The Abjurer's Handbook

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Section 1
Introduction

I'm scared of dying. Did you know that?

I, Horrin Scratchbeard, vampire hunter, am afraid of death. In fact, I'd say I'm more scared of death than most any other adventurer, and for good reason. If a soldier falls on the field of battle, he becomes a corpse. If I fall, I join the ranks of the enemy and undo everything I dedicated my life to ending.

That's the key to this business. Staying alive. People think it's luck and risky maneuvers and skin-of-the-teeth escapes, but merciful divinites, it's not. If I'm ever in a place where my life is in danger, then there has been some sort of error in my strategy or preparation. I didn't slay 50 vampires by being more powerful than they were. I've slain 50 vampires because I never gave them a chance to slay me first.

The first secret to staying alive is research. Finding a vampire cannot be done without careful exploration and information-gathering, often with your identity kept a secret as long as possible, so word of you doesn't reach the target before you.

The second secret to staying alive is to over-prepare. Backup plans upon backup plans upon backup plans; bring more gear than you think you need, and make sure that you know where each object is. There will always be unforseen obstacles, and the more of them you prepare for, the less likely you are to be surprised.

And the third and most important secret to staying alive is, after you've discovered your target's strengths and prepared for the unexpected, to counter those strengths as completely as possible. If you are hunting a vampire, make yourself immune to domination and their energy-draining touch. If your target wields claws, defend yourself against physical attacks. If your target wields fire and enchantments, defend your mind against possession and your skin against flame.

Arrogance kills more monster hunters than any other factor. If the target is a monster worthy of hunting, then it is a monster that could kill you, and disrespecting that strength will one day destroy you. The only way to ensure that you survive every encounter is to make sure that you have planned for every strength your opponent possesses with an appropriate countermeasure.

I cannot emphasize this point enough. The strongest hunter can still be killed by a knife in the dark; becoming the most powerful being in the world won't ensure your survival. Putting your offense first helps you win, but doesn't protect you from death. Putting your defenses first might not help you kill your foe, but it does help you live long enough to actually try, as well as to escape and try again if things don't go your way.

That is my secret. That is how I can stand before you with the corpses of 50 vampires behind me, each of whom could have, even should have killed me years before.

They call the magic of defence 'abjuration', or sometimes just 'protection magic'. I call it being prepared and being smart. Through protection magic and the mastering of wards, aegis, and other manifestations, you can protect yourself against death, disease, poison, suffocation, fire, ice, and anything and everything else that might come your way. You can walk into the very pits of Hell as calmly as one might stroll through flowers during a mid-summer festival.

Study what is contained herein. Study it closely and constantly. Then, when you face a threat, counter its strengths and reduce it from a mountain of death to a molehill you can easily crush beneath your heel.

-Horrin Scratchbeard, vampire hunter.

Section 2
Class Options

Archetypes
Faithful Shepherd (Cleric Archetype)

"When the enemy cannot defeat you, then stubbornness becomes a weapon."

-Duridan Stonefoot, Dwarf Faithful Shepherd

The faithful shepherd believes that to get others to follow them, he must be in front. He puts himself in harm's way so that he can tend to his flock. As a master of healing and protecting magic, he is well equipped to protect himself even without his martial skills, but his strongest ability is the strength that sustains his allies.

Casting: The faithful shepherd may combine spheres and talents to create magical effects. The faithful shepherd is considered a Mid-Caster and uses Wisdom as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

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

Magic Talents: A faithful shepherd gains 1 magic talent whenever he gains a caster level.

Keep the Flock: The faithful shepherd gains the Life and Protection spheres as bonus magic talents, and uses his class level as his caster level with these spheres. This stacks with other sources of caster levels normally.

This replaces domain bonus spells.

Positive Channeling: A faithful shepherd must choose positive energy as the energy he channels with his channel energy class feature. The faithful shepherd uses his casting ability in place of Charisma to determine uses per day, saving throw DC, and all other effects when channeling energy.

This modifies channel energy.

Divine Works: The faithful shepherd has been gifted by his deity with minor miracles he can use to protect and heal his allies - and to spread the good word. The faithful shepherd gains 1 divine work at 1st level, and an additional divine work every odd level after the 1st, for a total of 10 at 19th level. Each divine work may be chosen once only. He may choose from the following works:

Aid the Faithful (Ex): Whenever the faithful shepherd uses an ability that heals an ally within the area of one of his wards, that ally gains additional hit points equal to the faithful shepherd's casting ability modifier. This cannot add more healing than the original ability healed, and does not apply to abilities that grant fast healing or regeneration.

Ask for a Sign (Su) (requires 3rd level): As a standard action, the faithful shepherd may spend a use of his channel energy ability to create a sign. The sign appears in the air over the shepherd, and remains in one location, active

for a number of rounds equal to his casting ability modifier. The sign duplicates the effect of one of the exorcist hedgewitch's sanctions, chosen when the sign is created, as if the shepherd were a hedgewitch of equal level. He may only have one sign active at a time; using this ability ends any previous sign, and he may not use a sign that would affect himself.

Condemn the Unholy (Su) (requires 7th level): As a standard action, the faithful shepherd may spend a use of his channel energy ability to force an extraplanar creature within 30 ft. back to its proper plane of existence if it fails a Will save versus a DC equal to 10 + 1/2 the faithful shepherd's class level + his casting ability modifier. If the effect is successful, the creature is instantly teleported away to its native plane of existence.

Divine Guidance (Ex): With his deity's favored weapon, the faithful shepherd can use his casting ability modifier instead of his Strength or Dexterity modifier on attack rolls.

Divine Inspiration (Ex): By communing with his deity, the faithful shepherd gains access to expanded knowledge. As a standard action, he may spend a use of his channel energy ability to gain an insight bonus to a knowledge skill of his choice equal to 1/2 his class level. This bonus lasts until he rests and regains the uses of his channel energy ability. He may use this ability multiple times, each time choosing a different knowledge skill.

Give Heart (Su): Whenever the faithful shepherd creates a ward, he may invigorate every ally within the area of the ward as a free action. This is considered only one use of the invigorate ability, regardless of the number of allies affected.

Grant Protection (Ex) (requires 5th level): The faithful shepherd gains a talent from the Protection sphere that he qualifies for. Whenever he rests for 8 hours and regains spell points, he may change which Protection sphere talent he gains from this work.

Hand of the Gods (Ex) (requires 5th level): The faithful shepherd gains a channeling feat that he qualifies for. Whenever he rests for 8 hours and regains spell points, he may change which channeling feat he gains from this work.

Heal the Sick (Su): When the faithful shepherd heals with his channel energy ability, he may include any ally with an aegis he created in the effect of his channel energy, as long as they are within line of sight.

Holy Presence (Ex): The faithful shepherd may choose a (consecration) talent from the Fate sphere. He may create a ward that duplicates the effects of that consecration within its boundary. This ward is a Protection sphere

talent, and uses the faithful shepherd's Protection caster level to determine effects. If creating the consecration would normally require a spell point to be spent, he must still spend that spell point.

Instill Virtue (Su) (requires 3rd level): The weapons of any ally under the effect of any aegis the faithful shepherd created are considered aligned (with the faithful shepherd's alignment) for the purposes of overcoming damage reduction.

Keep the Faith (Su) (requires 3rd level): The faithful shepherd may spend a standard action to create a 30 ft. aura that gives special protection to himself and any allies within range. When he creates this aura, he chooses a (ward) talent he possesses other than the barrier ward: he and all allies within are protected as if they were within a ward of this type cast by a caster with a caster level equal to the faithful shepherd's class level. The aura is not a true ward and can not trigger effects related to wards, and enemies are not affected by the aura. The aura remains until the faithful shepherd chooses a different (ward) talent to create an aura with or until he dies, and can last indefinitely. Only one aura may be in effect at any given time.

Minister to the Faithful (Su) (requires 9th level): Any ally within a 30 ft. radius of the faithful shepherd or inside one of his wards may, as a standard action, use one of the faithful shepherd's Life or Protection sphere abilities on himself. The sphere effect must have a casting time of one standard action or less. The sphere effect is cast as if the faithful shepherd had himself cast it, and is considered his effect. Any spell points used are lost by the faithful shepherd. This sphere effect may only target the ally and can not be combined with abilities that allow sphere abilities to target multiple creatures. The faithful shepherd must be willing to allow this to happen, but does not need to be conscious or aware.

Omniscience (Ex) (requires 7th level): As a standard action, you may spend a use of your channel energy ability to grant yourself the benefit of any one magic talent or channeling feat you don't possess. This effect lasts for 1 minute. You must meet all of the feat's prerequisites, or if gaining a magic talent other than a base sphere, you must possess that talent's base sphere. Multiple uses of this ability do not stack. If you use this ability again before the previous duration has expired, it replaces the previous use.

Pray for a Miracle (Ex): The faithful shepherd can use any (succor) talent he possess on any ally within 30 ft. or the range of his Protection abilities (whichever is farther) without sacrificing an aegis. He must instead spend a spell point.

Punish the Unfaithful (Ex): The faithful shepherd gains a circumstance bonus to damage equal to his casting ability modifier with all melee attacks made on enemies within a ward he created.

Purify the Sinners (Ex): The faithful shepherd may choose a (totem) talent from the War sphere. He may create a ward that duplicates the effects of that totem within its boundary. This ward is a Protection sphere talent, and uses the faithful shepherd's Protection caster level to determine effects. If creating the totem would normally require a spell point to be spent, he must still spend that spell point.

Serve Life (Ex) (requires 5th level): The faithful shepherd gains a talent from the Life sphere that he qualifies for. Whenever he rests for 8 hours and regains spell points, he may change which Life sphere talent he gains from this work.

Show Mercy (Su): When the faithful shepherd channels energy, he uses d8s instead of d6s to determine the effect.

Take on Suffering (Su): As an immediate action, the faithful shepherd may spend a spell point to redirect a ranged attack or ranged ability targeting an ally within 30 ft. to himself. This decision may be made after it is determined if the attack hits the ally.

Tireless Devotion (Ex) (requires 9th level): The faithful shepherd may use Protection and Life sphere abilities even while dazed, nauseated, or stunned. Whenever he is under any of these effects, he may still take a standard action in order to use a sphere ability. If the character is nauseated, this standard action is in place of the move action usually allowed. He must spend an extra spell point to do this, in addition to the normal costs of the ability.

This replaces spontaneous casting.

Impossible Warrior (Fighter Archetype)

"Magic is for children."

-Doron the Black

The stories of common men able to bat away spells and shrugs off curses are often laughed at by mages. For them, real power comes from the mind or from the divine, not something as feeble as the human spirit. What these mages call absurd, the impossible warrior calls an honest day's work. For them, magic is not mysterious omnipotent force, but a nuisance employed by tricksters and children. When they deflect spells and break curses, people ask them how they do it. And they ask why others can't.

Impossible Answer (Ex): At 2nd level, the impossible warrior gains the ability to parry spells, spell-like abilities, and sphere abilities used against him while they are being cast. Whenever such an ability is used against him exclusively, or a successful attack roll is made using such an effect, he may use an immediate action to attempt to counter the effect.

To counter the effect, he makes a magic skill check against the sphere ability using his class level in place of his magical skill bonus. Creatures using spell-like abilities with no listed caster level treat the creature's HD as their caster level, making their MSD equal to 11 + their HD. Artifacts and deities are unaffected by the impossible warrior's dispelling abilities.

If successful, the ability does not affect the impossible warrior. Whenever the impossible warrior successfully uses this ability, he absorbs some of the spell or ability. Before the end of his next turn, he must use a move or standard action to disperse this energy, or the ability takes effect on him at the end of his turn as if he had failed to counter it.

If the impossible warrior is helpless, nauseated, pinned, or otherwise unable to make an attack, he can not use this ability. If the impossible warrior is armed with a magic weapon, he may apply its enhancement bonus to his magic skill check.

This replaces the bonus feat gained at 2nd level.

Improbable Strike (Ex): At 6th level, the impossible warrior may use his impossible answer to dispel a spell, spell-like, or sphere effect currently affecting a creature or object. A successful check ends the effect, or suppresses it for 1d4 rounds if it is a permanent effect. The impossible warrior may do this as a standard action, or as a swift action when he hits with a melee attack or uses a combat maneuver on the target creature or object. Using this ability either way does not require the impossible warrior to disperse the spell or ability afterward.

The impossible warrior may target a specific effect if he has identified it, otherwise an effect is randomly chosen if there are multiple effects present. Merely describing the magic accurately is sufficient for them to target a particular magical effect, but if they describe an effect that is not present, then the strike fails to dispel anything.

This replaces the bonus feat gained at 6th level.

Unlikely Response (Ex): At 10th level, the impossible warrior can use his impossible answer to counterspell any spell, spell-like ability, or sphere ability that targets a creature or object within reach, or affects an area that he is within. This is an immediate action, and successfully using this ability negates the effect for all targets that have not yet been affected.

The impossible warrior can now disperse the effect immediately as a free action instead of using an action on his next turn.

This replaces the bonus feat gained at 10th level.

Unbelievable Force (Ex): At 14th level, when the impossible warrior uses improbable strike against a creature or object, he may dispel up to 1d4 effects on the target. He may name any number of effects (after having rolled to determine how many effects he will dispel) and leave the rest to be determined randomly or to have not further effects dispelled.

The impossible warrior may also use his improbable strike to dispel any standing spell, spell-like or sphere ability effect as a standard action by hitting it with a melee attack, even if it is not attached to a creature or object. If used on an illusion or a summoned creature, it is dispelled completely unless it is a permanent effect; called creatures (such as those brought with the Summoning advanced talent of the Conjuration

sphere) are not dispelled - magic summoned them, but does not sustain them. Permanent magic effects are suppressed for 1d4 rounds.

This replaces the bonus feat gained at 14th level.

Unreal Riposte (Ex): At 18th level, the impossible warrior may use his impossible answer and unlikely response abilities as a free action usable outside of his turn. In addition, when he counters a spell or ability, he may use an immediate action to cause the spell or ability to affect the creature that originally used the ability as if they had targeted themselves with the ability. Only the original creature is affected, even if the ability or spell countered would have originally affected multiple targets. If the ability originally affected an area, it instead affects an area that includes only the creature that originally used the ability.

This replaces the bonus feat gained at 18th level.

Living Weapon (Armorist Archetype)

"To need nothing is to conquer one's self."

-from the teachings of the Monastery on the Red Mountain

When you take away the weapons, the armor, and the support of a legion of fellow soldiers, you are left with nothing but a single person, and more often than not, that person is nothing. But for the living weapon, his greatest assets are his strength of will, his powerful mind, and his tactical prowess; especially with magic. While other armorists can often make this claim, the living weapon doesn't even summon armor, preferring to use magic directly to protect himself. All he needs is a weapon, everything else just gets in the way. This gives a flexibility and subtlety others lack - which adds another weapon to their arsenal.

Saving Throws: The living weapon has good Fortitude and Reflex saving throws.

This modifies saving throws.

Weapon and Armor Proficiencies: The living weapon is proficient with all simple and martial weapons, and with no armor or shields.

This modifies proficiencies.

Defensive Magic: The living weapon gains Protection as a bonus sphere with the Limited Protection (can not use wards) drawback. He may buy off this drawback normally, and he does not gain this drawback if he has the Protection sphere from another source.

He also gains Armored Magic as a bonus talent. If he already has the Armored Magic talent, then he can gain a bonus talent from the Protection sphere of his choice instead.

Whenever the living weapon uses an aegis ability, he uses his class level as his caster level. This stacks with other caster level sources normally.

Summon Aegis: The living weapon can not summon or bind either armor or shields. Instead, when he creates an armored magic aegis that grants an armor or shield bonus, he may treat these as summoned equipment and may give them enhancement bonuses and give them properties. He may only have one armor enchanted aegis and one shield enchanted aegis active on a creature at a time, but may spend a move action to change what enchantments have been applied to either. Summoning an aegis is still a form of spherecasting, but the living weapon may use the armored magic ability as a move action.

This modifies summon equipment.

Bound Aegis: At 1st level, the living weapon may choose his armored aegis as a piece of bound equipment. An armored aegis that grants an armor bonus must be bound separately from an armored aegis that grants a shield bonus, and only the living weapon may benefit from a bound aegis. A bound aegis still requires a spell point to summon, but has an unlimited duration and can be summoned again (spending another spell point to do so) if dispelled or destroyed. Summoning a bound aegis is still a form of spherecasting.

This modifies bound equipment.

Weapon Training (Ex): At 5th level, the living weapon gains the weapon training class feature as a fighter of equal level. Any levels he has in the fighter class stack with his living weapon levels for the purpose of this feature.

This replaces the armor training.

Arsenal Tricks: The living weapon may not gain the Heavy Armor or Tower Shield arsenal tricks. They may choose from the following arsenal tricks in addition to the normal arsenal tricks available to an armorist:

Active Defense: Whenever the living weapon uses a (succor) talent that sacrifices an aegis he bears, he may instead spend a spell point in place of sacrificing the aegis.

Always Armed: The living weapon does not provoke attacks of opportunity when he attacks foes while unarmed, and may do lethal damage with his unarmed attack if he wants to. The base damage of his unarmed attack increases to d4, d6 or d8, depending on whether he is small, medium or large, respectively. He may use his summon equipment ability to enchant his own fists as a weapon. He may also bind his fists with his bound weapon ability multiple times, but only one can be in effect at a time. Both fists are considered a single weapon for the purpose of summoning and binding properties, and he may bind his fists once without using one of his bound equipment slots.

Evasion: If the living weapon makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. He does not benefit from this ability while wearing armor, carrying a shield or while he is helpless.

Fighter Weapon Training (Requires Living Weapon 10th Level): The living weapon gains an advanced weapon training ability as a fighter of equal level. He can use his class levels in place of fighter levels, and if he has both, they stack.

Insightful Strike (Requires Living Weapon 6th level): When the living weapon hits with a weapon with which he has weapon training, he may spend a spell point as a free action to do additional damage equal to his class level + his casting ability modifier. This is precision damage, and can not be used against creatures immune to critical hits.

Living Flurry: The living weapon gains the flurry of blows class feature as an unchained monk, and gains an extra attack when he performs a full-round attack. The flurry only works with unarmed strikes and weapons that have the monk special weapon quality. This does not stack with extra attacks from the monk's flurry of blows class feature, but does stack with the extra attack from the haste effect of the Time sphere.

Living Flurry, Improved (Requires Living Weapon 12th Level): When the living weapon uses their flurry as a full-round attack, he gains a second extra attack at his full base attack bonus.

Protected Identity: The living weapon can alter an aegis he created that he bears to create minor illusions to camouflage himself. He gain a competence bonus equal to his level on Stealth checks and to his Disguise checks to conceal his identity (but not to disguise himself as someone else). The living weapon may make attempts to conceal his identity without needing to apply a disguise, and may make a disguise check when he uses this ability. This is considered a type of illusion, and does not stack with any of the bonuses to Stealth or Disguise granted by any form of illusion.

Spheric Aegis: The living weapon may cause an aegis he is wearing to become spherical as a free action. This has no effect on his defenses or movement, but any other creature that would receive cover because of the living weapon's position benefits from the aegis as they were bearing it. In addition, the living weapon provides cover as if they were a transparent structure granting a bonus to reflex saves (but not to Stealth) if they are currently bearing an armored aegis. He may end the effects as a free action.

Tactical Protection: Once per day, the living weapon may use a free action to spontaneously gain an (aegis) talent from the Protection sphere. He retains this talent until the next time he rests and regains spell points.

Weapons of Choice: The living weapon may choose one weapon property, one armor property, and one shield property that he can create. These properties are considered one +1 modifier lower for them, to a minimum of +1.

This modifies arsenal tricks.

Quick Summons: At 15th level, the living weapon may use aegis abilities as a swift action. He may also summon equipment as a swift action. This improves to a free action for both at 20th level.

This modifies quick summons.

Infinite Arsenal: At 20th level, the living weapon's armored magic aegis AC bonus increases by +2 for both armor and shields, and applies to touch AC.

This modifies infinite arsenal.

Marshal Controller (Mageknight Archetype)

"The difference between war and savagery is the law. I am that law."

-Sir Valfrey of the Westlands

The essence of defense is establishing boundaries and enforcing them with brute force. The marshal controller chooses a section of the battlefield and then decides the laws, brutally dispatching any enemy that dares break his rules.

Weapon and Armor Proficiencies: Marshal controllers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is his character's first level in any class, he may select a martial tradition of his choice.

This modifies proficiencies.

Blended Training (Ex): Whenever a marshal controller would gain a magic talent from his class levels (not including the 2 bonus talents gained when first gaining the casting class feature), he may instead choose to gain a combat talent. His practitioner ability is the same as his casting ability. A marshal controller uses his casting ability modifier as his practitioner modifier.

This modifies magic talents. This archetype may be combined with other archetypes that replace magic talents; you cannot gain a combat talent in place of a magic talent the other archetype loses.

Ward Caster: The marshal controller gains Protection as a bonus sphere with the Limited Protection (can not use aegis) drawback. He does not gain an extra talent for having this drawback, and he does not gain this drawback if he possesses the Protection sphere from a different source.

The marshal controller uses his class level as his caster level when creating a ward. This stacks with other caster level sources normally.

This replaces the magic talent gained at 1st level.

Mighty Controller: The marshal controller gains the Guardian sphere. He must choose the patrol ability as his Guardian package. If he already possesses the Guardian sphere with a different package, he gains the Expanded Package talent. If he already possesses the Guardian package with the patrol package, he may choose another talent from the Guardian sphere.

He gains an additional talent from the Guardian sphere at 5th, 9th, 13th, and 17th levels.

This replaces resist magic.

Martial Law: For the marshal controller, the wards he creates are more than magical effects, they are rules to be obeyed. When an enemy violates the ward, they draw an attack of opportunity from the marshal controller. If his patrol ability is active, he may respond to this attack of opportunity as he would if it occurred in his threatened area.

- A ward can be violated in a number of ways, depending on what it wards against.
- If a ward prevents entry, then a creature that should be prevented entry violates it when they successfully enter it under their own power. This includes the barrier, exclusion, logic and repel wards.
- If a ward requires a creature to succeed at a Will save or magic skill check in order to perform an action, and they attempt that action, then it is violated. This includes the clarity, impedance, peacebound, quantum lock, and spell wards.
- If a ward makes a certain type of attack less effective by either giving it a penalty, giving creatures damage resistance against it, or making creatures immune to it, then the ward is violated whenever a successful attack of that type is made, or when a creature is forced to make a saving throw against it (or would be forced if they were not immune). This includes the energy resistance, impartiality, magnetic shield, or missile shield ward.

Any attempt to destroy or dispel a ward also violates the ward. A creature that is immune to a ward can not violate it.

Mystic Combats: The following mystic combats are available to marshal controllers:

Long Arm: Whenever an enemy provokes an attack of opportunity from you, you may spend an immediate action to move your speed, provided your movement ends with the enemy that provoked the attack of opportunity in a square where you threaten that enemy. This does not use any of your movement if you are using a patrol. You may then make an attack of opportunity without expending a use of your attacks of opportunity.

Mass Marking: You may have multiple creatures marked simultaneously.

Mystic Guardianship: Whenever you use a Guardian sphere ability that requires that you spend your martial focus, you may spend a spell point instead. You may use your patrol ability when you do not have martial focus.

Mystic Reflexes: You may make a number of additional attacks of opportunity per round equal to your casting ability modifier. The attacks of opportunity from this mystic combat stacks with those granted by Combat Reflexes or similar feats.

Never Defeated: As a swift action, you may spend a spell point to reduce the amount of damage in your delayed damage pool to 0.

Quick Ward: When you use your patrol ability, you may spend a spell point to create a ward as part of the same action. The ward must be one you can normally create with a standard action.

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Response Time: Whenever you use your patrol ability, you gain a +30 ft. enhancement bonus to your base speed until the end of your next turn. This additional movement may be used with your patrol ability.

Shield of the Gods (Inquisitor Archetype)

"The gods are on my side."

-the nameless knight of Umbershook

Casting: The shield of the gods may combine spheres and talents to create magical effects. The shield of the gods is considered a Mid-Caster and uses Wisdom as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

Spell Pool: The shield of the gods gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Wisdom modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A shield of the gods gains 1 magic talent every time she gains a caster level.

Divine Magics: At 1st level, the shield of the gods receives a bonus magic talent of her choice from either the Enhancement, Fate, or Protection spheres.

This replaces track.

Covenant with the Gods: The shield of the gods can use sphere abilities to protect and enhance herself. As a swift action, she may use any (aegis) talent of the Protection sphere, any (consecration) talent of the Fate sphere, or any (enhance) talent from the Enhancement sphere that can be cast on a creature on herself and that has a duration greater than instantaneous. She can not include other creatures in this casting. She may use a talent she does not possess in this casting, provided she has all the prerequisites and she possesses the base sphere.

The sphere ability lasts for 1 minute without concentration and can not be extended beyond this, nor can they be sacrificed to activate other abilities (such as sacrificing an aegis to activate a succor ability). If an aegis is used, the shield of the gods spends 1 spell point less to create it (minimum: 0). Any other spell point costs must be paid normally. When cast this way, the shield of the gods may use her class level as her caster level. This stacks with other caster level sources normally.

The shield may use this ability once per day, plus an additional time every 3 levels after the 1st, up to a total of 7 times per day at 19th level.

This replaces judgement. Other class features that interact with judgment (such as true judgment) interact the same way with this ability.

Second Shield (Ex): At 8th level, whenever a shield of the gods uses her covenant with the gods, she may gain two sphere abilities and use both of them on herself. This only consumes one use of her covenant with the gods ability.

This replaces second judgment.

Third Shield (Ex): At 16th level, whenever a shield of the gods uses her covenant with the gods ability, she may use three sphere abilities, instead of just two. This only consumes one use of her covenant with the gods ability.

This replaces third judgment.

True Covenant (Ex): At 17th level, the shield of the gods may choose another sphere (other than Enhancement, Fate, or Protection) and use abilities from this sphere with her covenant with the gods ability. The covenant with the gods ability is still limited to those abilities that can target a creature and can only be used to target the shield of the gods.

This replaces slayer.

Extra Class Features

Armorist Arsenal Tricks

Armorists may choose from the following tricks:

Abjurist: You may add the abjuring and girding properties to the list of properties you may give your bound staves. In addition, you may add anti-ballistic and anti-spell to the list of properties you may give your summoned and bound armor, and decisive and preventative to the list of properties you may give your summoned and bound weapons.

Spell Fighter: Add mind buttressing (+2) and spell dodging (+2) to the special abilities you may add to your bound and summoned armor.

Eliciter Emotions

Eliciters may choose the following emotion:

Aversion

Minor: *Touch of Paranoia (Su)* - You make a melee touch attack against an enemy, and if successful, fill them with an irrational sense of dread and anxiety. If they fail a Will save, then for the next round they act in a far more defensive manner. On their turn, they can not willingly enter a square that is threatened by more creatures than their current square, and they must move immediately if a less threatened square is within their movement range and they can get there without taking damage or drawing an attack of opportunity. They may use special abilities to do so, but are not required to. If not threatened, they may move freely, but may not willingly move into a threatened square. In addition, they must use their standard action to do one of the following: heal themselves, activate defensive abilities, reposition themselves to defend themselves more effectively, or take the total defense action. They can not willingly perform any action that might draw an attack of opportunity, and they can not make attacks except for attacks of opportunity. They can still flank. This effect lasts 1 round, and is a mind-affecting effect, but is not a fear effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Lesser: *Self-Preservation* - Your touch of paranoia lasts 2 rounds.

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

Master: *Suspicion* - Your touch of paranoia lasts 3 rounds.

Hedgewitch Secrets

Hedgewitches may take the following secret:

Amateur Exorcist: You gain the exorcism tradition benefit. You count as possessing the exorcism tradition when qualifying for secrets. You cannot select this secret if you already possess the exorcism tradition.

Hedgewitch Traditions

Hedgewitches may choose the following tradition:

Exorcism

The exorcist is schooled in the many creatures of the world, and in how to fight them.

Class Skills: Knowledge (dungeoneering), Knowledge (planes), Knowledge (religion)

Tradition Benefit: The exorcist receives a competence bonus to her Knowledge skills equal to half her class level when making skill checks to identify the abilities and weaknesses of creatures.

Tradition Power: The exorcist has knowledge of 13 sanctions - symbols and signs that can repel, harm or even control different kinds of creatures. The exorcist can create a sanction as a standard action, and maintain it as a free action. The sanction appears as one or more glowing symbols moving in the air around the exorcist, often accompanied by loud sounds and changes in air pressure. Using or maintaining a sanction requires the exorcist to have a free hand and for her to be able to speak. The exorcist can use her sanctions for a number of rounds per day equal to the her casting ability modifier + 4 at 1st level, plus an additional 2 rounds for every class level thereafter. The sanction does not need to be perceived to be effective, but does require line of effect.

Each sanction affects creatures of one specific type within 30 ft., increasing by 5 ft. every 4 levels after the 1st to a maximum of 50 ft. at 17th level. The first time a creature is affected by a sanction - either by moving into range of the sanction or by beginning their turn within range - must make a Will saving throw against a DC equal to 10 + 1/2 the exorcist's class level + her casting ability modifier or any movement towards the exorcist requires twice as much movement (as if moving through difficult terrain), in addition to suffering from other affects determined by the sanction used. If a creature leaves the area of the sanction and then re-enters the area, or the exorcists stops the sanction and restarts it, they make a new saving throw.

The sanction is a supernatural ability. The exorcist may not use a sanction which would affect herself.

Whenever the exorcist makes a successful attack with an ability that requires an attack roll against a creature affected by her sanction, she may attempt to push them out of the sanctioned area as a free action. Treat this as a bull rush attempt using the exorcist's class level + her casting ability modifier as her CMB.

At 1st level, the exorcist may only have one sanction active at a time, but for every 4 levels beyond the first, she may have an additional sanction active, for a total of 5 sanctions at 17th level. A creature with multiple creature types can be affected by multiple sanctions simultaneously and makes separate saving throws for each sanction. Each active sanction requires a standard action to create, and each uses up a round of the exorcist's abilities to remain active.

Each sanction also has an additional effect dependent on the sanction. Effects last as long as the creature is affected by the sanction.

Sign of Cleansing: Any vermin creature that fails its saving throw against this sanction takes a -4 penalty to Constitution and is unable to affect others with any poison or disease abilities it might possess. This penalty increases to -8 at 11th level.

Sign of Lines: This sanction imbues the world with civilization and civility, sickening those who are more used to the tribal style of life. Monstrous humanoids that fail their saving throw against this sanction are sickened. At 11th level, the penalties for being sickened by this sanction double.

Sign of Mortality: This sanction strips away the thinking abilities of humanoid creatures. Any such creature that fails its save takes a -4 penalty to their Intelligence. In addition, the sanction interferes with the ability to use tools. Any humanoid creature within takes a -4 penalty to any skill checks that require tools, and a -4 penalty to any attack roll or damage roll that uses a manufactured weapon.

Sign of Noise: This sanction interferes with the magic that animates non-living material. Constructs that fail their save against this effect are confused. This is not a mind-affecting effect.

Sign of Numbers: The cold logic of this sanction strikes at the nature of fey creatures, twisting their minds. Fey creatures who fail their saving throw against this sanction take a -2 penalty to all d20 rolls and are unable to use or concentrate on any mind-affecting ability they possess

Sign of Returning: With this sanction, the world takes on a slight haziness that outsiders will instinctively recognize as a threat. Outsiders that fail their saving throws against this sanction lose all damage reduction, resistances and immunities imparted by their race or subtype, as well any spell-like abilities common to their race or subtype. In addition, if the outsider is not currently on their home plane on existence, whenever the exorcist make a successful attack with a weapon or any sphere ability or when they successfully use a combat maneuver against them, they may use a swift action to return the creature

to its home place of existence. The creature may make a Will save to negate the effect.

Sign of Stability: This sanction takes on the form of a cold light emanating from the ground. Any ooze that fails its saving throw can only do half damage with any acid, fire, or cold damage attacks it possesses by virtue of being an ooze. In addition, it takes a -4 penalty to CMB, which increases to -8 at 11th level.

Sign of Starlight: This sanction enhances the emotional impulses of the primitive brain that disrupt the magic that elevated magical beasts above their primal kin. Any magical beast that fails its saving throw against this sanction takes a -4 penalty to attack rolls and damage rolls with natural weapons, and also loses the ability to speak or understand any form of language. This can prevent spellcasting.

Sign of Stone: This sanction adds the weight of solidity to those creatures that are innately unnatural. Aberrations that fail their saving throw are partially turned to stone. They take a -4 penalty to Dexterity and can not use any polymorph abilities. This penalty increases to -8 at 11th level.

Sign of Sunlight: The sanction against undead takes the form of a bright light that duplicates the effect of sunlight (including harming those vulnerable to sunlight). Any undead within the sanctioned area that fails its Will save is partially blinded and can not see beyond 20 ft. while using normal vision, low-light vision or darkvision. They also lose the ability to use any fear abilities they possess by virtue of being undead.

Sign of Teeth: Animals instinctively know the sanction of a predator. When they fail their saving throw against this sanction, they are frightened. This is a fear effect but does not stack with other forms of fear.

Sign of Torpor: The enervating properties of this sanction causes fatigue in any draconic creature that fails its saving throw.

Sign of Winter: This sanction draws water out of plant matter, weakening them. Any plant creature that fails its saving throw against this sanction takes a -4 penalty to Strength. This penalty increases to -8 at 11th level.

Tradition Secrets

Enduring Exorcism: You may sanction for 6 additional rounds per day. If you can not sanction, you may sanction for 6 rounds per day.

Kinslayer: You may sanction creatures of your own type. When you sanction creatures of your own type, you gain a +2 insight bonus to the saving throw DC. When you sanction creatures of your own type, you may make

any number of creatures within range of the sanction immune to that sanction.

Nemesis Sanction: You may focus your sanction against a single target within 30 ft., + 5 ft. per class level after the 1st. When used this way, the target is considered sanctioned regardless of their location, and if they fail their saving throw against the sanction, they are entangled. This sanction does not prevent you from having multiple sanctions active, and you may have both conventional and nemesis sanctions active simultaneously, or have multiple nemesis sanctions active against the same or different targets.

You may use the nemesis sanction against a creature of your own type.

Rattling Sanction: As a standard action, you may do 1d8 nonlethal damage per 2 class levels to a single creature under the effect of your sanction. This works even if the creature is normally immune to nonlethal damage. You may spend a spell point to instead affect a number of creatures under the effect of your sanction equal to 1/2 your class level (minimum: 1).

Subtle Sanction: You may use and maintain sanctions without speaking and without needing to use your hands.

Threat of Force: Allies adjacent to creatures affected by any of your sanctions are considered to be flanking them.

Warding Sanction: *(requires Protection sphere)* As a full-round action, you may create a ward and activate a sanction.

You may use you class level as your caster level for any wards you create.This stacks with other caster level sources normally.

Tradition Grand Secrets

Bloodlust: Whenever you activate a sanction, you may choose a weapon in your hand to gain the bane property against the type of creature your sanction works against. This lasts for as long as the sanction does, or until you choose a different type. If you choose a type that requires you to choose a sub-type (such as humanoid or outsider), you must choose a sub-type, but may change this subtype whenever you maintain your sanction.

Counterspelling Sanction: Whenever a creature affected by your sanction uses a spell, spell-like ability, or sphere ability, you may counterspell it as if you had the Counterspell Mastery feat as an immediate action. If you have the Counterspell feat, this becomes a free action.

Greater Sanction: The range of your sanction increases by 20 feet.

Irresistible Force: When you attempt to push a creature out of your sanctioned area with your sanction ability, a bull rush maneuver, or any ability that works as a bull rush, you receive a +10 bonus to the attempt.

Moral High-Ground: You receive a +2 bonus to the DC of your sanction.

Remove Defenses: When a creature fails their saving throw against your sanction, they lose all damage resistance and resistance to spell damage until the beginning of their next turn.

Tradition Mastery

While your sanction is active, any attack or ability that includes you as a target has a 50% chance of failing to affect you if it originates from a type of creature you are currently sanctioning, even if that creature is not currently affected by your sanction.

Incanter Specializations

Incanters may choose the following specialization:

Lattice Weaver *(Protection Sphere Sub-Specialization, 3 Specialization Points)*: Incanters specialized in Protection have an alternate way they can manifest their abilities. Incanters that choose this sub-specialization still receive Protection as a bonus sphere at 1st level and a +1 bonus to their caster level with the Protection sphere, but do not gain any of the other abilities.

Instead, the lattice weaver gains the ability to call forth a floating mass of crystals made of solid force which they can control using their Protection sphere abilities. Whenever they use their lattice, the effect remains for a number of minutes equal to their incanter level, or until they use their lattice for a different purpose. The lattice can not be broken or permanently destroyed, but things made from the lattice can be.

At 1st level, the incanter can use his lattice to form any barrier he could create using the barrier ability. The lattice barrier can be destroyed or broken as normal (even though the lattice can not), and as a standard action, the incanter can dismiss the lattice barrier and create a new lattice barrier at a different location, or repair an existing lattice barrier. The incanter does not need to spend a spell point to make the barrier last without concentration, it remains until the normal duration of the lattice expires or until the lattice is used for another function. The incanter can also use a move action to move their lattice barrier up to 20 ft, possibly pushing objects and creatures in the process. The barrier has the ability to bullrush targets using a CMB equal to 10 + the incanter's class level + his casting ability modifier, but does not

harm those pushed. Alternatively, the lattice barrier can simply work around objects and creatures as it moves.

At 5th level, the incanter may use his lattice as an immediate action to form any aegis he can create around an ally within 60 feet. In addition to the normal effects of the aegis, the aegis has a 50% chance to turn any critical hit into a normal hit. The character who bears this aegis also receives a bonus to the damage of their natural attacks equal to half the incanter's level, as the sharp edges of the lattice can draw blood easily. The incanter can not sacrifice the lattice with a (succor) talent. The spell point cost to create the aegis must still be paid, and its duration is limited to the duration of the lattice, and it ends if the lattice is used for another purpose.

At 10th level, the incanter may use the lattice to strike an enemy within 60 ft. with a ranged touch attack as a standard action, imprisoning them with crystalline blades of force. The attack does 1d6 force damage for every 2 levels the incanter has, and the target must make a Reflex save versus a DC equal to 10 + 1/2 the level of the incanter + his casting ability modifier or be entangled by the lattice and unable to leave the square they are currently in. This prison is fully effective against incorporeal creatures, but disappears if the lattice is used for anything else and does not prevent teleportation. The creature may make a new save at the end of each of its turns.

At 15th level, the incanter may seed a ward with lattice blades, causing all squares within to become difficult terrain for enemies without hindering allies. The lattice floats in the air, affecting flying enemies as well as those on the ground, and even affecting those underwater or underground. The seeding also provides partial cover to allies within the ward. Using this ability is a standard action.

At 20th level, the incanter may spend a standard action to wrap himself in a mobile sphere of lattice crystals. While encased, he gains improved cover against all attacks, has a fly speed of 30 with perfect maneuverability, and ignores difficult terrain. Whenever he moves, he can move through enemy squares, and when he does so the enemy must make a Reflex save with a DC of 10 + 1/2 the level of the incanter + his casting ability modifier or take 1d6 force damage for every level the incanter has gained. A successful save halves this damage. He may carry others with him inside the sphere, if he can physically pick them up but they are effectively unable to act while within.

Master of Mysteries: *(2 Specialization Points)* The incanter has training in the deep mysteries in magic, and his influence can be felt by all spell casters. As a standard action, he may tune himself to the environment, so that all magic flows through him. He must spend a standard action every round to maintain the attunement, and he can only be attuned for a maximum number of rounds per day equal to his class level + his casting ability modifier. These rounds do not need to be consecutive.

When any enemy caster uses a sphere ability or casts a spell or spell-like ability, they must overcome the incanter's influence if any part of their line of effect comes within 60 ft. of him. If they succeed on a magical skill check against his magical skill defense, then their spell acts normally. If they fail, there are consequences.

At 1st level, a failed magical skill check causes the spell to be weakened. The caster level of the spell is lowered by the amount the check was failed by. If this reduces the caster level to 0 or less, the spell is countered.

At 6th level, a failed magical skill check causes the spell to be countered.

At 11th level, if the incanter counters a spell, he may use an immediate action to redirect it to a different target as if they had been the original target of the spell. If an attack roll is required, he uses the same attack roll the original caster made.

At 16th level, the incanter may store a countered effect for later use. He may only store one spell this way, and may continue to store it for up to 24 hours. Using the spell is a swift action, and uses the caster level and casting ability modifier of the original caster, but the incanter now controls the ability.

At 20th level, the incanter may maintain this ability as a move action.

Mageknight Mystic Combats

Mageknights can choose from the following abilities when they choose a mystic combat ability:

Elemental Defense: *(requires Mystic Defense class feature)* Your mystic defense class feature also gives you resistance to acid, cold, electricity, fire, and sonic damage.

Ensorcelled Defenses (Su): As a swift action, you may spend a spell point to charge your armor and shield with energy, partially transforming them into fields of force that protect you. For a number of rounds equal to your casting ability modifier, your armor and shield bonuses (and any enhancement bonuses they have) become force effects and apply to your touch AC.

Mystic Aegis (Sp): *(requires Protection sphere)* When you create an aegis on yourself, you may use your mageknight class level in place of your caster level. In addition, if you use a (succor) talent to sacrifice an aegis you created that you bear, you may use your class level as your caster level. This stacks normally with caster levels from other sources.

Shifted Karma (Su): *(requires Marked class feature)* Whenever you hit an enemy you have marked with a melee weapon or natural weapon, you may give the target a -4 penalty to attack and AC against creatures other than yourself. This penalty lasts until the beginning of your next turn, or you may spend a spellpoint to make it last 1 minute. This ability ends immediately if the mark ends, or if the target successfully hits you with a melee attack.

Ward Against Magic (Sp): *(requires Protection sphere, Resist Magic class feature)* You may create a ward that duplicates the effects of your resist magic class feature for all within. You may also create an aegis that duplicates the effects of your resist magic class feature for any creature that bears it. The bonus from your resist magic ability can not stack with itself this way.

Magus Arcana

Magi may choose the following arcana:

Counterspell Strike: *(requires Spellstrike, Counterspell):* When you use Counterspell with your spellstrike abilities, you may add the enhancement bonus of your weapon to your Magical Skill Bonus.

Whenever you successfully counter a spell or sphere ability that can be delivered as a touch attack, you may charge your weapon with that spell, and deliver it to a different creature using your spellstrike before the end of your next turn.

Personal Magic *(requires Enhancement sphere or Protection sphere)*: You may use your class level as your caster level for any aegis you create that you bear, and if you use a (succor) talent to sacrifice an aegis you created that you bear, you may use your class level as your caster level. This stacks with caster levels from other sources normally.

You may use your class level as your caster level for any enhancement you cast on yourself or equipment you have enchanted with your arcane pool. This stacks with caster levels from other sources normally.

Quarterstaff Arcana: *(requires Spell Combat, Sphere Casting)*

You may use a quarterstaff with your spell combat as if it were a one-handed weapon - though you still must grip the weapon with both hands. When you use spell combat, you may only attack with one end of your staff.

While wielding a quarterstaff, you gain a shield bonus to your Armor Class equal to the enhancement bonus or caster level enhancement bonus of the quarterstaff (including any enhancement bonus on that staff from the arcane pool class feature), whichever is higher.

Rogue Talents

Rogues may choose the following talents:

Cunning (Ex): You are good at getting yourself out of scrapes by being wilier and craftier than your enemies. Choose a saving throw. You receive a bonus to this saving throw equal to your Charisma modifier (minimum 1). You lose this bonus whenever you are denied your dexterity bonus to AC or you wear armor heavier than light armor. You may choose this talent multiple times. Each time, choose a different saving throw.

Plausible Deniability (Su): *(Advanced Talent)* As a standard action, you may give yourself any basic (aegis) talent from the Protection sphere or the Deflection aegis that requires no more than 1 spell point to create. This aegis uses your class level as your caster level and your Charisma as your casting ability, and does not require spell points to be created. You must use a move action each round to maintain the aegis. This is not considered a form of concentration and concentration checks are never required. Making any attack ends your aegis immediately.

Shifting Loyalty: *(Advanced Talent)* Your morals have always been malleable when required. Magical abilities whose effects vary with alignment always treat you as the alignment of your choice. This choice can change from effect to effect, and does not need to be consistent. This can make you immune to a magical ability.

Section 3
Basic Talents

The Protection sphere is primarily made up of aegises that protect creatures and wards that expel and diminish effects within an area. This book introduces a new variant on these abilities, succors.

A (succor) talent allows you to create an effect by sacrificing an aegis you created. This is an immediate action that can be performed using any aegis you created that you have line of effect to. The resulting effect occurs to the creature that bore the aegis. Healing Aegis and Luck from the Protection sphere are considered (succor) talents. These talents require line of sight, but otherwise have unlimited range.

> ### Healing Aegis errata
>
> Healing Aegis does not require the expenditure of a spell point to use.
>
> ### Stacking Aegises
>
> Multiple aegises of the same talent can be placed on a single creature, and the creature can benefit from them when they are providing different effects. This means Armored Magic can give a target both armor and shield, and Energy Resistance can grant resistances to multiple energy types to the same target.
>
> ### The Barrier Ward
>
> Unless explicitly stated otherwise, barriers created with the Protection sphere are transparent force effects, and block line of effect, but do not block line of sight or teleportation. Barriers can grant cover, but not concealment (unless explicitly stated otherwise).

Ablating (aegis)

You may create an aegis that has a chance of negating attacks against the protected creature. When created, the aegis has an ablation rate of 20% + 5% for every 3 caster levels, maximum 50%. The aegis acts as a miss chance equal to its ablation rate against attacks, and whenever the protected creature is hit, there is a percentage chance the ablative aegis will negate the hit. If it does, it's ablation rate drops by 5%. When the ablation rate becomes equal to or less than 0, the aegis ends, even if the duration has not yet expired. If the character has a miss chance from another source, only the highest miss chance applies, and the aegis is only reduced if its ablation rate is higher than all other miss chances.

Barrier Maze

When you create a barrier, instead of having a wall at the edge of the ward, you may spend a spell point to create a number of cubes equal to twice your caster level. Each cube completely fills a 5 ft. square, and has 5 hit points, or 4 + your caster level hit points if you possess the Greater Barrier talent. Like a barrier, the cubes are mostly-transparent, and they block the same modes of attack. They are otherwise materially identical to a barrier, and have the same break DC.

Objects and creatures can not be trapped within a cube, and the presence of a creature in a square prevents the cube from forming there. Cubes must be created at ground level, but can be joined into larger configurations. All cubes must be created within an area you could cover with a ward.

Bulwark (succor)

As an immediate action, you may dismiss an aegis on an ally to give them damage reduction equal to your caster level until the beginning of your next turn.

Buttressing

You may repair any barrier you created (including those created using Greater Barrier) causing it to regain a number of hit points equal to 4 + your caster level. This is a move action, or you may spend a spell point to do this as a swift action. You must have line of sight to the barrier to use this talent.

In addition, when you spend a spell point to maintain a barrier without concentration, you may spend an additional spell point to make it self-repairing. The barrier regains 1 hit point + 1 hit point per 2 caster levels at the start of each of your turns.

A barrier that has been reduced to 0 hp has been destroyed and cannot regain hit points or be restored using this talent.

If used on a barrier comprised of cubes using the Barrier Maze talent, this talent allows each cube to regain 1 lost hit point or for 1 cube to regain all lost hit points when you spend a move action or a spell point and a swift action to use this ability. When you spend a spell point to maintain the barrier without concentration, you may spend an additional spell point to make each cube regain 1 hit point per round. A cube that has been reduced to 0 hp has been destroyed and cannot regain hit points or be restored using this talent, though the remaining cubes can still regain hit points.

Clarity (ward)

Within the area of this ward, attempts to conceal, obfuscate, or disguise oneself are hindered. Any creature within the ward must make a Will save or they become unable to use any abilities to disguise or conceal themselves.

Likewise, any spell, spell-like ability, or sphere ability that creates illusions or makes it difficult to sense physical phenomena is more difficult to use. When the ward is first created, the user makes a single magical skill check against every illusion or concealing effect created with a spell, spell-like ability, or sphere ability. Magic items have a MSD of 11 + their caster level and creatures using spell-like abilities have an MSD equal to 11 + their Hit Dice. If your check succeeds, the effect is suppressed or the magic item ceases to function, respectively. Time spent suppressed counts toward a magical effect's total duration. Any additional attempt to create an illusion or concealment effect requires the caster to beat your MSD with a magical skill check. They must do this even if they passed their Will saving throw.

Continuous Barrier

Barriers you create are completely sealed spheres. If creating the barrier would cause it to go through another object, the barrier cuts harmlessly through the material (without compromising the integrity of the object, but preventing the object from being moved). If creating the barrier would cause it to go through a creature or animated object, the barrier shunts the creature just outside the effect of the sphere.

These modifications to your barriers make it so that ethereal creatures, or creatures with unusual movement modes such as burrow cannot enter the warded area by going around the barrier, but must instead destroy the barrier to enter or exit.

This ability can be combined with Greater Barrier to allow your barrier wall to pass through objects.

Enduring Protection

When you spend a spell point to make a ward last without concentration, it lasts 1 minute per caster level.

Exclusion (ward)

You can create a ward that prevents entry of a common material or element chosen when you create the ward. You may choose an element based on their physical material (such as stone, metal, water, or acid), form of energy (such as fire or light) or based on their physical properties (such as poisonous materials or living materials). Magical and non-magical materials excluded have great difficulty entering the ward, but are unaffected once inside.

Creatures made of or carrying the material with them must make a Strength check against a DC equal to your Protection sphere DC to cross the threshold of the ward, or they can simply drop any of the warded material they are carrying. An attack from outside the ward that crosses into the ward and is composed of the offending material receives a penalty to attack equal to your caster level.

Expedited Defense

You may spend a spell point to create a ward as a move action.

You may take this talent a second time. If you do, you no longer need to spend a spell point to create a ward as a move action and may spend a spell point to create a ward as a swift action.

Friendship (aegis)

You may create an aegis that gives a creature special protection from the sphere and supernatural abilities of his allies. Whenever one of that creature's allies uses a sphere or supernatural ability that covers an area, they

may exclude creatures with this aegis from the area of effect.

Glyph

At the time of casting a ward you may choose to shape the ward into a glyph: a magical trap whose effects are not immediately active until triggered. A glyph is cast upon a 5 ft. by 5 ft. area and takes the form of a 6 inch tall symbol, faintly visible on a surface. The glyph lasts for 1 hour per caster level or until activated by a trigger specified by the caster at the time it is created. When activated, the glyph become the center point for the ward, and it performs its function for a number of rounds equal to your caster level, and then the ability ends. Once cast, the glyph can not be moved from its location, and any attempt to do so fails. Destroying the surface the glyph is on destroys it, but doesn't end the glyph effect once it has been triggered.

Creating a glyph requires a round per caster level and a spell point. You must also pay the spell point cost of whatever ward the glyph will create, though you do not need to spend a spell point to maintain the ward: the glyph can maintain the ward as if it were concentrating. When you create the glyph, you may decide what area is covered by the glyph's effect; this may be up to close range from the location of the glyph.

A glyph is as intelligent as its caster, and can see and hear as well as a humanoid could with regular senses and a bonus to Perception equal to your caster level, so the trigger can be one of many things, but the glyph runs the risk of being deceived if the trigger is too complicated. A glyph can only have one trigger, but you can always trigger your own glyph as a free action, provided you are still on the same plane of existence.

A glyph knows when it has been read. This information may be used as part of a trigger.

When a glyph you created activates, its effect begins. The glyph's effect can be any ward you know how to create. If you have the Permanent Ward advanced talent, you may

make a glyph that is permanent, and will activate with it's trigger, stay active for as long as the trigger is active, and shut off afterwards until triggered again.

A glyph can be seen by effects that detect or sense magic, and can also be detected as a magical trap can be. In order for someone to spot one of your glyphs it requires a Perception Check with a DC equal to 25 + 1/2 your caster level (minimum 1). Disabling the glyph requires a Disable Device check with the same DC. Alternatively, destroying the surface the glyph is imprinted on can destroy the glyph, but once activated, destroying the glyph does not dispel the effect, and the glyph activates when damaged if the damage is not sufficient to destroy it.

Inner Peace (aegis)

You may create an aegis that grants the target a +4 morale bonus to saving throws against all fear, emotional and mind-affecting abilities, magical or mundane. When the target is affected by a magical ability this bonus applies to, they are always a granted a save to completely negate the effect, even if one is not normally allowed. The improved composure of the subject also grants them a +4 morale bonus to Bluff checks to conceal emotions or relay secret messages, and to Diplomacy checks to influence attitudes to make creatures calm.

Impartiality (aegis, ward)

Creatures within this ward or bearing this aegis are treated as having no alignment for all magical effects. Effects that detect alignment (such as the divine alignment alternate divination from the Divination sphere) do not detect the creature or creatures protected, while those that affect certain alignments have no effect on protected creatures at all. This does not allow a creature to disguise their alignment - they appear as an absence of alignment.

Impedance (aegis, ward)

You may create a ward that makes it difficult for creatures to approach the center of the ward. At the beginning of their turn, or when they try to enter the ward, a creature must make a Will save or they are unable to enter or move any closer to the center of the ward. If applied as an aegis, then it prevents creatures from entering squares adjacent to the creature with the aegis from a square farther away.

This talent does not interfere with attacks; only movement.

Iron Shield (aegis)

You may create an aegis that protects against the forces of nature. This includes all forms of environmental damage (though not from vacuum), attacks that utilize nature as a resource (such as lightning called from the sky, but not from all electricity attacks), abilities of the Nature and Weather spheres, and the attacks and abilities of fey creatures, magical beasts and mundane plants, animals, and vermin. The creature with this aegis receives a +4 circumstance bonus to AC from such attacks, and a +4 circumstance bonus to saving throws against such abilities. They always receive a saving throw to negate against such abilities even when one is not normally allowed.

Lingering Succor

Whenever you use a (succor) talent, the effects of the aegis sacrificed do not end until the end of your second turn. An aegis cannot be sacrificed to power a succor a second time.

Lifeless (aegis)

You may create an aegis that grants the subject a +4 morale bonus on saves against all healing spells, Life sphere abilities, channeled positive energy, and other magical healing effects. The subject is granted a save to negate such effects even if one is not normally allowed.

Logic (ward)

This ward presents subtle inconsistencies and misdirections that prevent entry. Creatures must have an Intelligence of at least 3 to enter into the warded area. Teleportation bypasses the effect of this ward, and low-intelligence creatures can still be pushed or otherwise motivated into the ward area by other more intelligent creatures or by accident.

Mass Aegis

You may spend an additional spell point when using an aegis to affect up to 1 additional creature per 2 caster levels (minimum: 1). When using Mass Aegis, the duration of each aegis is decreased to 10 minutes per caster level. Each target of the aegis must be within range. Once created, each aegis is a separate sphere effect, and can be sacrificed to use a succor individually.

Magnetic Shield (ward)

Creatures within this ward have damage reduction equal to your caster level against all metal weapons or metal tipped weapons, with the exception of silver weapons. This defense also applies to melee attacks by ironshod creatures or creatures that have metal covering the point of contact of the attack (such as a punch from someone wearing a gauntlet).

Mettle (aegis)

A creature with this aegis receives an untyped bonus to their AC equal to 5 + your caster level against critical hit confirmation rolls.

Missile Shield (ward)

You may create a ward that protects creatures within from projectiles, including projectile weapons, thrown rocks, rays made up of projectiles (such as created by the Stone Blast talent of the Destruction sphere) or falling debris. Any damage of that type dealt within this area is reduced by 5 + your caster level. These effects only absorb damage and may not protect from other side effects of an attack (like being pinned under the weight of a thrown boulder or being poisoned by a poisoned arrow).

Mystic Shell (aegis)

You may create an aegis that protects magical effects on the character. A mystic shell has 2 layers, + 1 layer per 10 caster levels. While the layers are in place, whenever a magical effect on the character would be dispelled, it remains and instead a layer of the shell is lost. Each layer is counterspelled as a separate magical effect. Layers of the shell can also be sacrificed to use (succor) talents or abilities. Layers from multiple castings of this aegis do not stack.

Neutralization (aegis)

When this aegis is created, choose a sphere. The creature has special resistance to abilities of this sphere, and receives a +4 morale bonus to saving throws and AC against abilities of that sphere. If the sphere has abilities that allow neither a save nor require an attack roll, the creature bearing this aegis is granted a Will save to negate such effects, and any save modified by this aegis completely negates the effect of the ability saved against. This aegis has no effect on supernatural or extraordinary abilities, even if they duplicate the effects of a sphere, but it is effective against spell-like abilities that are built using that sphere. The aegis is effective against those effects that are connected to multiple spheres, provided one of the spheres is the sphere neutralized.

Obscurity (aegis, ward)

Creatures with this aegis or within this ward appear unremarkable and unimportant to those around them. Creatures must make a Will save to be able to notice their presence. This is before any Perception checks are made. A successful save allows them to see the obscured creatures normally (assuming they can see the creatures normally), until they have left the sight of the creature by either moving out of line-of-sight or making a successful Stealth check. Creatures who are specifically looking for the protected creatures and are aware of their identity (like those who have been told you are there by someone else), or who are engaged in combat with them automatically pass this saving throw. Creatures with this aegis do not leave behind tracks or other signs of their passage.

Plexing Aegis (aegis)

A plexing aegis offers no specific protection until activated, but at any time during its duration, you may spend an immediate action to activate it, turning it into any aegis you can create as a standard action. When this occurs, you must pay the spell point cost of the new aegis normally. You may activate plexing aegises on multiple creatures with the same action, provided all of them are being turned into the same kind of aegis. Once activated, the plexing aegis remains that aegis type for the remainder of its duration. The caster level of a plexing aegis is determined when it is cast and does not change once activated. A plexing aegis may be sacrificed to use a succor ability before or after it is activated. It costs a spell point to create a plexing aegis, just as with any other aegis. You may combine this talent with the mass aegis ability at the time of its casting, but not with the act of activating plexing aegises. Plexing aegises created with Mass Aegis may be activated separately.

Punishment (succor)

When a creature successfully hits a creature you have placed an aegis on with an attack, you may sacrifice an aegis they are bearing as an immediate action to harm the attacker. The attacker takes 1d8 nonlethal damage per 2 caster levels (minimum: 1d8).

Quantum Lock (ward)

You may create a ward that represses all effects that alter reality, including sphere abilities that change the rate of time, teleportation, gravitational effects, transdimensional effects, distortion of space, and Warp and Time sphere abilities within its area of effect. When this ward is created, make one magic skill check against each effect in the area of the ward that it can repress. Magic items have a MSD of 11 + their caster level. If your check exceeds the MSD of the magical effect or item, the effect is suppressed or the magic item ceases to function, respectively. Time spent suppressed counts toward a magical effect's total duration.

Once in effect, any caster attempting to use an ability that can be repressed by this ward must attempt a magic skill check against your MSD. If they fail, the ability is negated completely (e.g., the creature never leaves its point of origin).

Ray Deflection (aegis)

Whenever a ray attack is used against a creature with this aegis, there is a 20% chance the ray will be deflected back at the caster. This increases by 5% for every 5 caster levels to a maximum of 50%. This aegis does not offer protection against rays that automatically hit, such as those with a natural 20 on the attack roll. A deflected ray makes

an attack against the attacker using the same attack roll and all of the applicable modifiers of the original attack and if it hits, the attacker takes the attack's damage and suffers all the other consequences of getting struck with that attack.

Reflection (succor)

When a creature with an aegis you created becomes the target of a spell or sphere ability that affects only them, you may sacrifice an aegis they are bearing as an immediate action to attempt to counterspell the ability and redirect the effect. You make a magical skill check against the magical skill defense of the caster, and if successful, the sphere effect affects the caster as if they had been the original target. Any bonuses you or the other sphere caster have to counterspelling apply to this roll. The decision to do this must be made before any attack roll or saving throw is made.

Selective Barrier

When you create a barrier, you may spend a spell point to make its structure more complicated, allowing certain kinds of activities to pass through the barrier. For each of the following, you must choose whether it can cross the barrier, and if so, in what direction: melee attacks, ranged attacks, area of effect abilities, and movement. Whenever the barrier regains or could regain hit points, you may change this decision.

Shared Aegis

In addition to providing an aura of protection, any aegis you create can be extended beyond the body of the creature bearing it. When a creature under the effects of an aegis you created has an allied creature within its natural reach, the ally also gains the benefit of the aegis. This requires active effort from the creature wearing the aegis, and they can not use their aegis to defend another creature if they would be denied their Dexterity bonus against the source of the effect they are protecting their ally from.

While a creature is under the protection of your shared aegis this way, you may use succor talents that target them as if they were bearing the aegis. Only one creature may benefit from a succor this way.

Vengeance (succor)

When an enemy you can see successfully hits a creature you have placed an aegis on with an attack, you may sacrifice an aegis they are bearing as an immediate action to make an attack with a weapon or natural weapon against the creature. You gain a bonus to damage equal to your caster level for this attack.

Advanced Magic

"There is a lesson my first master drilled into my head. 'When making a stronghold, always make sure you have at least five traps, four escape routes, three guardians, two back-up plans, and one self-destruct.' I will not deny that he became a bit strange in his later years, but one must admit; that is not the mind of someone whose home you assault lightly."

-Maester Vasaya, introduction to her class on warding structures

Advanced Talents

The following talents are available to player characters, subject to GM approval:

Complex Glyph

Prerequisite: Glyph, 5th caster level or higher.

When you create a glyph, you may substitute an ability that you possess from another sphere in place of a ward. This ability must either target an area, or must have the ability to attack creatures. When triggered, the glyph activates the ability. For an ability with a duration, it lasts for 1 round per caster level (even if the original duration of the ability was longer), while an instantaneous ability activates once against whomever triggered the glyph, or a random target within range if that is not applicable. You must pay the full spell point cost of the sphere ability the glyph contains. You do not need to pay a spell point to maintain an effect without concentration - the glyph maintains the effect as if it were concentrated on.

A glyph cannot discern between allies and enemies; only those who trigger them and those who haven't.

If you possess the Cantrips feat, you may use any simple magical effect the Cantrips feat can create (such as a simple alarm, or having an illusionary mouth appear and deliver a short message) with the glyph instead of a sphere ability. Counterspell may also be substituted for a sphere ability. Similarly, you may add a non-magical trap (such as those constructed with the Craft skill) to a glyph in place of a sphere ability.

A complex glyph uses your caster level with the sphere of the sphere ability to determine the effect of the sphere ability, but uses your Protection caster level to determine its own properties.

Permanent Ward

Prerequisites: Enduring Protection, 10th caster level or higher.

When creating a ward, you may spend 2 spell points to increase its duration to permanent. A complex glyph can be made permanent as a normal glyph can, except for those complex glyphs that trigger non-magical traps.

When a permanent glyph is triggered, it uses its ward or sphere ability. For abilities with a duration, the glyph activates the ability and then maintains it as if it were concentrating on it for as long as the trigger is satisfied. For an attack ability, the glyph attacks a randomly selected creature in range of both the ability and the glyph itself once per round until there are no longer any targets to attack.

The glyph always has an initiative equal to its caster level and does not roll a d20 or add any modifiers to its initiative.

To be turned into a permanent glyph, a ward or other sphere ability must be usable as a full-round action or shorter without costing any spell points to use. If the caster has abilities that allows them to reduce spell point cost by increasing casting time, they may apply them,

provided the casting time stays at a full-round action or less.

Subtlety (aegis)

Prerequisites: 5th caster level or higher.

A creature with this aegis is surrounded by a field of magical energy that interferes with other forms of magic. Rather than producing an obvious spell resistance effect, however, the creature with the aegis becomes hidden from sphere abilities and supernatural abilities.

The effect is such that these abilities can not target the character properly without assistance from a creature. If a supernatural or sphere ability discerns between allies and enemies (as many totems of the War sphere do), or acts in a way that its effects only affect certain creatures (such as creatures of a creature type or a specific alignment), the creature with the aegis is unaffected. Similarly, magical traps and contingency effects (like glyphs) are not triggered by the creature's presence, and any effect relying on a magical trigger is also not triggered, as if the creature were invisible to the trap or effect. Traps may still be sprung by physical triggers, however.

Abilities that rely on the caster choosing targets are not affected by this aegis, even if that ability only works on certain targets (such as a paladin's smite evil ability), and this doesn't give the bearer any special concealment from creatures using magical senses. Area effect abilities are also still effective against the creature, provided the effect affects every creature, or affects every creature save for those specifically made invulnerable by the caster.

True Protection

Prerequisites: 10th caster level or higher.

Whenever you create an aegis or ward, you may tie it to a specific creature. Against that creature, the aegis or ward acts as if it had a +10 circumstance bonus to caster level, but it is ineffective against any other creature. This means the aegis or ward works against attacks made by the creature, their abilities, or the attacks of abilities of other creatures it summons or controls.

To be used, the caster must be able to uniquely identify the creature. If the caster has met the target, this is sufficient, otherwise they require some other means of identifying the creature. Having a sample of the creature's blood or tissue works, or having the creature's true name, but a description of the creature is not sufficient. The GM is the ultimate adjudicator of what is required.

Undying (aegis)

Prerequisites: Protection sphere, Deathless, 7th caster level or higher.

When you create a deathless aegis, you may spend an additional spell point to create an undying aegis instead. In addition to the effects of the deathless aegis, the subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This aegis does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

This aegis does not protect against other sorts of attacks, even if those attacks might be lethal.

Incantations

The following incantation is available to characters with the required skills:

Demonseal

While most often used to close planar rifts between the human world and more hellish dimensions, it may be used to close rifts between other planes as well. While this incantation may be used to permanently close other permanent portals or planar gates, the incantation is usually considered too costly for something so minor.

Sphere: Protection or Warp; Level 8th

Skill Checks in order--- Craft (calligraphy or stonemasonry) DC 50 3 successes, Knowledge (planes) DC 50 4 successes, Perform (oratory or sing) DC 50 1 success

Casting Time: 2 hours

Components: S, V, F (3 gemstones worth 5,000 gp or more each, or a single gemstone worth 25,000 gp or more)

Target: 1 rift or tear between planes

Duration: 100 years

Saving Throw: none; SR no

Description: To begin the incantation, Craft checks are made to inscribe the focus (or foci) with runes. Runestones made in this fashion must be inscribed in the presence of the planar rift to be sealed shut. Knowledge (planes) checks are then used first to determine the proper placement of the focus (or foci), and to determine the best language used to seal the planar tear. To bring the incantation to a close, the Perform check is used to chant the sealing chant. If 100 or more secondary performers aid in this incantation, decrease the skill DC's by 10.

Upon successfully completing the incantation, the focus will begin to glow and begin to orbit the location of the now closed rift (unless affixed to a structure of some sort). The rift will remain shut for 100 years or until all

foci used during this incantation are removed. Any focus crafted during this incantation may be reused (if present) to reseal a rift that they were used to shut without having to craft new runestones. A single runestone may be removed with a successful magic skill check from the Telekinesis or Warp spheres vs a Magic Skill Defense of 30; alternatively, a runestone may be removed by force with a successful Strength check DC 50.

Backlash: The primary performer and any secondary performers become exhausted immediately after performing the incantation.

Failure: The planar rift or tear instead opens further, causing 2d4+1 creatures native to the other plane to appear (whose individual CR is equal to the highest level performer +1), which are unfriendly (if not hostile) toward the performers.

Impenetrable Dome

Sphere: Protection; Level 5th

Skill Check: In order--Knowledge (engineering) DC 24 4 successes, Knowledge (planes) DC 24 1 success.

Casting Time: 50 minutes

Components: S, V, F (4 stone structures such as menhir, obelisks, or statues worth a minimum of 5,000 gp each)

Effect: 2 mile radius barrier of force centered on the primary performer

Duration: 10 hours

Saving Throw: None; SR: Yes (harmless)

Description: Knowledge (engineering) checks are made once every 10 minutes (one per stone) verifying the correct angular positioning of their placement in relation to the other stones and the epicenter to which the primary performer stands. As many as four secondary performers may aid in this incantation, taking upon themselves a single negative level from that which the primary performer would suffer. Once each of the stones is placed, the primary performer positions themselves according to the current zodiac positioning with a Knowledge (planes) check. Each performer (primary or secondary) must then without magical coercion willingly and freely state that they offer themselves up as sacrifice.

Upon successfully completing the incantation, a barrier of force (similar to that created with the Protection sphere) is created centered on the primary performer (but will remain where the incantation is cast and will not move, even if the primary performer moves). The barrier has 100 hit points and refreshes at the beginning of each round until the duration of the incantation has expired. If the barrier is cast on a mobile landmass (such

as a floating island), the barrier will move with the mobile landmass, remaining centered to where it is cast.

Backlash: The primary performer takes 4 negative levels (-1 per secondary performer, of which takes the negative level upon themselves).

Failure: If you fail 2 consecutive checks, the incantation still functions but only affects a radius of 600 ft. with only 50 hp per round, with a duration of 1 hour. In addition, the primary performer takes 4 negative levels and all secondary performers take 2 negative levels each.

Rituals

The following ritual is available to spherecasters:

Arcane Rune

Sphere: Protection; Ritual Level: 4

Casting Time: 1 hour

Components: S, M (high quality ink laced with powdered precious metals, worth 50 gp or more)

Target: a page of text (magical or non-magical)

Duration: permanent until discharged

Description: By using the material component as ink, you scribe over another text, causing anyone else who attempts to read the text to take 4d6 fire damage. If this is used on magical text, the read magic Divination sphere ability (or similar ritual, spell, or ability) must be used.

An arcane rune can be seen by effects that detect or sense magic, and can also be detected as a magical trap. In order for someone to spot an arcane rune it requires a Perception check with a DC equal to 14 + your casting ability modifier. Disabling the rune requires a Disable Device check with a DC equal to 29 + your casting ability modifier. Alternatively, destroying the surface on which the rune is imprinted on can destroy the magical trap. Once the rune has been activated, it disappears.

Section 5

Player Options

This section outlines additional options for characters. This includes general feats (including combat feats, counterspell feats and dual sphere feats), new traits, and new drawbacks for Protection sphere casters.

Feats

Benevolence (Dual Sphere)

Prerequisites: Fount of Life, Protection sphere.

Benefit: Whenever an ally within range of your cure ability that is under the effects of an aegis is damaged, you may use an immediate action to heal them with hit points from your fount of life. This may keep the target from dying.

Companionship

Prerequisites: Paladin 3rd level, Protection sphere.

Benefit: When you use an aegis on an ally, they are considered physically closer to you. Any supernatural class ability you gain as a paladin treats the ally as being within 5 ft. of you, provided you have line of sight to them and are not required to physically touch them.

Confining Circle

Prerequisites: Repel Evil/Good/Law/Chaos Ward.

Benefit: When you create a repel ward, you may invert it, so that creatures of the repelled alignment can enter freely, but must make a Will saving throw to leave the warded area.

Counterspelling Strike (Combat)

Prerequisites: Counterspell.

Benefit: Whenever you strike a target with a weapon attack, you may spend a spell point as an immediate action to attempt to dispel an existing magical effect on the target using your Counterspell ability, or multiple effects with your Improved or Greater Counterspell ability.

Dimensional Aegis (Dual Sphere)

Prerequisites: Protection sphere, Warp sphere.

Benefit: You gain a (succor) talent that lets you sacrifice an aegis borne by an ally other than yourself to swap places with them by teleporting. They must be within range of your teleport ability, but you do not need to be normally able to teleport others. The ally must be willing or unconscious. This may be done in response to an attack before the results of the attack are determined. If so, the attack changes target to whomever is now occupying the space now occupied by the original target. The attack is not rerolled.

Energy Reflection

Prerequisites: Energy Resistance.

Benefit: Whenever a creature attacks the bearer of your Energy Resistance aegis, and the damage is reduced by that aegis, that creature suffers damage equal to the amount of damage reduced by the Energy Resistance aegis. The damage is of the same type as it was originally inflicted.

Enmity

Prerequisites: Protection sphere, favored enemy class feature.

Benefit: You may create a ward that repels all your favored enemies, as the repel ward. You may apply your bonus to hit your favored enemies to the DC of this ward.

Extra Divine Works

Prerequisites: Divine works class feature.

Benefit: You may choose an additional option from the list of possible divine works class features. You may choose this feat multiple times. Each time, choose a different divine work.

Forceful Hand (Dual Sphere)

Prerequisites: Protection sphere, Telekinesis sphere.

Benefit: You gain a (succor) talent that lets you sacrifice an aegis to use a telekinetic effect to defend the creature that bore the aegis. You may make a telekinetic catch on an attack made on the creature, or, if you possess the Telekinetic Push talent, you may perform a push on an enemy that is adjacent to the creature.

Graphomancy

Prerequisites: Protection sphere, Craft (calligraphy) 1 rank.

Benefit: You have learned to use ancient writings and symbols to enhance your Protection sphere abilities. When you create a ward, you gain a bonus to your caster level equal to half the number of ranks you have in the Craft (calligraphy) skill, rounded up. This can not increase your caster level above your Hit Dice.

Guarded Step (Dual Sphere)

Prerequisites: Protection sphere, Warp sphere.

Benefit: When teleporting yourself or a group that includes yourself to a location within a ward you created, you may reduce the action required by one step, from a standard action to a move action or from a move action to a swift action, but not to an immediate action or free action.

Gritting Teeth (Combat)

Prerequisites: Combat Stamina.

Benefit: You can prepare yourself for harm if you have advance warning. As a swift action, you may spend 3 stamina points to give yourself resistance to one type of energy damage (acid, cold, electricity, fire, or sonic). This resistance is equal to your character level + your highest mental attribute modifier and lasts 1 minute. You may use this ability multiple times to give yourself resistance against different energy types.

Immutable Protection

Prerequisites: Protection sphere.

Benefit: You receive a +4 insight bonus to MSB and MSD for any magical skill check made by your wards. This includes casting the ward and any checks made to dispel or repress magical effects because of a ward ability.

Luminous Aegis (Dual Sphere)

Prerequisites: Light sphere, Protection sphere.

Benefit: As a swift action, you may make an ally glow if they are bearing an aegis you created. You must use a separate action to make them grow brightly, and the duration of the glow does not change.

Martial Aegis

Prerequisites: Base attack bonus +1, Protection sphere.

Benefit: When you create an aegis on yourself, you may use your base attack bonus as your caster level. If you use a (succor) talent on this aegis, you may also use your base attack bonus as your caster level for the succor.

Protective Reserve

Prerequisites: Sentinel's reserve class feature.

Benefit: Choose an (aegis) talent from the Protection sphere. You may create that aegis as a supernatural ability, but only on yourself, using points from your reserve in place of spell points. For the purpose of this aegis, your caster level is equal to your sentinel level, and your casting ability is the ability used to determine your reserve points. You may acquire this feat multiple times; choosing a different (aegis) talent each time.

Shadow Cage (Dual Sphere)

Prerequisites: Dark sphere, Protection sphere.

Benefit: When you create a ward, you may spend a spell point to add the effects of a darkness ability you have to it. If you do, the entire area of your ward is a darkness, and your melds work within this ward as if it's bearer were within any other darkness that you created.

Shrouding Aegis

Prerequisites: Protection sphere, shadowstuff class feature.

Benefit: You may spend a point of shadow stuff to create a shrouding aegis. A shrouding aegis protects its bearer through the use of illusion by either obscuring their image, making them appear in a slightly different location, or disguising their movements. The illusions act intelligently and are constantly shifting, causing the creature to have a somewhat 'unreal' appearance.

Creatures attacking anyone with a shroud must make a Will save against a DC equal to 10 + 1/2 your Protection caster level + your casting ability modifier to determine if they can see properly through the shrouding aegis. Those who fail this saving throw can not take attacks of opportunity against the shrouded creature, can not benefit from or participate in flanking it, and can not deal any precision-based damage to the shrouded creature. Critical hits work normally, however.

Those who pass or are immune to illusions are not affected by the shroud. Once a creature passes their saving throw, they do not need to make any additional saving throws against that shroud. The shroud is considered an illusion, and benefits from your abilities that enhance illusions.

Tribal Fortification (Dual Sphere)

Prerequisites: Protection sphere, War sphere.

Benefit: When you create a ward, you may spend a spell point to add the effects of a totem ability you have to it. If you do, the entire area of your ward is a totem (even if your totem would normally be smaller), and your rallies work within this ward as if they were within any other totem that you created.

Warded Step (Combat)

Prerequisites: Sphere casting class feature.

Benefit: Your sphere effects that cover an area (including darknesses, totems, and wards) are especially easy for you to move through. The area inside one of your sphere effects is never difficult terrain for you, and you receive a +4 circumstance bonus to AC versus attacks of opportunity caused by moving through any square of a sphere effect you created.

Warning Sign (Dual Sphere)

Prerequisites: Protection sphere, War sphere.

Benefit: Allies receive a +1 circumstance bonus to initiative per aegis they bear that you created. This bonus stacks with itself.

Traits

The following traits are available to characters:

Defender of the Faith (Faith)

You have chosen the path of the defender, martyr, and saint, to defend that which you believe in and those who also believe in the same.

Prerequisite: You must openly belong to a publicly known religious organization.

Benefit: You gain a +1 trait bonus to CL when using talents and abilities from the Fate, Life and Protection spheres. This increase in caster level may not raise your caster level over your hit dice. In addition, you may participate in rituals or incantations associated with your religious organization.

Guardian of the Real (Social)

You have dedicated your life to fighting threats from beyond our world.

Benefit: You gain a +2 trait bonus to Knowledge (planes) to identify monsters. The Knowledge (planes) skill is always a class skill for you.

Strangely Resistant (Combat)

There are certain forms of magic which don't seem to work on you as well as others would think.

Benefit: Choose a sphere. You gain a +2 trait bonus to all saving throws vs the effects of that sphere.

Protection Sphere Drawbacks

Absorbing

Your aegises work by absorbing attacks and energy rather than deflecting it away. You do not gain the Deflection aegis. You must use the talent gained with this drawback to acquire an (aegis) talent.

You can not take this drawback if you have the Limited Protection (aegis) drawback.

Circle of Symbols

Your wards consist of circles of glowing symbols and runes with no true physicality. You do not gain the barrier ward. You must use the bonus talent gained from this drawback to select a (ward) talent.

You can not take this drawback if you have the Limited Protection (ward) drawback.

Crystalline

Your aegis abilities create a physical lattice of crystal around the creature bearing the aegis. It can not be removed without destroying it, and any part that is broken off disappears. A Spellcraft check against a DC equal to 15 + 1/2 your caster level can identify what the lattice is. This requires some means of perceiving magic (such as the Divination sphere's divine ability).

The lattice can be sundered as if it were a piece of armor. It has a hardness equal to 5 + 1 for every 4 caster levels, and hit points equal to 4 + your caster level. In addition, it provides no defense from touch attacks by incorporeal creatures or light-based attacks. You must use the talent gained with this drawback to acquire an (aegis) talent.

You can not take this drawback if you have the Limited Protection (aegis) drawback.

Luminous

Your Protection sphere abilities take on the form of an aura or field of light. The light is not powerful enough to be used as a light source, but makes the presence of the protection ability obvious to anyone within 30 feet. Creature's wearing an aegis you created can not benefit from stealth, invisibility, or concealment. Effects that dispel light (such as Dark effects) dispel your Protection sphere abilities as well.

Second Skin

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

You may not take this drawback if you have the Protected Soul drawback.

Shielding

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

You must use the bonus talent gained from this drawback to take the Shared Aegis talent.

Section 6
Equipment

Consumables

Distillate of Deathlessness

Aura faint Protection; **CL** 2

Slot wondrous; **Price** 200 gp; **Weight** -

Description

This liquid has a barely visible pink hue when held to the light, and smells like earth after rainfall. The drinker of this potion gains the benefit of the deathless aegis for 2 hours.

Construction Requirements

Brew Potion, Protection sphere; **Cost** 100 gp

Light of True Magic

Aura faint Protection; **CL** 5

Slot wondrous; **Price** 2,500 gp; **Weight** .1 pounds

Description

This gemstone glows faintly with ethereal light. It is made of pure magic, which reacts violently with anti-magical effects. When brought into a spell ward, antimagic field or similar effect, it immediately evaporates, and its energy fills the void the effect creates. No damage is done, but the effect is destroyed, or suppressed for 1d4 minutes if it is a permanent effect or a magic item. The gem does not need to be deliberately used - a character need merely have it in their possession and enter a magic suppressing field for it to function. A character with multiple gemstones will find that they all evaporate upon entering a field. The exception is extra-dimensional spaces - a light of true magic in a bag of holding will not activate if the bag is brought into an antimagic field or similar, as it is not truly in the field.

Construction Requirements

Brew Potion, Protection sphere; **Cost** 1,250 gp

Potion of Protection

Aura faint Protection; **CL** 1

Slot wondrous; **Price** 50 gp; **Weight** -

Description

This off-white creamy fluid smells like flowers and has a slightly sweet taste. When imbibed, the potion gives the drinker a +1 deflection bonus to their AC for 1 hour.

Construction Requirements

Brew Potion, Protection sphere; **Cost** 25 gp

Saving Stone

Aura faint Protection; **CL** 2

Slot wondrous; **Price** 200 gp; **Weight** .1 pounds

Description

This small, glass-like sphere can be thrown as an improvised weapon, but the target of its effect is always the environment, not whomever might be present when it breaks. Once broken, it creates a ward, chosen at the time of creation. The ward has a duration of 2 minutes.

Construction Requirements

Brew Potion, Protection sphere and the ward created; **Cost** 100 gp

Armor Properties

This property may be applied to armor:

Anti-Ballistic

This armor is designed specifically against more powerful projectile weapons. Whenever a projectile weapon is used against the wearer, the full AC bonus of the armor and any enhancement bonus it possesses are applied to the touch AC of the wearer.

Construction Requirements

Craft Magic Arms and Armor, Protection sphere; **Price** +1 bonus

Anti-Spell

This armor is laced with metals that give it limited anti-magic properties. Whenever the wearer makes a saving throw vs a spell or sphere ability that is hindered by spell resistance, they receive a circumstance bonus to their saving throw equal to the enhancement bonus of their armor.

Construction Requirements

Craft Magic Arms and Armor, Protection sphere; **Price** +2 bonus

Weapon Properties

Decisive

This property may only be applied to melee weapons. As a standard action, the wielder of this weapon may make an attack on a creature not native to the current plane of existence. If the attack hits, in addition to normal damage, the outsider must make a Will saving throw against a DC equal to 10 + 1/2 the Hit Dice of the attacker + their Charisma modifier. If they fail, they are forced to return to their home plane of existence. If the attack is a critical hit, they must save against this ability twice.

Construction Requirements

Craft Arms and Armor, Protection sphere; **Price** +2 bonus

Preventative

Whenever you hit a creature with this weapon, you receive a circumstance bonus to your AC against that creature equal to this weapon's enhancement bonus for 1 minute or until you strike a different creature.

Construction Requirements

Craft Arms and Armor, Protection sphere; **Price** +1 bonus

Protection Staff Properties

These properties may only be applied to staves which give a caster level bonus to spells from the Protection sphere.

Abjuring

While wielding this staff, the caster may spend a spell point as an immediate action to grant spell resistance to himself and all friendly creatures within 30 ft. against a single spell or sphere ability. The resistance then ends. The value of this spell resistance is equal to the Protection caster level of the wielder + 10.

Construction Requirements

Craft Staff, Protection sphere; **Price** +3 bonus

Girding

This Protection staff gives its wielder a circumstance bonus to AC equal to its enhancement bonus while it is being held.

Construction Requirements

Craft Staff, Protection sphere; **Price** +2 bonus

Rings

Ring of Force Armor

Aura faint Protection; **CL** 4th

Slot Ring; **Price** 6,400 gp; **Weight** -

Description

Twice per day, this ring may be activated to create a suit of armor made of force on the wearer. The suit remains for 4 hours per activation. The wearer must, as part of activation of the ring, make a Craft (armor) skill check, DC 10 + AC bonus of the armor (maximum +9). Armor created with this ring functions as standard armor (possessing the same armor check penalty and maximum Dexterity bonus) except that its AC bonus also applies against attacks made by incorporeal creatures. Failing the skill check results in the daily usage being wasted with no effect.

Construction Requirements

Craft Wondrous Item, Protection sphere, **Cost** 3,200 gp

Scaling Items

Amulet of Primal Protection

Aura faint Enhancement and Protection; **CL** 5th;

Slot Neck; **Weight** .1 lbs.;

Scaling Wonder; **Type** wonder

This amulet appears to be small shield made of teeth, and is often found in the possession of the holy warriors of the primal world.

5th Level - 3,150 gp: The wearer gains the benefit of the Improved Unarmed Strike feat.

6th Level - 4,800 gp: The amulet grants the wearer a +4 bonus on saving throws against all forms of poison and disease.

7th Level - 7,050 gp: The amulet grants a +1 natural armor enhancement bonus.

8th Level - 9,900 gp: The amulet grants an enhancement bonus of +1 on attack and damage rolls with unarmed attacks and natural weapons.

9th Level - 13,800 gp: The amulet grants the wearer a +4 bonus on saving throws against all forms of fear.

10th Level - 18,600 gp: The amulet grants a +2 natural armor enhancement bonus.

11th Level - 24,600 gp: The amulet grants an enhancement bonus of +2 on attack and damage rolls with unarmed attacks and natural weapons.

12th Level - 32,400 gp: The amulet grants the wearer immunity to all forms of poison and disease.

13th Level - 42,000 gp: The amulet grants a +3 natural armor enhancement bonus.

14th Level - 55,500 gp: The amulet grants an enhancement bonus of +3 on attack and damage rolls with unarmed attacks and natural weapons.

15th Level - 72,000 gp: The amulet grants the wearer immunity to all forms of fear.

16th Level - 94,500 gp: The amulet grants a +4 natural armor enhancement bonus.

17th Level - 129,000 gp: The amulet grants an enhancement bonus of +4 on attack and damage rolls with unarmed attacks and natural weapons.

18th Level - 159,000 gp: The amulet grants the wearer the stalwart class feature.

19th Level - 205,500 gp: The amulet grants a +5 natural armor enhancement bonus.

20th Level - 264,000 gp: The amulet grants an enhancement bonus of +5 on attack and damage rolls with unarmed attacks and natural weapons.

Player's Guide

Protection offers little in the way of mobility or offensive ability, but it is the superlative defense sphere and offers many useful battlefield control effects.

The Abjurer

The abjurer is the most dedicated of Protection casters, and will likely have the most Protection talents. Before any battle, they will place aegises they expect to be useful on their allies (and perhaps a Plexing Aegis on each ally), and then place general purpose wards during battle. They are more reactive than other Protection casters; waiting until the enemy acts so they can determine the best way to defend their allies, and then putting the right aegis or ward into place to make their allies completely immune to attack using Expedited Defense. They are also more likely to have (succor) talents that let them sacrifice superfluous aegises.

The Architect

The architect likes to control the battlefield by placing multiple wards. Like the abjurer, they attempt to neutralize the actions of their enemies, but they prefer to do this by covering the battlefield with wards rather than attempting to make their allies immune. Their main tactic is to place a barrier ward as soon as possible, and they will have many talents to strengthen it such as Buttressing, while using Selective Barrier to allow their ranged allies to hide behind it. Talents such as Barrier Maze and Greater Barrier can also be extremely useful for when fights turn into chaotic rumbles.

The Countermage

The countermage has only one thing to say to their enemies: "No." The countermage controls the battle not by protecting their allies or even by attacking their enemies, but by neutralizing the abilities of their enemies. By negating the most powerful spells an enemy throws out, they can rob the enemy of any chance of victory. They likely possess several counterspell feats backed up by a smaller number of (aegis) and (ward) talents that protect from common spells, such as Neutralization and Spell Ward.

The Field Marshal

The field marshal is less likely to be a dedicated Protection caster than others. In fact, they're much more likely to be martial combatants. A field marshal will often have a few (aegis) talents that they will cast on themselves and allies (assuming they don't take the Personal Defense drawback), and possibly one or two wards to deal with certain situations that they are ill-equipped to handle (like Quantum Lock or Missile Shield if they are melee combatants). They will not have many wards, however, as they would rather use their combat actions to attack rather than to spellcast.

The Punisher

The punisher only dabbles in the Protection sphere, and is interested in only the most consistently useful forms of defense. They then enhance these defenses with (succor) talents that harm enemies who attack their allies, transforming those defenses into weapons. The Painful Aegis, Ray Deflection, Reflection, and Vengeance talents are common among punishers. With their heavy investment in (succor) talents, Mystic Shell is extremely useful to them.

The Abjurer's Handbook

The Abjurer's Handbook is an expansion to the Protection sphere from the Spheres of Power magic system. Inside these pages you'll find new talents, new feats, new archetypes, and more for making the most of protection magic in your games.

The Abjurer's Handbook is book 15 in a multi-part series.