

Spheres Apocrypha: Cohorts and Companions





COHORTS AND COMPANIONS

This apocrypha deals with companions. From summonable creatures, cohorts, or effects related to companions (such as storing them and their stuff), this apocrypha offers options for many.

WARP SPHERE ADVANCED TALENTS

EXTRADIMENSIONAL (APACITY

Prerequisites: Warp sphere (Extradimensional Storage).

You increase the maximum amount of material you can store at once using Extradimensional Storage by 50 pounds per caster level. You may select this talent multiple times, each time increasing the maximum amount of material carried by 50 pounds per caster level.

EXTRADIMENSIONAL TORPOR (SPACE)

Prerequisites: Warp sphere (Extradimensional Storage).

You gain a permanent extradimensional space that can be used to store creatures in a state of a deep trance. This space may store up to 6 creatures at once, plus an additional 1 for every 4 caster levels.

By spending a spell point you can place a creature carrying a light load or less into an extradimensional space which puts them into a sleep-like state (unwilling creatures gain a Will saving throw to prevent this).

While in extradimensional torpor, the creature is helpless and unconscious (this ignores any immunity to sleep), but does not need to breathe. Time flows normally in the torpor meaning that continuous effects (such as poisons) don't stop, and beings in torpor require sustenance as normal.

As a free action, you may release a creature from torpor into an area within range of a space effect thats large enough to house it and would cause it no harm (any attempt to do otherwise fails automatically).

Creatures willingly put into torpor can exit torpor at anytime to any location they desire within range (despite being unconscious, or being under any other modifications such as being under the effects of Stasis Storage).

Unwilling creatures get an additional Will saving throw at the beginning of their turn to exit this torpor; if they succeed they can exit torpor similarly to willing creatures. If they fail their Will save for 3 turns in a row, they remain in torpor indefinitely until you release them. Creatures gain a +10 bonus to these Will saving throws if they have more than 50% of their hit points remaining, and receive a -5 penalty to these Will saving throws if they have 10% or less of their hit points remaining.

Creatures stored in this extradimensional space are treated as if they were non-living objects stored in extradimensional storage for the purposes of effects that modify that space (such as the Stasis Storage dual sphere feat).

If you select this talent a second time, there is no limit to the maximum amount of creatures you may store at once, and you may store creatures carrying a medium load or less.

LEADERSHIP SPHERE LEGENDARY TALENTS

FRIENDS IN HIGH PLACES (COHORT)

Prerequisite: Leadership sphere.

You can *recruit* cohorts from the outer planes themselves. Such cohorts are built like a normal cohort, but are Small or Medium creatures with the outsider (extraplanar) type, and benefits from the Conjuration sphere Planar Creature (type) talent as if it were a Conjuration companion. As you *recruit* by calling on creatures from other planes, you don't actually have to be at a settlement in order to *recruit* cohorts this way. You treat this as if *recruiting* from a metropolis and the population is always at least 50% of the particular race you are seeking.

STRANGE BEDFELLOWS (COHORT)

Prerequisite: Leadership sphere.

When *recruiting* for a cohort you can seek more exotic creatures types which are determined by form instead of race. In place of a race, the cohort is created using the base statistics

and body type of a Conjuration sphere companion form of Small or Medium size, and has I (form) talent (excluding the Battle Creature, Boon Companion, Lingering Companion, or Staff Wielding Companion/Implement Bearer talent) as if they were a summoned companion. You substitute your rank in Diplomacy for any effect that depends on caster level. These type of cohorts may possess any kind of creature type and subtype appropriate to their concept (although they do not gain the immunities or other qualities of its creature type). When recruiting for the creature, modifiers based on race are instead based upon creature type and subtype. When the GM creates the cohort, they may choose to grant the creature an additional Conjuration sphere (form) talent in place of a feat.

GENERAL DRAWBACKS

SPELL STAND-IN

In place of being able to cast spells directly, you must channel them through a *summoned* companion. You lose the ability to cast any sphere effect through yourself outside of *summoning* your companions. You gain the Conjuration sphere and the Spell Conduit talent as bonus talents, and the Spell Channel feat as a bonus feat.

SPHERE SPECIFIC DRAWBACKS CONJURATION

LIMITED RANGE

Your companions must remain at a close proximity with you or lose effectiveness. Your companions must remain within 5 feet + 5 feet per 5 points of magic skill bonus you possess, and cannot move beyond this distance without being dismissed. If your moving would cause your companion to be beyond this range, your companion may take a movement action outside of their turn (which provokes attacks of opportunity as normal) to try to end up back in the area. If successful the companion is not dismissed and is staggered on their next turn.

LEADERSHIP

SUMMONER

Requires (cohort) package.

You cannot *recruit* cohorts native to the plane you are on and must instead *recruit* them from outer planes. You must choose the Friends in High Places talent with the bonus talent gained from this drawback and may only *recruit* cohorts with the outsider type. Your cohorts are considered to be *summoned* creatures with the effect having a caster level equal to your Hit Dice and a magic skill defense equal to 11 + your ranks in Diplomacy. Any effect that would suppress or dispel such an effect dismisses your cohort as well (you are free to try to reach them again later when you have the opportunity).

CONJURATION SPHERE COMPANION ARCHETYPES

UNWILLING

Your Conjuration sphere companion serves you unwillingly. Whenever you summon the companion, the first time you or it rolls for initiative during a combat encounter, or whenever you are engaged in an activity that requires a skill check and more then I round to accomplish (such as crafting items, recuperating, or researching rituals), it must attempt a Will saving throw against your Conjuration sphere DC. If the companion fails the Will save, you establish control over the companion. As long as you have control over your companion it obeys your commands and treats you as friendly for the purposes of the Handle Animal skill (if it possesses the bestial archetype). However if the companion succeeds on its Will save (you are not informed if it succeeds) the companion breaks free from your control and seeks revenge against you. A creature free from your control cannot be dismissed as a free action, and remains *summoned* for the remainder of its normal duration plus an additional minute per caster level.

You may expend a spell point as a standard action to force the companion to attempt another Will save. If it fails the Will save, it is dismissed. The companion gains an additional Hit Die at 4th caster level and every 4 caster levels thereafter.

A Conjuration sphere companion cannot possess both this archetype and the Puppet archetype.

FEATS

SPELL (HANNEL (COMPANION)

Prerequisites: Conjuration sphere (Spell Conduit).

Benefit: Your ability to channel spells through your companion is expanded. While your companion is within range of your Spell Conduit ability, you can treat it as the point of origin for any spell that you cast.

KEDITS

Creative Director: Adam Meyers
Author: David Spektorov
Editor: Johannes Luber
Layout: Rachel Meyers

Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Spheres Apocrypha: Casting Traditions 2 and all other Drop Dead Studios product names and their respective logos are trademarks of Drop Dead Studios in the U.S.A. and other countries.

All Drop Dead Studios characters, character names, and the distinctive likenesses thereof are property of Drop Dead Studios. This material is protected under the copyright laws of the United States of America. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions— is Product Identity. All other content is considered Open Game Content

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

- 1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free,

non-exclusive license with the exact terms of this License to Use, the Open Game Content.

- 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License: Wizards or its designated Agents may publish updated versions of this license. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- II. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12. İnability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

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

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

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

Spheres of Power © 2014, Drop Dead Studios; Authors: Adam Meyers, Tyler Keene, Ryan Ricks, Owen Stephens

Spheres of Might © 2017, Drop Dead Studios; Authors: Adam Meyers, Michael Sayre, Andrew Stoeckle, N. Jolly

The General's Handbook © 2019, Drop Dead Studios; Authors: Andrew Stoeckle