. You treat settlements as one size larger for the purpose of determining the base value of the settlement.

### Survived by Works

The character was a renowned crafter, scribing wondrous texts or fabricating incredible creations. Long after their death, their works still remain as cultural touchstones or valuable tools coveted by many. Future characters may seek out the character's creations to learn their secrets or perhaps create their own wonders.

**Crafter's Lessons [Legacy, Magic]:** Whenever you craft a magic item, you reduce the time required to make the item by 15%.

### Transformation

Not only has the character moved beyond adventuring, they have also transcended their physical form. They could exist as a spirit of nature, an indomitable construct exploring the extreme reaches of existence, a powerful outsider working among the planes, or a nightmarish undead studying in a remote crucible. Future characters may seek to emulate the character's transformation or perhaps to slay them.

**Guided Magic [Legacy, Magic]:** You gain a +2 trait bonus on all concentration checks and may reduce any spell failure or wild magic chance on your magic effects by 10% (minimum 0%).

## Variant Rules: Distinct Magic Types

In many mythologies, stories, and RPGs, magic takes on a variety of forms which may be incompatible with each other. From psionics-vs-wizard power struggles to warriors of light fighting against corrupting dark magic to mage factions each working to bend reality to their own ideal shape, the concept of distinct or incompatible magic types has been utilized in numerous RPGs and settings and is rife for storytelling possibilities. Hence, it may be of interest for GMs to integrate into their worlds.

*Ultimate Spheres of Power* acknowledges the distinctions that GMs may wish to implement between the arcane, divine, and psychic forms of magic while providing guidelines for creating new categories of magic in a setting. This section expands upon the concept of distinct magic types by providing additional methods one might use for distinguishing between magical traditions. Several new rules are provided to make magic types more distinct from each other, drawing upon separation mechanics utilized to create distinct reality manipulation

mechanics in older editions of the world's most famous role-playing game.

## Exclusive Options

An easy method of distinguishing between magic types is giving each type of magic a collection of abilities that only they can utilize. For example, a magic type based on manipulation of souls and spirits may be the only one which gains access to the Death and Life spheres or a magic type which manipulates causality may be the only one to access talents such as Divine Future or Tug Fate. If a GM does not wish to be too restrictive to character concepts, they may choose only to restrict advanced talents to specific magic types; any spellcaster can learn to heal, but only those with a special connection to the netherworld can resurrect the dead.

Feats and classes might similarly be made exclusive to specific types of magic. Perhaps the control needed to use Maximize Spell requires a studious understanding of the arcane or access to a special underlying "code" that one modifies to utilize their magic. All soul weavers or dread crusader mageknights may utilize a single magic type built around the manipulation of spiritual energy. As classes and archetypes are often designed to accommodate a broad index of potential characters, these sorts of restrictions should be utilized more cautiously than tradition, feat, or talent limitations.

The final method of granting unique options to each type of magic would be to offer each of them distinct casting traditions, boons, or drawbacks. Casters who draw powers from otherworldly pacts may be the only ones to gain the Bound Companion boon. Meanwhile, all characters who draw power from a corrupting magic may possess the Addictive Casting and Witchmarked drawbacks. The Incompatible Energies drawback and Alien Source boon are particularly effective at conveying distinctions between different types of magic, conveying the gulf between the functionalities of different magic types.

There may even be multiple Alien Sources in a setting that characters can draw from, each of which are mutually exclusive from one another (for example, there may be separate Alien Source (outer planes) and Alien Source (psionics) boons which do not count as each other for the purpose of targeting effects created by the other).





## Racial Ability Interactions

Certain racial and monster abilities may only affect creatures that use a certain magic type or may affect different magic types differently. Examples of this include the wyrmwraith's divine dispelling ability and the elf's arcane focus racial trait. These abilities may be similarly restricted to only affect (or not affect) certain magic types that exist within your world.

## Divergent Skills

GMs wishing to distinguish the fundamentals of different magic types may assign separate skills for each type of magic. Rather than using Spellcraft to craft and identify the functions of all magic types, a specific Craft or Knowledge skill is used for each type of magic in the setting. For example, a character may use Knowledge (arcana) to craft magic items using draconic magic while using Knowledge (religion) to identify an effect created with holy magic.

## Non-Transparency

If a GM wishes for different magic traditions to be especially distinct, they may grant the Alien Source boon to all casters as a bonus boon, using multiple Alien Sources such that all casters struggle to manipulate magic that is not of their own type (unless they possess feats such as Harmonic Counter or Harmonic Resilience).

GMs wishing to take these discrepancies even further may apply full non-transparency to a setting, in which case casters with the Alien Source boon ignore all spell resistance, magic suppression effects, and Counterspell attempts which come from magic types other than their own (creatures with natural spell resistance should have a specific magic type assigned to them for the purpose of determining what kind of magic they obstruct).

## Hybridization

Certain unique casting traditions may count as multiple types of magic for the purpose of determining their effects. Alternatively, a character may combine multiple casting traditions using the Arcane Fusion feat or similar abilities. In such cases, the magic type of the effect is considered to be whichever magic type is more favorable for the caster.

## Options

The following options are designed for worlds that use unique types of magic.

### General Drawbacks

#### Anathematic Magic

Your magic is weakened by the presence of foreign forces. When a creature is capable of using a different magic type or

is under the effects of a sphere effect of a different magic type, your caster level is considered 2 lower for the purpose of all effects which target that creature. This drawback should be allowed at GM discretion, as not all settings may have separate categories of magic with which this drawback might operate

### Mana\* Sphere Drawbacks

#### Type Limitation

Your capacity to manipulate supernatural forces is constrained to a certain facet of magic. Choose a type of magic such as arcane, divine, psychic, or psionic. Against magic effects and casters of types other than your chosen magic type, your Mana sphere abilities have their magic skill check value and caster level reduced by 4.

\*Mana sphere found in *The Initiate's Handbook*.

## Feats

### Erratic Power (Wild Magic)

**Prerequisite:** Casting class feature.

**Benefit:** When casting a spell or sphere effect, you may increase your wild magic chance for the effect by 50% to change its magic type to a random type which exists within the setting. To determine the type of magic, roll a die such that each type of magic has an approximately equal chance of being selected for this ability (a sample table for a world with six types of magic is detailed below).

D6 result	Magic type
1	Arcane
2	Divine
3	Psionic
4	Psychic
5	Shadow
6	Temporal

### Magical Inurement

**Benefit:** Choose a single type of magic. You gain a +2 competence bonus to all saving throws against magical effects of that type.

**Special:** You may select this feat multiple times, each time applying it to a different type of magic. This feat counts as Divine Defiance for all purposes.

### Mutual Anathema (Drawback)

**Prerequisite:** Anathematic Magic.

**Benefit:** While a creature is affected by one of your sphere effects, they take a -1 penalty to their caster level for the purpose of creating any effect from a magic type other than your own.



# Sphere Fields (optional rule)

## Sample Sphere Fields

With more than 22 magic spheres, some settings may wish to compartmentalize magic into a smaller number of wider categories for the purpose of the setting's mythology. For example, a setting may rule that the world-shifting powers of the Nature, Telekinesis, and Weather spheres all stem from a singular source or that the Conjuration, Time, and Warp spheres all operate on a shared set of hyper-dimensional principles. The sphere field rules are designed as a rules space for such distinct "meta-spheres" that GMs may use to thematically categorize magic in a setting, allowing for a more detailed mapping of the trappings of magic or greater compatibility with existing options tied to specific structures of magic.

A sphere field can be made up any number of spheres, usually ranging from two to eight. The totality of sphere fields should encompass all magic spheres used in a setting. Some spheres may reside in multiple sphere fields or possibly have their abilities split between multiple sphere fields (for example, (space) talents may be in a separate sphere field from other Warp sphere effects).

The following options are designed to be used in conjunction with sphere fields. It should be noted that these options grow in power the more spheres are consolidated into a single sphere field.

## Feats

### Sphere Field Focus

**Prerequisite:** Sphere Focus (any sphere).

**Benefit:** Choose one sphere field that includes a sphere for which you have selected the Sphere Focus feat. The benefits of the Sphere Focus feat apply to all spheres within that sphere field.

**Special:** This feat may be selected multiple times, each time selecting a different sphere field.

## Implement Special Abilities

### Field Mastery

The implement provides an enhancement bonus to all spheres of a specific sphere family, chosen when this special ability is gained.

**Aura** as all spheres within the sphere family; **CL** 10th; Craft Implement Of Power, the crafter must have access to all of the spheres to be enhanced; **Cost:** +3 bonus

### The Arcane Schools

Abjuration (Mana, Protection)  
Conjuration (Conjuration, Creation, Nature, Warp)  
Divination (Divination, Fate)  
Enchantment (Fallen Fey, Mind, War)  
Evocation (Destruction, Telekinesis, Technomancy\*)  
Illusion (Darkness, Illusion, Light)  
Necromancy (Blood, Death, Life)  
Transmutation (Alteration, Bear, Enhancement, Time, Weather)

### The Dark Traditions

Correspondence (Warp)  
Entropy (Death, Fate, War)  
Forces (Destruction, Light, Nature, Weather)  
Life (Alteration, Bear, Blood, Life)  
Matter (Creation, Enhancement, Telekinesis)  
Mind (Divination, Illusion, Mind)  
Prime (Mana, Technomancy\*)  
Spirit (Conjuration, Dark, Fallen Fey)  
Time (Protection, Time)

### The Psionic Sciences

Clairentience (Divination, Fallen Fey, Fate, Technomancy\*)  
Metacreativity (Conjuration, Creation, Dark, Enhancement, Nature)  
Psychokinesis (Destruction, Light, Mana, Protection, Telekinesis, Weather)  
Psychometabolism (Alteration, Bear, Blood, Death, Life)  
Psychoportation (Time, Warp)  
Telepathy (Illusion, Mind, War)

### The Trifold Ascendancies

Invention (Conjuration, Creation, Dark, Death, Destruction, Light, Nature, Weather)  
Mentalism (Divination, Fallen Fey, Fate, Illusion, Mind, War)  
Variation (Alteration, Bear, Blood, Enhancement, Life, Mana, Protection, Technomancy, Telekinesis, Time, Warp)

\*Technomancy sphere included in *Arcforge Campaign Setting: Spheres of Influence*. Legendary Games © 2018. Included here for completion.

## Spheres Gestalt (optional rules)

Gestalt is a variant of traditional Pathfinder meant to represent characters with a wider variety of powerful abilities than normal. Originating in an earlier version of the world's most popular tabletop roleplaying game, gestalt has been adapted by many GMs to other systems in their own way.

In this campaign variant, characters functionally gain two classes at each level and gain the best aspects of each. In many ways, it is similar to multiclassing, but characters gain the full



benefits of their classes at every level. If the two classes have aspects that overlap (such as their Hit Dice, base attack bonus progression, saving throws, or specific, non-spell class features available on more than one class such as sneak attack or uncanny dodge), you gain the better version of each. A gestalt character also retains aspects that do not overlap.

This rule is especially effective when a game has three or fewer players in the group - or when players like the complexity of characters with multiple classes and want characters with enhanced power. This rule should only be used if every PC in the campaign is using it. Note that gestalt almost always results in complicated characters, and these complications may overwhelm new players, so experienced GMs and players should actively offer help to any members of a group who are struggling with these rules.

It is inadvisable to use gestalt to create particularly powerful characters unless everyone at your table agrees to do this, particularly in low-player games. Instead, we suggest spreading your talents out to fit multiple character roles and being able to do more things, rather than the same thing but better.

**Note On Powerful Characters:** While it is possible to make an unusually powerful character with the gestalt rules, this is a bad idea unless everyone at the table is in agreement. The main reason for this is that not only is it more challenging for the GM to create foes that are enjoyably challenging for everyone, but other people at the table may feel left out or even irrelevant if somebody uses specific power combinations to make themselves drastically better than anyone else. In other words, even if something is rules-legal, it may be inappropriate.

This ultimately varies by table, but in general, a key aspect of good gestalt play is knowing how and when to hold back. You do not need to run at maximum power all the time, and in fact probably should not do so. By willingly holding back to match the rest of your party, you can retain options for tough situations while still ensuring the other people you are playing with have fun. This is a social game, and making a character that is appropriate for the social dynamics and expectations of your group is just as important as making a character you enjoy playing. (Of course, if your table likes going full throttle all the time, do that! The point is that whatever you do, you should try to ensure that everyone at the table is having fun.)

## Building A Gestalt Character

To make a 1st-level gestalt character, choose two classes from those the GM is accepting in a campaign. (You can also choose any variant classes and archetypes, though you cannot combine two versions of the same class.) Build your character according to the following guidelines.

**Hit Dice:** Choose the larger Hit Die. For example, an armorer/incanter would use d10 as their Hit Die and have 10 hit points (plus Constitution modifier) at 1st level.

**Base Attack Bonus:** Choose the better progression from the two classes.

**Base Saving Throw Bonuses:** For each save bonus, choose the better progression from the two classes. For example, a 1st-level gestalt conscript/striker would have base saving throw bonuses of Fortitude +2, Reflex +2, Will +0 — taking the good Fortitude and Reflex saves from their classes and remaining with a low Will save because neither grants that. Meanwhile, a 1st-level gestalt striker/thaumaturge would have base saving throw bonuses of Fortitude +2, Reflex +2, Will +2.

- When using the fractional base bonuses rule from *Pathfinder Unchained*, a character uses the better of the two possible fractional bonuses from their two classes.

**Class Skills:** Take the number of skill points gained per level from whichever class grants more skill points, and consider any skill on either class list as a class skill for the gestalt character. For example, a gestalt soul weaver/technician would have 6 + Intelligence modifier skill points and all class skills from both classes.

## Class Features

A gestalt character gains the class features of both classes. A 1st-level gestalt elemental/eliciter, for example, gets the casting class feature with all magic talents (+2 bonus talents), a spell pool, weave energy, enchanter, fascinate, hypnotism, and persuasive. Class- and ability-based restrictions (such as the alignment requirement for the warrior of the holy light mageknight archetype) apply normally to a gestalt character, no matter what the other class is.

A gestalt character follows a similar procedure when he attains 2nd and subsequent levels. Each time he gains a new level, he chooses two classes, takes the best aspects of each, and applies them to his characteristics. A few caveats apply, however.

- Class features that two classes share accrue at the rate of the faster class, except for sphere talents, which the character always gains the full amount of for both classes.
  - ◊ In gestalt games, the sage's ki pool does not stack with any other ki pool from class features. It is essentially a spell pool and should be treated mainly as that, despite the name. Also, the sage's ki should not interact with magical items that affect ki usage without explicit GM permission (unless those items were published specifically for Spheres of Power games). Certain items can allow extremely powerful exploits, and this is not the intended usage of the rules.
- Sphercasters only get the two bonus talents one time.
- Gestalt characters with more than one Spheres class combine their talents (and spell pools, if applicable) and use the higher of their caster and/or practitioner levels. Note that classes that give access to certain spheres at a higher level (such as the shifter using their class level, rather than caster level, for the Alteration sphere) still cannot get a 'basic' power level with that sphere higher than what a High-Caster could. In other words, a 5th-level incanter/shifter would only have CL 5th with the Alteration sphere.
  - ◊ For spell pools, this means that you should calculate each spell pool separately (from level, ability mod, bonuses from boons, etc., but not the Extra Spell Points feat), then add them together. This is a rare



case where a character may effectively be able to add their ability score modifier twice to something, and it is intended for it to work this way.

- Multiple increases to a sphere's effective caster level from getting it as a class ability do not stack. This is most likely to come up when using archetypes. These abilities never intend to offer more than "full" progression, and gestalt characters should respect that intention. For example, a gestalt elemental/incanter would not have their Destruction sphere abilities progress at any rate greater than 1 caster level per character level.
- If you have classes with conflicting casting or practitioner ability modifiers, choose one CAM and one PAM to use for those two classes. (For example, if one class requires you to use Charisma and the other requires you to use Wisdom, you can choose to use either Charisma or Wisdom for both of those classes.) This only applies to the classes you gain at first level. Any classes gained later use their normal casting/practitioner ability modifiers.

◊ In *Ultimate Spheres of Power*, casting ability modifiers are set by casting tradition instead of by class. The guidelines for determining which to use are fundamentally the same as when it is set by class.

◊ This applies separately for each type of modifier. Thus, for example, you cannot make an incanter/striker gestalt to use Constitution as your casting ability modifier.

- Characters with two sphere-casting classes gain twice the number of bonus spell points from their casting tradition (if any).

• A gestalt character can combine two prestige classes or a prestige class and a regular class at any level. Prestige classes that are essentially class combinations - such as the arcane trickster, bokor, mystic theurge, and eldritch knight - may be prohibited or restricted if you are using gestalt classes, because they unduly complicate the game balance of

what's already a high-powered variant (unless they are taking both sides of the gestalt, anyway). Because it is possible for gestalt characters to qualify for prestige classes earlier than normal, the game master is entirely justified in toughening the prerequisites of a prestige class so it is available only after 5th level, even for gestalt characters.

- A gestalt character may trade feats for combat talent progression (under the normal rules in *Spheres of Might* for doing so) even if they have a High-Caster class on one side of the gestalt, but only if they have at least one class that is not a High-Caster at any level. If the character has two High-Caster classes at a given level, that level does not count for the purpose of combat talent progression from trading feats. Remember that this combat talent progression does not stack with class levels that grant combat talents normally - you cannot get extra combat talents for classes that already provide combat talents through this trade.
- Game masters should consider limiting any "combined" powers, such as having a *destructive blast* using the caster level from an incanter added onto a full attack from a mageknight. The best way to do this is by saying that when such things are combined, the magic will only take effect at the lower progression. Because gestalt characters are extremely complicated and many such combinations are situational, we cannot predict all of them. Instead, GMs should review the combos and determine whether or not they are appropriate for the game being run. Players should explain these combos as early as possible - if a GM rejects a particular combo, this makes it much easier to change your planned build.

◊ If a class does not have a caster level, treat their effective caster level as inverse to their base attack bonus. (So high base attack bonus is a Low-Caster, 3/4ths base attack bonus is Mid-Caster, and low base attack bonus is High-Caster.)

- Characters who trade in proficiencies to gain a martial tradition (rather than starting with one) must trade in their proficiencies from both of their classes, even if one of those classes does not use *Spheres of Might*.
- Characters may take up to two extra (discipline) talents (and/or Armor Training) from the Equipment sphere for each martial class beyond the first that they start with, representing their training with additional weapons from a second martial class. GMs may allow a character to gain two extra (discipline) talents even if the second class does not use martial spheres if the backstory, class theme, or character theme justifies it.

◊ As a general rule, all high-base-attack-bonus classes and most 3/4ths base attack bonus classes (except those limited to unarmed strikes) qualify for the extra (discipline) talents, as do all classes that would normally grant a martial tradition or qualify to take a martial tradition by trading in their proficiencies. Equipment proficiencies gained after first level are added normally and are not affected by martial traditions.

- For all circumstances not covered by these guidelines, the GM should use their best judgment.





## Why Combine The Talents Of The Classes?

This decision was made based on the normal multiclassing rules. With vancian casting (traditional system) characters, multiclassing casters does not let you combine caster levels or continue gaining spells. In the Spheres of Power system, combining classes does stack your caster level and the talents you get, and progression continues.

This does mean that a gestalt Spheres character will, on average, have more talents at a high level than normal characters could. This is particularly true for spherecasters. However, the action economy limits of the system mean that even if a character knows more spells, they cannot use all of them at once. This prevents them from being too strong at any given time.

## What If I Want To Split Talents/Tradition By Class?

Go ahead and do so! The Spheres of Power system is nothing if not flexible. This works particularly well when you want to have a character with multiple traditions/training. For example, an incanter/soul weaver might be created as an “arcane casting/divine casting” character who represents both techniques, and views them as separate sets of powers within the game world. The guidelines here are...

- All passive effects remain on. You are (usually) not choosing which set of talents is active at any given time.
- Spell pools are separated and only get their normal increase from casting traditions.
- Each sphere (martial or magical) is locked to one of your classes, except for the Equipment sphere (which any character that has access to martial talents can take). For example, if you take the Berserker sphere as a conscript, you cannot spend any martial talents as a sentinel in that sphere.
- Practitioners and Champions only begin with one martial focus, even if you have two classes using martial talents.
- With your GM's permission, you may gain one casting tradition for each spherecasting class (applying drawbacks, etc., to bonus spell points, boons, and so on). You may also choose to have the same tradition for both classes. If you gain any boons, they only apply to talents from the class the tradition they are part of is linked to.
  - ◊ The Manifold Spell Knowledge feat cannot be used to increase your normal caster level in any tradition above your character level.
- Practitioners only gain one martial tradition, regardless of the number of martial classes they have.

- ◊ **Why are Practitioners more limited than Spherecasters?** Martial traditions represent a character's initial martial training and will typically cover all of the gear a character wants to use. Most characters stick with 1-2 weapons for their whole career. The extra (discipline) talents should cover things for all but the most complicated builds. Also, martial traditions come with bonus talents - just like spherecasters should not get their two bonus magic talents from the casting class ability more than once, practitioners

should not get free talents from multiple martial traditions. The extra (discipline) talents represent the potentially-useful proficiencies a character would normally have gotten from another class. They are a replacement for what a character would normally have, not a bonus.

- ◊ **What if my personal plot involves fighting in several styles?** Just flavor it that way. Unlike spherecasting (where different casting traditions produce genuinely different casting styles), martial traditions are mainly descriptive beyond the initial talents they offer (which a character may or may not end up using on a regular basis). You do not need multiple martial traditions to roleplay fighting in different styles. (This is especially relevant for armigers.)

## What If I'm Gestaltting Spheres and Non-Spheres?

Keep everything separate, especially casting. The GM should carefully review any powers you plan to stack (such as a powerful melee attack and a full-power *destructive blast*) to ensure they are still appropriate. They may rule that you cannot combine certain things, or that there is a limit on that, even if it is otherwise “legal”.

Remember that Spheres of Power has many ways to increase your caster level. It is not necessarily inappropriate to combine an attack (or other action) with a magical effect that has a CL equal to or greater than the character's class level - in fact, many Champion classes and archetypes can do exactly this. Given the complexity of gestalt builds, this should be evaluated on a case-by-case basis by the GM.

Also, martial traditions replace all of a character's starting weapon, armor, and shield proficiencies.

## Gestalt Combinations

Because the player of a gestalt character chooses two classes at every level, the possibilities for gestalt characters are almost limitless. Here are some sample combinations.

### Conscript//Incanter

The ultimate “Champion”, mixing both of the spheres. More talents than any other class combination could possibly conceive of - by a significant margin - and maximum flexibility in choosing what to get. Truly a “build your own” character.

### Armorist//Blacksmith

Have you ever wanted to be the true master of gear? Well, now you can be - yours and everyone else's! This is a gestalt with full base attack bonus on both sides, which means it is inherently biased towards combat powers - possibly a little too much so. Consider taking at least a few martial and magical talents for non-combat choices.



## Armiger//Thaumaturge

A warrior who focuses on using their weapons most of the time, but knows a small number of spells they can supercharge for incredible effect. This makes magic into a high-risk, high-reward prospect for a character that usually avoids it, and this could play in well with a good tradition and backstory.

## Armorist//Sentinel

Do you want to be unstoppable? Well, no talent combinations actually allow that, but the Armorist can call the right weapons and armor for any situation, with enchantments, and use the Sentinel's incredible tanking powers to survive practically anything. This is quite possibly the most defensive combination available with the Spheres of Power system.

## Elciter//Soul Weaver

You control the living - and the dead. Come to think of it, this could make for a pretty incredible villain...

## Scholar//Technician

You are a master of making things. Regardless of what's going on, you probably have the gadgets and tools necessary to help a party get through things... and if you do not have them, you can make them. This combo works surprisingly well when using scholar for damage (via options like lightning rod knack), and technician for bonus-providing gear instead of weapons.

## Balancing Gestalt Characters

Obviously, this variant results in characters who are significantly more powerful than is standard. But how much more powerful? The simple answer - that gestalt characters are twice as powerful as standard characters — is not accurate. Gestalt characters do not have an advantage in the most important game currency: available actions. Even a character who can fight like a conscript and cast magic like an incanter generally cannot do both in the same round. A gestalt character cannot be in two places at once as two separate characters can be. Gestalt characters who try to fulfill two party roles (melee fighter and spellcaster, for example) find they must split their feat choices, ability score improvements, and gear selection between their two functions.

While a gestalt character is not as powerful as two characters of equal level, a gestalt character is more powerful than a standard character. Hit points will always be at least equal to those of a standard character, saving throws will almost certainly be better, and gestalt characters have versatility that standard characters cannot achieve without multiclassing. Furthermore, a party of gestalt characters has greater durability and many more spell points per day, so they can often take on more consecutive encounters without stopping to rest and recover.

This is not without limits. Some classes are naturally better at combining actions. The GM should monitor things and ensure all characters are still reasonably close to each other with their numbers.

Your players may be excited by the chance to play fighters with powerful tension attacks or spherecasters who can cast any sphere. But as the game master, you know that the only measure of PC power that matters is the comparison with NPC power. By throwing monsters of higher Challenge Ratings at them, you'll still be giving them significant challenges. Gestalt characters look superior compared to standard characters, but that is a false comparison. With this variant, such "standard" characters do not exist.

Here's how to build a campaign that can handle gestalt characters.

## Challenge Ratings

Gestalt characters can obviously handle more opposition than standard characters. The simplest way to compensate for this is to use adventures with tougher monsters. In general, a party of four gestalt characters can handle multiple encounters with a single monster of a Challenge Rating equal to their average level + 1. If the monster poses a challenge because it forces the characters to succeed at life-threatening saving throws, it is even weaker against gestalt characters, who have few or no weak saves. Characters can handle multiple encounters with such monsters at a Challenge Rating equal to their average level + 2. A shambling mound (CR 6) or a medusa (CR 7) would be appropriate average encounters for four 5th-level gestalt characters. If you take this approach, realize that characters gain levels faster than in a typical campaign, because they are gaining experience points as if those encounters were harder than they actually are. You are obviously comfortable with a high-powered game, so faster advancement may be an additional benefit, not a problem. If you rely on published adventures, this is the easiest option.

If the characters are optimized well, and/or you are strong rules to start with (like powerful races and high ability scores), then the party may realistically be able to handle multiple encounters of their average level + 3 as if those were easy fights. It is ultimately up to you to determine what sort of power level you want your game to have.

If you want to keep level advancement at the standard average of thirteen encounters per level, reduce the Challenge Ratings of all the monsters and NPCs in your campaign by 1 (or by 2 if they rely on failed PC saving throws to pose a challenge). The shambling mound and the medusa would both become CR 5 monsters, and the gestalt characters gain levels at the usual rate. Monsters with a Challenge Rating of 1 become CR 1/2, and other monsters with fractional Challenge Ratings have their CRs cut in half (kobolds become CR 1/6, in other words). Many staple low-CR monsters do not work well against a party of gestalt characters, even 1st-level gestalts.

## Adventure Design

Once you adjust the Challenge Ratings, you have one more subtle factor to consider when you design adventures for gestalt characters. You must take into account the greater "adventure stamina" of gestalt characters both when you are preparing an adventure and when you are at the gaming table



running the adventure. Because gestalt characters have more hit points, better saving throws, and deeper casting lists than standard characters, they can safely tackle more encounters in a row before they run low on hit points and spell points.

Gestalt characters can, for example, delve deeply into a dungeon on their first foray, when the dungeon denizens may not be expecting them. The defenders of any site in a site-based adventure cannot rely on wearing out a party of gestalt characters. They have to pose enough of a threat that the gestalt characters retreat because they are worried about their hides, not just because the incanter is almost out of spell points.

In event-based adventures, gestalt characters can wreak havoc with timetables because they have more resources at their disposal. Note that the truly game-altering things are locked as advanced talents, and you may want to limit their availability (except, perhaps, for recovery talents) in a gestalt game to a case-by-case basis.

At the gaming table, you may want to plan longer gaming sessions because rest periods for the characters are natural stopping points for the players, and gestalt characters have fewer rest periods (and this is considering the use of the Spheres of Power systems, which are already good for long adventures). If you do stop in the middle of the action, encourage your players to take careful notes of which class abilities they expend, which talents they have active, and other relevant information. Gestalt characters are complex enough that relying solely on memory is a recipe for trouble. If you use electronics at your table, there are plenty of programs that can help with this.

## NPCs

An important aspect of most campaigns is verisimilitude—which may be built on the notion that everything in the campaign world is obeying the same set of rules. Accordingly, important NPCs in your game should also be gestalt characters. It is probably not necessary to have noncombatant NPCs or inconsequential minions pick two classes, but significant enemies and allies should be constructed as gestalt characters.

## Prestige Classes

The high-powered nature of the gestalt character variant gives you more room to create unique prestige classes. First, you can create narrowly specialized prestige classes, and they'll still be compelling choices for PCs because the characters can simultaneously advance in a regular class while taking levels in the prestige class. Players will not feel shoehorned into a very specific prestige class if they have another class they are also advancing in. Second, you can create truly outrageous prestige classes—but add the additional cost that such classes take up both class choices for gestalt characters. For example, a prestige class that offered a d10 Hit Die, +1/level base attack bonus, three good saves, High-Caster spherecasting, and full martial progression would be completely unbalanced in a standard game. But if it takes up both “class slots” for a gestalt character, it is no more powerful than taking a level in the conscript/incanter gestalt.

## Campaign Pacing

Once it is adjusted as outlined above, a campaign that employs gestalt characters is not that different from a standard campaign. Gestalt characters do not gain access to key campaign-changing abilities faster than their standard counterparts. No gestalt character can use advanced talents under her own power before reaching the prerequisite levels, and many spheres have built-in limits on the number of additional talents that can be active at once.

Gestalt characters get to tackle monsters a level or two ahead of time, but they are still fighting gnolls at low levels, rakshasas at middle levels, and balors at high levels. Perhaps the only noticeable difference in terms of campaign pacing is that gestalt PCs are “something special” from the beginning. They are far more powerful than typical 1st-level commoners even at the beginning of the campaign. Again, this difference only matters for a level or two, because standard 3rd level characters are also far more powerful than 1st-level commoners.

## Understanding Intent

There is no way for any set of rules to predict every possible combination of abilities, including powers that are similar to, but not quite the same as, existing abilities on another class.

When uncertain, follow this rule: Gestalt characters should strive to uphold both the letter and the spirit of these rules. This is why, for example, abilities do not have to be exactly the same in order for the gestalt rules to stop them from stacking. Gestalt characters can already be extremely powerful if players do not hold back when selecting their options, and GMs are free to impose any additional limits they choose in order to manage the power of characters in their game and help ensure that everyone at the table is having fun.





# Universal Magic (optional rule)

One way to create and convey a high-magic world is to give every character at least some sort of access to magic. The Universal Magic optional rules bestow easy access to a variety of supernatural abilities to every character in the setting, allowing everyone from laborers to nobility to perform magical feats without the need for special training or unique resources. Anyone with class levels (not NPC classes) gains bonus class skills, talents, and feats as they gain Hit Dice. Some GMs may wish to give these abilities to monsters as well.

Spellcraft and Use Magic Device are class skills for all characters.

At 1st level, every character gains Cantrips and Basic Magic Training as bonus feats.

At 3rd level, every character gains Advanced Magic Training as a bonus feat. At 3rd level and every 2 levels thereafter, every character gains Extra Spell Points as a bonus feat.

At 5th level and every 4 levels thereafter, every character gains Extra Magic Talent as a bonus feat.

If a class would grant magic talents at rate greater than or equal to the class' caster level progression, they instead grant a magic talent every level (for example, a mageknight using these rules would gain a magic talent every level, while a troubadour or fighter would not experience any change in their caster level progression). If the class possesses the blended training class feature, they may select a combat talent in place of a magic talent. Certain classes may not be appropriate for this enhanced talent progression if their low progression is balanced against full caster level progression (such as the thaumaturge), the ability to alternate talents daily (such as the sphere arcanist), or a class ability which effectively enhances sphere progression (such as a sage's style talents or an antiquarian armiger's mystic bond).

## What is High Magic?

As often as the term is used, High Magic is nebulous as to what it actually entails. Some authors have used it to discuss worlds where gods roam the earth or where mages move mountains with tremendous arcane power, while others have invoked the term to describe a world where every cook bakes bread with magical fire. In either case, it creates a world where magic is a fundamental force that shapes the setting. This section outlines the fundamentals of High Magic and provides guidance on how to integrate it into a campaign.

## Implementation of High Magic

High Magic has been described nebulously so far in this work due to its highly mutable nature. A wide variety of distinct

works can be considered High Magic, their only commonality being the tremendous role that magic plays in the world. A few of the most exemplary traits of High Magic, usable in a variety of combinations, are as follows:

*Active Higher Powers:* Be they gods, archfiends, or cosmic horrors from beyond knowing, the engagement of beings beyond mortal ken can dramatically shape the nature of a world. These powers may have created or reshaped the world in ages past or may wander the lands in disguise, mingling with mortals or forging strange new miracles wherever they travel. Perhaps their role is more indirect, their presence signified by their otherworldly minions/descendants or by the immense power wielded by their followers. The afterlife could be a verifiable element in these worlds, as could the will of the divinities. Adventures in such a world could involve hunting down artifacts or secrets from the time of these ancient masters or perhaps direct engagement with these beings.

*Mighty Heroes and Villains:* High Magic can also mean a plentitude of powerful and high-level characters. Be they historical legends or contemporary forces, the presence of mortals who can move mountains or raise armies from the grave can create a spectacular and high-powered world. In High Magic settings, the exploits of these individuals will likely extend beyond their personal adventures; they may build empires, deliberate with cosmic beings, or rearrange the geography with their conflicts. These mighty individuals may be a scarce count of chosen or a complex society of powerful magic-wielders, but their presence is sure to make the world distinct from our own.

*Routine Magics:* If magic is widespread within a setting, it may be employed as a tool by the populace. A variety of low-level magics may be used to facilitate easy living or anachronistically replicate modern technologies. People may prepare meals with telekinesis, light their houses with fire magic, or communicate with far-off friends using telepathy. Cities may be patrolled by golems while most manual labor is replaced with magic. In a military context, forces may be supplied with magical armaments or flying mounts while besieging impossibly-large fortifications that employ legions of outsiders in their defense. Magic may be understood as an elaborate science or an extensive cultural tradition with a variety of idiosyncrasies. Small displays of magic are not likely to be very impressive to people of this setting, but they may still be wowed by high-level spells or other reality-warping magics the same way we are by incredible scientific discoveries or feats of athleticism.

*Impossible Realms:* The introduction of powerful magic into a setting opens up many doors to strange locales where anything could happen. Gnarled mountains where gemstones grow on obsidian trees and liquid fire flows in rivers, living labyrinths which tunnel for miles below the surface, and crystal castles patrolled by soldiers of living thought are just some of the venues opened up by the introduction of powerful magic into a setting. Even the depths of space or the pits of the hereafter can be opened to players who wish to explore them. These places may be unexplored frontiers or perhaps rival nations, realms of politicking in addition to adventure.



## Why Use High Magic?

Pathfinder is a system built for High Magic adventures, but there are other reasons beyond system for somebody to employ this sort of setting in their games (one could easily just play a more grounded system if they wanted that sort of experience, after all). There are a variety of reasons why High Magic worlds are a beloved venue for role-playing games, with some of the most prominent advantages being explored below.

**Awe:** In a world where the laws of reality are mutable, the only limits on what PCs can encounter are those limits which the GM places themselves. There are plenty of strange and wondrous events which can befall characters in a High Magic world and no end to the locales or creatures which might surprise them. Players may relish in these alien realms due to the escapist nature of exploring them, or perhaps because they wish to push the boundaries of their imagination.

**Legacy:** High Magic is a feature of countless mythologies around the world, with cultures speaking of mighty heroes, active gods, and awesome magics. This legacy has only expanded in modern times, with authors sharing stories that build upon these ancient tales or upon the creations of their contemporaries. Players and GMs may wish to engage with this web of stories through High Magic worlds of their own, expanding upon or reinventing tales or settings they have learned.

**Power:** High Magic adventures tend not to place too many limits on character creation, allowing players to experiment with a variety of potent abilities and create exceptionally powerful adventurers. The immense stakes that come from fighting dragons, overthrowing empires, or challenging gods necessitate that the heroes be similarly incredible. High Magic gives GMs and players a space in which they can claim incredible power and orchestrate grand events as truly legendary individuals.

**Themes:** The systems of magic and society within a world are often guided by the values of their creator, meaning that players and GMs can derive a great deal of catharsis and insight from engaging with these ideas. Ideals such as passion, loyalty, friendship, and love may manifest as world-sculpting forces in a High Magic world, as they have in many ancient and contemporary myths. Stories are often made more meaningful through the ideas they convey, and High Magic allows one to forgo realism and put these themes at the center of the story.

## Genres of High Magic

The presence of High Magic typically translates to an absence of preset or concrete rules. High Magic stories can thus take on a variety of forms based on subjects of agency, theming, setting, and tone. Outlined here are some of the most iconic genres that are best-suited for use in a roleplaying game designed like Pathfinder.

### Absurdity

*"The nimbral child pushed aside their shade-woven hair to survey the room around them. This cathedral seemed to be built of a thousand desiccated bodies, each whispering the secrets of a dozen lifetimes to any*

*passerby naïve enough to listen. This was a place of great age and importance, they thought, which made this pursuit by a legion of ravenous hamsters all the more disconcerting."*

The intercession of High Magic into a story can produce many strange environments and circumstances, the lot of which might cause players to do a double-take on what is actually real. This surreality can be used to comic, horrific, or introspective effect, spitting in the face of preconceived logic at the service of an ideological perspective or emotional resonance. That said, this strangeness need not confound the story completely, and indeed many fascinating tales can be woven in light of these new rules that define the world.

### Epic Adventure

*"The vampire lord reeled as the golem rushed towards him, a clay band wrapping around his pallid throat. His attempt at incantations were muffled by a clap of thunder as the golem's rider raised a shimmering jade sword, the name of his goddess on his lips and a gale of vengeance guiding his swing."*

Epic Adventure is perhaps the most iconic genre of High Magic, a tale of mighty heroes travelling across a wondrous realm of magic, monsters, and mystery in some sort of grand quest. The locales and adversaries available in a High Magic world can provide an endless bevy of engagements for players and thus an immense volume of stories for GMs. What's more, Epic Adventure epitomizes power fantasy, allowing the players to assume the roles of legendary figures capable of changing the world.

### Intrigue

*"Liora sat down to inspect the bauble, a mysterious jewel that had cost her companion an arm. Her patron had crafted this in a bygone age; it contained more of his power than her necklace could ever hope to match. Perhaps it could be employed to ensure his return, to grant him vengeance against the kings who had twice struck him down. Or perhaps its power could be harnessed, giving Liora a chance to claim the title of master for herself."*

Bizarre rules and potent figures are a combination that can produce a variety of mysteries and power struggles. High Magic builds upon the tools of subterfuge and espionage, with divinations and enchantments adding to the many existing tools one might use to claim power or information. When gods, outsiders, or other immortals become wrapped up in these shadowy conflicts for wealth or influence, these games might grow to immense complexity as centuries of bad blood develop between parties.

### X-Punk

*"Jameson tented his fingers as he looked over the tiefling woman. The faint glow in his eyes indicated to her that he was reading her mind, sifting through her memories to get a sense of the crime scene. He leaned back, double-checking his raven figurine to see if it was recording. Now," he began, "what can you tell me about this Rutegan fellow?"*

X-Punk is a catch-all term for genres such as steampunk, biopunk, or magepunk which attempt to replicate modern society or technology through alternate means. Cars and trains may be



powered by magic, planes could be replaced by enhanced dirigibles, magic wands might fulfill the role of firearms. X-Punk stories can be great for social commentary or alternate histories, but they can also work quite well as a way to integrate modern conveniences into a fantastical world. X-Punk elements can also be integrated into a variety of other settings to improve quality of life for characters.

## Variations in Magic

An overlooked decision that every GM needs to make in creating a High Magic world is if magic is varied or unified. Most fantasy tends to be built upon one or two consistent systems of magic, but the medium of roleplaying games often encourages GMs to accommodate more systems for the sake of playstyle variety. Does all magic draw from a single source or are there numerous different vectors by which one might attain magical power? Do these different sources harmonize well with each other or do they conflict in some manner? (These distinctions may be conveyed through the Incompatible Energies drawback or Alien Source boon). Are there abilities unique to different types of magic? Do certain types of magic have specific boons or drawbacks intrinsic to them? Are there advantages to studying multiple types of magic rather than specializing? Do the people of this world create distinctions such as arcane, divine, psionic, or ki-based magic? Finally and most importantly, what sort of dynamics emerge from different cultures employing unique types of magic? Do certain groups attach traditions to specific magical arts or decry certain styles as monstrous? The history and intermingling of different magic systems can form a pillar of a High Magic world. However, a GM should not feel pressured to try and include new types or structures of magic which does not fit into the game they wish to run.

## Practicality, Wonder, and Escalation

For everything said about verisimilitude and consistency, it is important to remember that one of the central appeals of fantasy for players, GMs, and writers alike is the sense of wonder that comes from the impossible. Magic allows participants in a game to experience a world that functions very differently from our own, and while a High Magic setting may render magic commonplace it should also endeavor to keep it spectacular. Spells, magic items, and other displays of the supernatural should be distinctive and exciting. Using a ritual to send a message across a country should be presented with more mystery and ceremony than a telephone call might in a modern setting (or perhaps it could be comically mundane). Magic should be widespread enough to be practical but at the same time alien and wondrous enough to encourage players to explore it.

At the same time, the biggest pitfall that a High Magic world can fall into is that of escalation. Many writers feel the need to continually wow their audience with bigger monsters, stronger spells, or more ancient evils to the point where much of what the audiences originally enjoyed about the world is rendered irrelevant by “Spectacle Creep”. Rules or structures may be broken so often in a setting that the audience may forget that such grounds even existed in the first place. Setting clear

and consistent limitations on how strong beings can become or what magic can accomplish is the most effective way to combat this problem. If new elements absolutely have to be introduced later on in a world’s story, they should be utilized in ways that complement and develop existing systems without replacing or detracting from them. Consistent expectations and patterns can accomplish a great deal in keeping players engaged and should always be scrutinized in a world built for interactive play.

## High Magic Considerations

When magic becomes commonplace or at least widely influential, its effects will likely ripple far beyond the PCs. If spells and magic items are reasonably accessible to many people, the following elements and changes should be considered for your world.

### An Able Populace

If an economy is shaped by magic items or a war by magical creatures/armaments, the affected populations are likely to possess the increased training needed to deal with these challenges. If a nation has a history of being assailed by demons, its military and constabulary may be composed of mid-level or even high-level characters whose arsenal includes holy and cold iron weaponry. Craftspeople such as smiths or seamstresses likely possess item creation feats and perhaps some spell-casting ability for quick maintenance work. Certain remote settlements may still exist without magical technologies, but they are likely to employ at least one or two magic items taken from travel or trade and would likely be considered destitute by the rest of the setting.

In an environment such as this, low-level adventurers may not be seen as inherently exceptional in the same manner as they might in lower-magic settings. A level 1 character may not even be considered a fully-fledged adult by much of the world, with most academies graduating their members at a level no lower than 3. Even a successful team of low-level bandits might be considered horrifically destitute due to their inability to afford magic items. NPC classes such as adept, expert, or warrior are likely nonexistent in such a world of capable individuals, with most NPCs likely possessing class levels that reflect their profession. NPC wealth by level may even match that of PCs to reflect the resources that the general population has access to. Rather than inherently superior abilities, PCs are likely to be distinguished by their willingness to risk life and limb on adventures.

### Magic Infrastructure and Industry

Widespread access to supernatural forces may lead to their exploitation in more civilian contexts. The Creation, Nature, and Telekinesis spheres could expedite construction and



agriculture immensely while the Warp sphere radically alters the transportation of people and materials. If GMs wish to take their High Magic world in this direction, there are a wide variety of ways that commonplace magic can be implemented.

Those who can afford magic items will likely use them in a variety of ways, utilizing charms to increase their vocational skills or keeping wash basins that continually clean and refill themselves. Undead, animated objects, or conjured creatures may be used as servants or laborers, perhaps replacing flesh-and-blood mortals in such roles. On a larger scale, buildings and roads may be maintained with magic items that regularly cast *repair* or clear blockages. Entire cities may be designed around powerful magic items that provide a special benefit to those nearby. Such mechanisms also offer new vulnerabilities and adventure options; perhaps explorers delve into an abandoned city in order to steal some of its magical infrastructure.

As such civilian applications of magic items tend not to contribute much to a character's power, it is advised that such items not count towards a PC or NPC's WBL. This restricted metric of wealth is built on the expectation that most if not all of a character's expected wealth by level will be allocated towards amplifying their combat and adventuring abilities. A separate pool of wealth, perhaps one that could be more easily adjusted through engagements such as downtime or the Profession skill, may be appropriate for civilian magic items.

Some GMs may not wish to see their settings radically transformed by industrial or civilian magic, preferring to maintain a veneer of antiquity. In such cases, the unexplained and alien nature of magic may work to tighten its use and prevent its spread. Perhaps the concentration of magic in an arcane metropolis or undead-worked plantation triggers wild magic events that render such endeavors dangerous. Perhaps the populous is superstitious or ignorant about magic to the point where they do not like magic items in their home. Perhaps the earthly or extraplanar powers that be are interested in preserving developmental stasis, sending their forces to stop any attempts at pushing society forwards. The caveat to playing in a world with such restrictions is that a GM should be upfront about it with their players, else they risk a conflict of expectations.

## High Magic Economies

When magic items are involved, most conventional currencies become so inflated as to become meaningless. Players will often spend a king's ransom to get an additional +1 bonus to AC or saving throws, a fact which not only raises questions about the economic functionality of most settings but makes the math for purchasing equipment needlessly complex.

In a setting where magic items are commonplace or where materials can be created magically, the gold piece value may no longer make sense. To simplify the math of purchasing equipment or perhaps to even out the economy such that the wealth of the PCs is not absurdly high compared to everyone around them, GMs may wish to create new forms of currency which do not mandate purchases in millions of dollars worth of gold.

**Arcus:** An Arcus (plural Arcus) is worth 25 gp, the selling cost of the most basic scroll. An Arcus typically takes the form of a magically-fortified paper note with a special enhancement designating it as valid currency. GMs who wish to simplify purchases in a world while still clarifying expenditure of resources by the PCs may set the cost of all goods and services below 25 gp at a cost of 1 arcus, perhaps bundling multiple items together so as to make purchases of supplies simpler.

**Nobilis:** A Nobilis (plural Nobile) is worth 1,000 gp or 40 arcus, the selling cost of basic charms such as *capes of resistance* +1. Nobile may also take the form of magically-fortified paper notes but could also be finely-decorated coins or ornate talismans. Nobile may also have certain wards placed upon them to make stealing difficult, adding 5 to the DC of Sleight of Hand to pickpocket them.

Further easing the infrastructure of money within a high magic setting may be the introduction of banks, credit systems, and payment orders. Such structures have existed in various real-life cultures since antiquity and could save characters the trouble of having to carry tremendous amounts of currency with them when travelling.

**Table: Wealth by Level in New Currencies** details the amount of Arcus or Nobile that characters should have at various levels.

**Table: Wealth by Level in New Currencies**

Character Level	WBL (gp)	WBL (Arcus)	WBL (Nobile)
1	By class	4	.1
2	1,000	40	1
3	3,000	120	3
4	6,000	240	6
5	10,500	420	11
6	16,000	640	16
7	23,500	940	24
8	33,000	1,320	33
9	46,000	1,840	46
10	62,000	2,480	62
11	82,000	3,280	82
12	108,000	4,320	108
13	140,000	5,600	140
14	185,000	7,400	185
15	240,000	9,600	240
16	315,000	12,600	315
17	410,000	16,400	410
18	530,000	21,200	530
19	685,000	27,400	685
20	880,000	35,200	880



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# The High Magic Handbook

Witness the grand potential of magic unbridled! The high magic handbook offers options for Players and Game Masters to suffuse their settings with tremendous miracles, offering insights into the ways magic might sculpt the world.

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