

The Auspician's Handbook





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Section 1

Introduction

I turn now to the branch of magic the magicians call "Fate." Yes, yes. You are now thinking that this was supposed to be a treatise of philosophy, not yet another tiresome book on the spheres. That that boor Throros's "comprehensive" and "popular" textbooks covered it all. Well, first, I don't particularly care what you think. I am the archmagos, you are not. I will write how I want. But more importantly, what the ignorant call "Fate" is really better called the universal, the Oversoul. It is the things which are not things.

Consider: the sabirs tell us that the substance of the outer planes—metaphysical Good and Evil, Chaos and Law—and even the forms of the beings that inhabit them are shaped and perhaps even originate in the mind. Without thinking beings there is no Evil, for a lion is always a predator but never a murderer. Law and Chaos are merely different possible arrangements of no significance.

It is alleged by those who have not devoted the thought to (or perhaps who lack the mental capacity to ponder) the question that the sphere of Fate is merely a hodgepodge of spells, the rubbish bin of magic where we Magi dispose of those abilities we cannot properly classify. "Oh, this talent is so odd," they imagine us saying, "I will be lazy and say that it belongs in Fate." I will grant you that most of my colleagues are so lazy they have servants to scratch their heads for them when they are confronted with long words, but not I! In truth, from the fact that Fate

magic encompasses the metaphysical moral substances and the fact that these principles are dependent on thought to exist, we can construct a lens with which to examine the other components of Fate.

Do not luck and destiny, too, truly exist only in thought? The gambler asks that Lady Luck blesses him, but in the absence of his belief the cards he is dealt depend entirely on how the dealer shuffles. We call the defeat of the Adjuk Empire and the rise of the Satraps part of Fate's tapestry, but dispassionately examined it is cause producing effect and effect becoming cause. And of course the branch of Fate magic called "motifs" invokes the power of stories told so many times they are intrinsic to our souls and shape our very existence. And yet, who can deny that stories originate in minds!

The collective of these thoughts, the Oversoul, can produce truly wondrous magic, but as you will see, has more power than that. For you to understand how, however, I must explain the significance of horned toads. The learned may skip ahead thirty pages, but most who claim that title deceive either others or themselves and would be well advised to read my exposition on these peculiar desert-dwellers.

"A Meditation on the Nature of Things,"

—Gibbar bin Migdal bin Saar,
Archmagos of the Peacock Satrapy

Navigating this Book

Section 2 – Class Options: This section of the book contains new archetypes that use the power of alignment, fate, luck, or stories to augment their classes' abilities, as well as new arsenal tricks, bestial traits, and mystic combats.

Grim Disciple: A mageknight that draws inspiration from the coin-sith (singular cù-sìth), the fey hounds that herald coming doom.

Lucky Bastard: An unchained rogue who takes extraordinary risks and receives equally great reward—or suffers humiliating failure if Lady Luck abandons her.

Ordained Hunter: An inquisitor that uses spheres rather than spells and who is invested by her deity with a power called kismet, which she uses to track her enemies and bring them back into the fold.

Parzivalian Knight: A paladin empowered by her belief in stories of Good triumphing over Evil and focusing on the use of consecrations to empower both herself and her allies.

Section 3 – Basic Magic:

This section of the book offers new words and consecrations and also introduces a new type of talent, motifs, which use the power of stories to allow

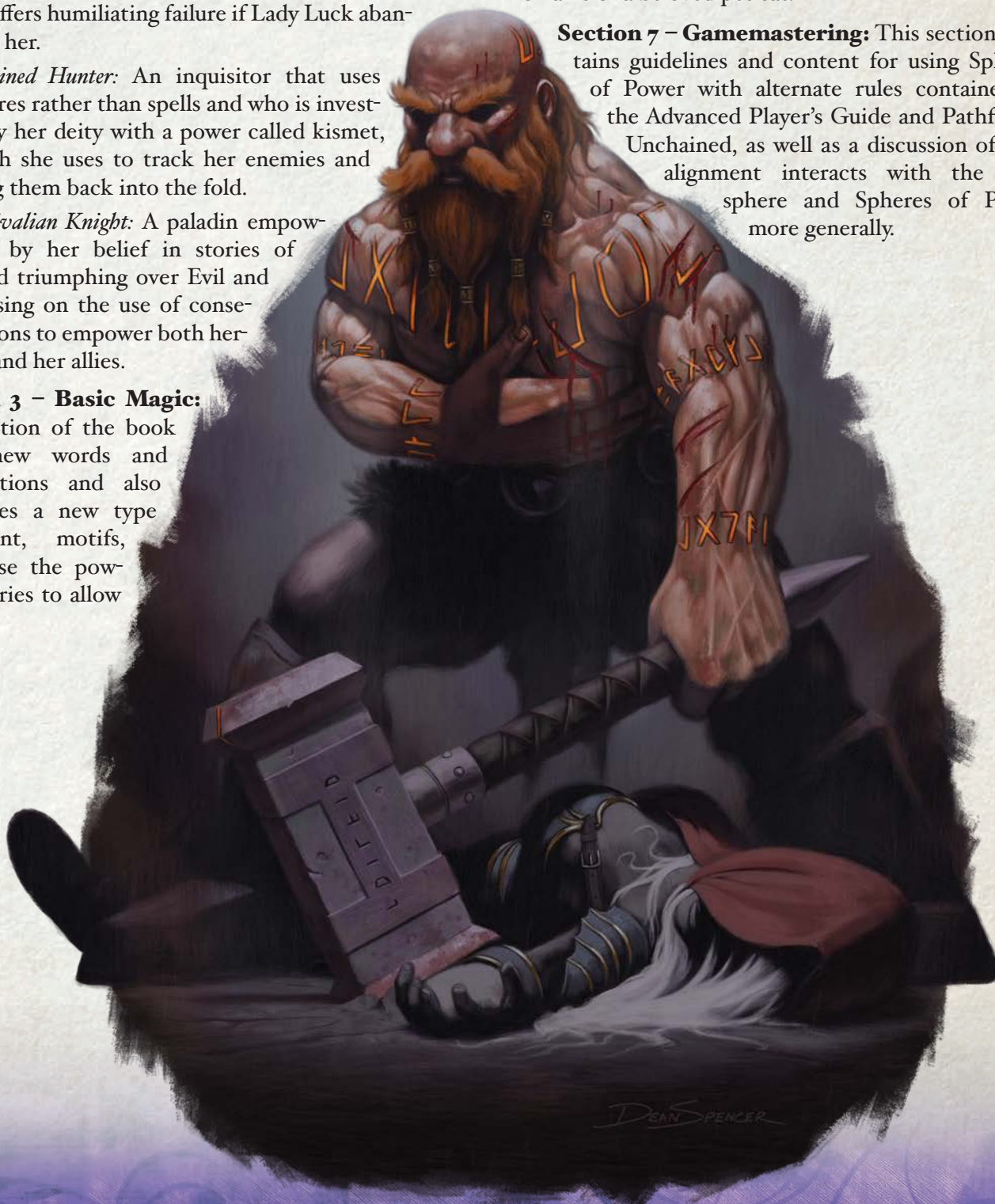
the spherecaster a glimpse at the things to come and the power to change them.

Section 4 – Advanced Magic: This section contains more powerful advanced talents, rituals, and incantations that go beyond the feats normal auspicians can perform.

Section 5 – Player Options: This section contains new feats, traits, and casting traditions that augment the power of Fate magic.

Section 6 – Bestiary: This section presents two new creatures: the cù-sìth, a fey hound that presages death; and the mau, a spirit of Law inhabiting the mummified remains of a beloved pet cat.

Section 7 – Gamemastering: This section contains guidelines and content for using Spheres of Power with alternate rules contained in the Advanced Player's Guide and Pathfinder Unchained, as well as a discussion of how alignment interacts with the Fate sphere and Spheres of Power more generally.



Section 2

Class Options

In his Between Birth and Death, Laingshom states that there are two kinds of fools: those who treat life as a book with an ending already written and those treat it as a game of knucklebones with an outcome dependent on the whims of chance. I say, no! These are the same, both thinking their fate out of mortal hands. There is another type of fool. I speak, of course, of those who think they can change the future.

—“A Meditation on the Nature of Things,”
by Gibbar bin Migdal bin Saar

Archetypes

Grim Disciple (Mageknight archetype)

Wyrd. Nemesis. Doom. Fate has a darker side to her, and the grim disciple taps into its power to curse her enemies to oblivion. Drawing inspiration from the great black dogs known as coin-sith, she blends a facility with curses with the ability to take advantage of an opponent's marked fate in battle.

Black Dog's Maw: At 1st level, the grim disciple gains the Fate sphere and a bonus curse talent from the Fate sphere, as well as the Neutrality drawback. This drawback does not grant an additional talent and may be bought off as normal. If she already possesses the Fate sphere, then she gains a talent with the curse descriptor from the Fate sphere with no drawback. If she possesses both, any talent with the curse descriptor from the Fate sphere may be chosen. In addition, the grim disciple uses her class level as her caster level for curse talents from the Fate sphere. This stacks normally with caster levels gained from other sources.

This replaces the talent gained at first level and the mystic combat gained at 2nd level.

Malocchio (Ex): At 3rd level, the grim disciple may spend a spell point to reduce the casting time of a curse talent by one step. (Swift actions cannot be further reduced.) At 11th level she may spend a spell point to reduce it by two steps.

This ability replaces stalwart and mystic defense.

Brand of Ill Fate (Su): Starting at 7th level, the grim disciple gains a bonus equal to her casting ability modifier (minimum 1) to attack and damage rolls against any creature affected by a curse effect.

This ability replaces marked.

Lucky Bastard (Unchained Rogue archetype)

Most rogues tempt Fate regularly, and more than occasionally she takes the bait. The lucky bastard's risk-taking, on the other hand, seems to amuse Lady Luck, who rewards her with spectacular successes. When she fails her, however, her overreach causes disaster.

Kismet (Ex): Rather than trusting only her wits and guts, a lucky bastard relies on Lady Luck's blessing in combat. Starting at 2nd level, she gains a pool of kismet: a fluctuating measure of her ability to perform amazing actions in combat. At the start of each day, she gains a number of kismet points equal to her Charisma modifier (minimum 1). Her kismet goes up or down throughout the day, but usually cannot go higher than her Charisma modifier (minimum 1), though feats and magic items can affect this maximum. A lucky bastard spends kismet to accomplish deeds (see below), and regains kismet in the following ways.

- Natural 1 on a saving throw. Each time the lucky bastard rolls a natural 1 on a saving throw, she regains 1 kismet point. If an ability or effect would allow the lucky bastard to roll twice or reroll, she regains kismet only if the roll she takes is a natural 1. Rolling a

natural 1 on a saving throw against an effect caused by a creature, trap, or effect with a CR less than half her character level or who is not genuinely hostile to her doesn't restore kismet.

- Natural 1 on an attack roll. Each time the lucky bastard rolls a natural 1 on an attack roll against a creature she regains one kismet point. If an ability or effect would allow the lucky bastard to roll twice or reroll, she regains kismet only if the roll she takes is a natural 1. Rolling a natural 1 on an attack against a creature with a CR less than half her character level or who is not genuinely hostile to her doesn't restore kismet.
- Gamble: When the lucky bastard makes an attack against a creature with a weapon she has selected with finesse training she can choose to roll a d3 along with her attack roll. If the d3 is a 1 and the attack hits, it does the minimum possible damage, including precision damage, if applicable. (For example, an attack dealing 1d6+3 with sneak attack 2d6 would deal 6 damage.) If the d3 is a 2, the attack is resolved normally. If the d3 is a 3 and the attack hits, the lucky bastard regains one kismet point. She can attempt this for as many attacks as she might make in a round, including attacks of opportunity, but can only regain one kismet point per round in this way. A gambling attack against a creature with a CR less than half her character level or who is not genuinely hostile to her doesn't restore kismet.

Attempting to manipulate or circumvent the definition of "genuinely hostile" attracts the ire of Lady Luck and results in the lucky bastard being unable to use her kismet or any abilities requiring it for one hour per level as well as the occurrence of numerous tiny coincidences that make her life unpleasant during this time. (What these might be are entirely subject to the GM's imagination, but should have little effect on gameplay and virtually none on combat. Examples might include tripping outside of combat and falling face-first into manure or being mistaken for someone a shopkeeper hates.)

This ability replaces evasion.

Deeds: Lucky Bastards spend kismet points to accomplish deeds. Most deeds grant the lucky bastard a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the lucky bastard has at least 1 kismet point, but do not require expending kismet to be maintained. An lucky bastard can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the lucky bastard has or spends the required number of kismet points to perform the deed.

At 2nd level the lucky bastard gains the swashbuckler's kip-up deed (using kismet instead of panache) as well as the following deed.

Turnabout (Ex): At 2nd level, when an enemy makes an attack of opportunity against the lucky bastard for moving through one of its threatened squares the lucky bastard may spend a kismet point to make an Acrobatics check as a free action, even if it isn't her turn, against a DC of the enemy's combat maneuver defense. If she succeeds, the enemy's attack of



opportunity is wasted with no effect, the enemy can make no further attacks of opportunity against her until the end of her next turn, and she may make her own attack of opportunity against the enemy. If she fails, the attack of opportunity is resolved normally and if it hits the lucky bastard falls prone.

Deceptive Tumbling (Ex): At 4th level, as long as the lucky bastard has at least one kismet point remaining, when she uses Acrobatics to move through threatened squares or as part of the turnabout deed, instead of making her check against a DC of her opponent's CMD, she may choose to make her check against a DC of 10 + her opponent's base attack bonus + her opponent's Wisdom modifier. If her opponent is trained in Perception, the DC is instead equal to 10 + her opponent's Perception bonus, if higher. The opponent gains a +5 bonus to their check if the lucky bastard attempts to move through their space. She may only use this ability as part of the turnabout deed if she has at least one kismet point remaining after spending turnabout's cost.

Dicey Thrust (Ex): At 4th level, the lucky bastard may, as a standard action, spend a kismet point to make a single attack with a weapon she has selected with finesse training. The target loses its Dexterity bonus against this attack and the attack deals 1d4 extra damage per two unchained rogue levels, but if it misses the lucky bastard drops the weapon she used to make the attack. If the lucky bastard could not drop the weapon (such as if she made it with a natural weapon), she is instead staggered for one round.

At 12th level the lucky bastard gains the swashbuckler's evasive deed (using kismet instead of panache) as well as the following deed.

Acrobatic Assault (Ex): At 12th level, the lucky bastard may spend a kismet point and take a full-round action to move up to twice her speed, making one attack against each enemy she moves past with a weapon she has selected with finesse training. Any ability or effect that would specifically allow her to prevent attacks of opportunity (such as the turnabout deed) is suppressed during this movement, but she may use Acrobatics and the deceptive tumbling deed as normal. If she is struck by an attack of opportunity during her movement, she immediately stops and until the start of her next turn is flat-footed against attacks made by the enemy who successfully attacked her and any she attacked during this movement (regardless of whether her attacks hit).

At 18th level the lucky bastard gains the swashbuckler's cheat death deed (using kismet instead of panache) as well as the following deed.

Felicitous Footwork (Ex): At 18th level, the lucky bastard may spend a kismet point as a standard action to apply the turnabout deed to all attacks made against her before the beginning of her next turn. She also gains a bonus on Acrobatics checks equal to twice the current size of her kismet pool; if the size of her kismet pool decreases, so does this bonus.

This ability replaces the rogue talents gained at 2nd, 4th, 12th, and 18th level.

Ordained Hunter (Inquisitor archetype)

No one expects to be chased by the inquisition, but the news that he is pursued by an ordained hunter is usually enough to bring even the most heretical apostate back to the true faith. Blessed by her god and endowed with extraordinary ability to follow her prey, the ordained hunter's pursuit is unstoppable.

Alignment: Any except true neutral.

Casting: The ordained hunter may combine spheres and talents to create magical effects. The ordained hunter 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 spells.

Spell Pool: The ordained hunter 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 her level + her Wisdom modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: An ordained hunter gains 1 magic talent every time she gains a caster level.

Blessed: At 1st level, the ordained hunter gains Fate as a bonus sphere, or a Fate talent if she already has the Fate sphere, and treats her class level as her caster level for this sphere. This stacks normally with caster levels gained from other sources.

This replaces detect alignment and discern lies.

Track (Ex): The ordained hunter gains track at level 1, and it gives an additional +2 bonus to checks made to follow tracks.

This modifies track.

Kismet (Ex): An ordained hunter's unflinching devotion to her god's vision of destiny manifests as a pool of kismet: a fluctuating measure of her ability to perform amazing actions in combat. At the start of each day, she

gains a number of kismet points equal to her Wisdom modifier (minimum 1). Her kismet goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though feats and magic items can affect this maximum. An ordained hunter spends kismet to accomplish deeds (see below), and regains kismet in the following ways.

- Natural 1 on a saving throw. Each time the ordained hunter rolls a natural 1 on a saving throw, she regains 1 kismet point. If an ability or effect would allow the ordained hunter to roll twice or reroll, she regains kismet only if the roll she takes is a natural 1. Rolling a natural 1 on a saving throw against an effect caused by a creature, trap, or effect with a CR less than half her character level or who is not genuinely hostile to her doesn't restore kismet.
- Natural 1 on an attack roll. Each time the ordained hunter rolls a natural 1 on an attack roll against a creature she regains one kismet point. If an ability or effect would allow the ordained hunter to roll twice or reroll, she regains kismet only if the roll she takes is a natural 1. Rolling a natural 1 on an attack against a creature with a CR less than half her character level or who is not genuinely hostile to her doesn't restore kismet.
- Gamble. When the ordained hunter spends at least one spell point on a Fate sphere effect, she can choose to roll a d3. If the d3 is a 1 she loses an additional spell point. If the d3 is a 2, she spends the spell points normally. If the d3 is a 3, the ordained hunter still spends the spell points, but regains one kismet point. She can attempt this for as many spell points as she might spend in a round, but can only regain one kismet point per round in this way. She cannot gamble a spell point if the normal spell point cost of the sphere effect would reduce her to 0 spell points.

Attempting to manipulate or circumvent the definition of "genuinely hostile" attracts the ire of Lady Luck and results in the ordained hunter being unable to use her kismet or any abilities requiring it for one hour per level as well as the occurrence of numerous tiny coincidences that make her life unpleasant during this time. (What these might be are entirely subject to the GM's imagination, but should have little effect on gameplay. Examples might include tripping outside of combat and falling face-first into manure or being mistaken for someone a shopkeeper hates.)

This ability replaces monster lore.

Deeds: Ordained hunters spend kismet points to accomplish deeds. Most deeds grant the ordained hunter a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while

the ordained hunter has at least 1 kismet point, but do not require expending kismet to be maintained. An ordained hunter can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the ordained hunter has or spends the required number of kismet points to perform the deed.

Fated Encounter (Ex): At 1st level, as long as the ordained hunter has at least one kismet point remaining, she gains a bonus to attack and damage rolls during surprise rounds and the first round of combat equal to the current size of her kismet pool, up to a maximum bonus of 2 + her level.

Implacable (Ex): At 1st level the ordained hunter may spend a kismet point as a free action to allow herself and a number of other creatures within 30 ft. equal to her casting ability modifier to hustle or forced march an additional hour without taking nonlethal damage. When she does, she also reduces the number of hours affected casters (including the ordained hunter herself) must rest to regain spells or spell points by one, to a minimum of four hours.

Unyielding (Ex): At 1st level when the ordained hunter makes an initiative check she may spend a kismet point and roll her check twice. She may use either roll, but if she chooses the lower one she is not flat-footed before her first turn, though she might be caught flat-footed by an enemy for other reasons, such as the Catch Off-Guard feat.

Boldness (Ex): At 4th level, the ordained hunter can spend 1 kismet point as a free action to increase all of her movement speeds by 20 ft. until the start of her next turn. If she moves more than her normal speed during this time she gains a +4 bonus to AC until the start of her next turn.

Empyreal Tongue (Su): At 4th level, when an ally (not including herself) within range of her (word) talents confirms a critical hit on an enemy with at least one alignment component opposite the ordained hunter's (good for evil, chaos for law, etc.) or reduces such an enemy to 0 or fewer hit points, she may spend a kismet point to use a (word) talent on that ally as a free action, even if it isn't her turn.

Trapbreaking Aura (Su): At 4th level, as long as the ordained hunter has at least 1 kismet point, whenever she sets off a trap (magical or otherwise) she gains a luck bonus to AC and saves against the trap's effect equal to the current size of her kismet pool. In addition, the ordained hunter gains the benefit of evasion and stalwart against the trap's effects, if applicable. If the ordained hunter already possesses evasion or stalwart, she instead gains the benefit of the improved version. A trap that is triggered in this fashion makes

its presence obvious. It cannot be manually reset and doesn't automatically reset for a number of rounds equal to the current size of her kismet pool.

Improved Stalwart

This works like stalwart, except that while the character still takes no partial effect on a successful Fortitude or Will save against attacks, they henceforth only suffer the reduced effect if the saving throw fails.

Blackened Tongue (Su): At 7th level, as long as the ordained hunter has at least 1 kismet point, she gains spell resistance equal to 5 + her class level + the current size of her kismet pool, and if a hostile creature within range of her (word) talents fails to overcome it she may spend a kismet point to use a word on that enemy as an immediate action. If she is aware of an effect, the ordained hunter can choose to have it not be hindered by this spell resistance, and harmless effects are never hindered by it. Allowing an effect to bypass this spell resistance does not require an action.

Great Ally (Ex): At 7th level the ordained hunter may spend a kismet point as a free action to grant a single ally within 30 ft. the benefit of a teamwork feat she has for 1 minute. The ally must meet all prerequisites for this feat.

Twinned Myth (Su): At 7th level, the ordained hunter may spend a kismet point as a swift action to grant the effect of one motif currently affecting her to an ally within 30 feet for as long as the motif's effect lasts. Both she and her ally gain the benefit and either can discharge it to grant the discharge effect to both of them, after which the effect ends for both of them. She can only share a given motif with a single ally.

Impossible Tracker (Su): At 10th level, as long as the ordained hunter has at least one kismet point remaining she can track creatures that leave no tracks, including flying, swimming, and incorporeal creatures, using Survival as though they were traveling on hard ground. She may also track creatures using magic to conceal their spoor as long as her Survival check exceeds the caster's MSD.

No Escape (Ex): At 10th level, the ordained hunter may spend a kismet point as a swift action to gain the pounce special ability until the end of her turn.

No Mercy (Ex): At 10th level, the ordained hunter may spend a kismet point as a free action to make her next natural or manufactured weapon attack deal an extra 2d6 damage and bypass the target's damage reduction.

Improvisation (Su): At 13th level, the ordained hunter may spend a kismet point as an immediate action to gain the discharge benefit of any motif, even if it isn't active on her or she doesn't possess it.

Meditation (Ex): At 13th level, the ordained hunter may spend a kismet point as a swift action to gain the use of any Fate talent she qualifies for. This effect lasts for 1 minute.

Serendipitous Aim (Ex): At 13th level, as long as the ordained hunter has at least 1 kismet point, whenever she fails to hit a target because she rolled a natural 1 she may redirect the attack or ability to a different target in range, rolling her attack roll again for the new target. She does not regain kismet for the attack she redirects.

Astral Tracker (Su): At 16th level, the ordained hunter can spend a kismet point to determine where a creature has teleported to. She must study the position from which her quarry teleported for at least ten minutes and then make a Survival check against a DC equal to the MSD of whatever creature produced the teleport effect. The normal bonuses and penalties for tracking do not apply, nor does the ordained hunter's bonus from track. She must attempt this check within 3 days of the teleport effect being used, plus 1 day per inevitable level above 16th. Otherwise, it becomes impossible.

If successful, the ordained hunter can discern the teleport effect's destination. She learns the name of the creature or object's location (place name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. If it was on the same plane, she knows the direction and distance to the destination.

Blade of Fate (Ex): At 16th level, the ordained hunter can spend a kismet point as an immediate action to treat an attack roll as if she had rolled 11. She can use this ability after rolling the attack, but before rolling damage.

Undeniable Blow (Ex): At 16th level, while the ordained hunter has at least 1 kismet point, she can, as a full-round action, make an attack that ignores the vagaries of chance. When she does, she makes the attack against the target's touch AC and ignores all damage reduction.

Auto da Fe (Ex): At 19th level, when the ordained hunter confirms a critical hit, in addition to the normal damage, she can spend 1 kismet point as an immediate action to debilitate her foe so she can bring her to justice. The target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the ordained hunter's

class level + her Wisdom modifier) or take an amount of nonlethal damage equal to its current hit points + 1, as well as become paralyzed for 1 hour.

Cheat Death (Ex): At 19th level, whenever the ordained hunter is reduced to 0 hit points or fewer, she can spend all of her remaining kismet to instead be reduced to 1 hit point. She must have at least 1 kismet point to spend. Effects that kill the ordained hunter outright without dealing hit point damage are not affected by this ability.

Inevitable (Su): At 19th level, the ordained hunter may spend 2 kismet points to bypass nearly all forms of obstacle which could keep her from her enemy. She gains a +40 ft. bonus to her speed, her attacks ignore all damage reduction, and, as long as she moves toward an enemy she is aware of, she can pass through any barrier no more than 5 ft. thick and does not provoke attacks of opportunity for movement.

This ability replaces judgment, second judgment, and third judgment.

Inescapable (Su): At 17th level, the ordained hunter gains the ability to find her enemies even when she has no trail to follow. Once per day she may spend an hour meditating on her quarry. She must know the creature's name or some other way to unambiguously identify them. At the end of the hour, she makes a Survival check against a DC of 30 + the creature's CR. Her bonus from track applies to this check. If she succeeds, she receives information in 2d12 hours that identifies the creature's location. Some gods prefer to deliver this information through dreams or omens, others by whispers heard only by the ordained hunter, and yet others through serendipity, such as an overheard conversation. Regardless of the means, the information provides the ordained hunter with an unerring sense of where the creature is for 24 hours. If the quarry would otherwise be protected or immune to identifying their location (such as with the Unplottable advanced talent, mind blank spell, or other similar effects), the ordained hunter may make an MSB check with a bonus equal to half her inquisitor level to overcome any such protections the quarry may have.

This ability replaces slayer.

Amor Fati (Ex): At 20th level, an ordained hunter picks two deeds that she has access to and that she must spend kismet to perform. She can perform these deeds for 1 kismet point fewer (minimum 0) than usual. If the number of kismet points to perform a deed is reduced to 0, the gunslinger can perform this deed as long as she has at least 1 kismet point. If a deed could already be performed as long as she had at least 1 kismet point, she can now perform that deed even when she has no kismet points.

This ability replaces true judgment.

Kismet

Kismet counts as luck for the purpose of qualifying for and activating feats, but not for other purposes. If a character has the kismet ability from two sources, the kismet points from the two sources do not stack, but the character regains kismet in any way either class feature allows them to. If the character's kismet abilities would give them kismet points based on different ability scores, they use the highest.

Parzivalian Knight (Paladin archetype)

More than a few paladins and other champions of Good are inspired to take up their vocation by sagas, chansons de geste, and romances about Good triumphing over Evil. Parzivalian knights take this one step further. Their conviction that these stories are how the world should work forces the world to actually work like a story. This manifests as an almost instinctive ability to project consecrations that turn the tide of battle in their favor.

Casting: The Parzivalian knight may combine spheres and talents to create magical effects. The Parzivalian knight is considered a Low-Caster and uses Charisma 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 spells and detect evil.

Spell Pool: The Parzivalian knight 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 her level + her Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A Parzivalian knight gains 1 magic talent every time she gains a caster level. This does not stack with caster levels gained from other sources.

Knight of Coins: At 1st level, the Parzivalian knight gains Fate as a bonus sphere, or a Fate talent if she already has the Fate sphere, and treats her class level as her caster level for consecrations and motifs. This stacks normally with caster levels gained from other classes.

Naïveté (Su): At 2nd level the Parzivalian knight is able to manipulate luck and destiny almost unconsciously. A number of times per day equal to her Charisma modifier, she may ignore any one general drawback she possesses when using a consecration. She may spend more than one use of this ability to ignore the same number of drawbacks when using a consecration. Alternatively, she may

spend a use of this ability in place of a spell point to create or maintain a consecration.

Starting at 4th level, she also gains a +1 bonus to the MSD of consecration effects. This increases by +1 at 8th level and every 4 levels thereafter.

This ability replaces lay on hands.

Knight of Wands: At 3rd level the Parzivalian knight gains a special consecration. This has the same effect as all the auras a paladin of her level would normally have, but as a consecration it is not always active, normally has a radius of 20 ft., etc. She must concentrate to maintain

the effect, but may spend a spell point to allow the consecration to continue for 10 minutes per paladin level. The Parzivalian knight may use this consecration in conjunction with talents such as Sanctify Object, in which case she gains the special bonus (such as immunity to fear) only while in the area of the consecration.

This ability replaces aura of courage, aura of resolve, aura of justice, aura of faith, and aura of righteousness.

Knight of Cups (Su): At 3rd level the Parzivalian knight chooses one consecration she knows. This must be a consecration with a duration other than instantaneous and that does not cost a spell point to create. In addition to using this consecration normally, she may choose to activate or deactivate it once per round as a free action. She may have this consecration active for a total of two rounds per level each day. These rounds do not need to be spent consecutively.

At 9th and 15th levels, she may choose an additional consecration she knows to use with this ability. She may activate or deactivate any or all of them as a free action once a round, but if she maintains more than one in any given round each consecration counts against the time limit separately. When she learns a new consecration talent she may replace one of her chosen consecrations with the new one.

This ability replaces mercies.

Chansons: At 4th level the Parzivalian knight gains a motif talent as a bonus talent. Whenever she rests to regain spell points, she may change this talent to any other motif. When she uses this motif on herself, the spell point cost is reduced by 1 (to a minimum of 0).

This ability replaces channel energy.

Knight of Swords (Ex): Beginning at 6th level, the Parzivalian knight may discharge a motif affecting her as an immediate action and have the discharged motif affect an ally within the area of one of her consecrations as if the ally had discharged the motif themselves. For example, when an ally is struck by a manufactured weapon, the Parzivalian knight may discharge The Tower to destroy the weapon.

Idylls (Su): At 20th level, the Parzivalian knight chooses one consecration she knows. This must be a consecration with a duration and that does not cost a spell point to create. The chosen consecration is continuously active with no need to concentrate on it. Each day when she regains spell points she may choose a different consecration she knows to become continuously active, in which case the previous consecration ends. If she chooses one of the consecrations she chose for Knight of Cups, she may select a different consecration to use with that ability.

This ability replaces holy champion.



Additional Class Options

Arsenal Trick

Arms of the outer planes

Add anarchic (+2), axiomatic (+2), holy (+2), and unholy (+2) to the list of special qualities you may add to your bound and summoned weapons.

Investigator Talent

Chance Feat

Benefit: An investigator may gain any chance feat that he qualifies for in place of an investigator talent.

Mystic Combat

Black Dog Companion

Prerequisites: level 4, at least one talent with the curse descriptor

You gain a lesser cù-sìth as a companion. This functions as a wolf animal companion with an effective druid level of your mageknight level -3, except that it has an Intelligence score of 10 and you may spend a spell point as an immediate action on your companion's turn to allow it to use its Baleful Howl special attack (see Section 6: Bestiary) as a standard action, with a DC equal to 10 + 1/2 its Hit Dice + your casting ability modifier. If you already have such a companion or else later gain a companion through another source (such as the Animal domain, divine bond, hunter's bond, mount, or nature bond class features), the effective druid level granted by this mystic combat stacks with that granted by other sources.

Rogue Talent

Chance Feat

Benefit: A rogue may gain any chance feat that she qualifies for in place of a rogue talent.

Slayer Talent

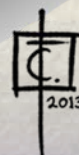
Chance Feat

Benefit: A slayer may gain any chance feat that he qualifies for in place of a slayer talent.

Unchained Rogue Talent

Chance Feat

Benefit: An unchained rogue may gain any chance feat that she qualifies for in place of an unchained rogue talent.



Section 3

Basic Magic

As should be obvious from the metaphysical meaning of the eagle owl's screech, stories are perhaps the most real of these "things that are not things". Not only are they repeated so often they are embedded in the universe's starry tapestry, through this repetition they have so molded the minds of the beings that tell them that it is impossible to think of events except in terms of stories. Historical figures must be either hero or villain, every change in government either a craven usurpation or a noble rebellion against tyranny. Perhaps, after so many eons of retelling, this is in fact the case.

—"On the Nature of Things,"
by Gibbar bin Migdal bin Saar

Two new (word) talents in this section, Align Object and Subvert Weapon, allow you to target objects. These, and any other (word) effects affecting objects, have the same range as any other words and Echoing Word allows you to affect multiple objects with them, up to the same number as the number of creatures you could affect with other words.

New talent type: Motif

Less precise than divination, but more proactive, (motif) talents give an auspician a glimpse at the pattern of Fate's tapestry and allow her to nudge one or two threads in a direction she chooses. Unless otherwise noted, a talent with the (motif) tag is cast as a standard action on a target with a range of touch and costs one spell point. A successful Will save negates the effect. While they normally have a duration of 1 hour per level, the target can also discharge a (motif) talent as an immediate action to gain an instantaneous or short-lived benefit, after which the effect ends. A given creature can never have more than one instance of a particular (motif) talent active on them at a time; a second casting at a higher caster level replaces the first, while a second casting at an equal or lower level has no effect.

Harrow Deck Motifs

If it better suits your game, names of harrow cards can be substituted for the major arcana that lend their names to motifs. Suggested replacements are:

The Chariot: The Cricket or the Teamster

Death: The Uprising or the Wanderer

The Devil: The Mute Hag or the Rakshasa

The Emperor: The Keep or the Tyrant

The Empress: The Publican or the Queen Mother

The Fool: The Juggler or the Rabbit Prince

The Hanged Man: The Beating or the Eclipse

The Hermit: The Desert or the Empty Throne

The Hierophant: The Trumpet or the Winged Serpent

The High Priestess: The Unicorn or the Vision

Judgment: The Demon's Lantern or the Theater

Justice: The Inquisitor or the Owl

The Lovers: The Courtesan or the Marriage

The Magician: The Dance or the Locksmith

The Moon: The Liar or the Peacock

The Star: The Foreign Trader or the Hidden Truth

Strength: The Brass Dwarf or the Paladin

The Sun: The Sickness or the Survivor

Temperance: The Midwife or the Twin

The Tower: The Avalanche or the Cyclone

The Wheel of Fortune: The Forge or the Joke

The World: The Bear or the Mountain Man

Basic talents

Fate Sphere Talents

Align Object (word)

You may spend a spell point to apply this word to an object or weapon. If placed on an object it counts as a divine focus for all purposes. If placed on a weapon, it becomes chaotic, evil, good, or lawful, as you choose, overcomes that type of damage reduction, and deals an additional 2d6 damage to creatures of the opposite alignment.

This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.

Borrow Luck (word)

When a creature within range fails a saving throw, skill check, or ability check, or misses with an attack, you may spend a spell point as an immediate action to allow them to reroll the saving throw, skill check, ability check, or attack roll. However, starting after the reroll, they take a -4 penalty to that category of roll until they fail another such saving throw or check or, if they reroll an attack roll, until they miss with another attack. Failing the rerolled saving throw or check or missing with the rerolled attack does not end this effect, nor does deliberately failing a saving throw, failing a saving throw against a harmless effect, or attacking an object or ally.

Borrow Trouble (word) [curse]

When a creature within range succeeds on a saving throw, skill check, or ability check, or hits with an attack, you may spend a spell point as an immediate action to force them to reroll the saving throw, skill check, ability check, or attack roll. However, starting after the reroll, they gain a +4 bonus to that category of roll until they succeed on another such saving throw or check or, if they reroll an attack roll, until they hit with another attack. Succeeding on the rerolled saving throw or check or hitting with the rerolled attack does not end this effect.

Bound Consecration

When using a consecration, you may choose to have the area remain in place rather than move with you. Alternatively, you may apply a consecration to an object with a touch. The area of effect is centered on the object and moves with it. (As normal, choose one corner of the object's space to be the center of the consecration.) You must make this choice when you first use the consecration.

The Chariot (motif)

You may grant a motif that ensures the target is always able to act. The target gains a +2 insight bonus on saving throws against effects that would prevent them from acting (such as dazing or paralysis) or make them staggered. This bonus increases by +1 for every 10 caster levels. The target may discharge this effect to ignore one such effect for a number of rounds equal to your casting ability modifier, and may do so even when they would otherwise not be able to take an immediate action, such as when dazed or nauseated.

Classify (word)

You may spend a spell point to force a target creature to state their name, the kind of creature they are (typically their creature type, subtypes, or both), where they came from, why they are where they are, and where they are going. They speak in whichever language they are most comfortable with (usually one of the ones gained from their race), which you may or may not understand. A successful Will saving throw negates this effect. This is a mind-affecting compulsion effect and creatures that do not speak any languages (including telepathy) are immune to it.

Conjunction (word)

When an ally within range fails a saving throw, you may spend a spell point as an immediate action to allow them to reroll it using your modifier. Alternatively, when you fail a saving throw, you may spend a spell point as an immediate action to reroll it using the modifier of an ally within range. If they or you still fail, whatever effect required your ally to make that saving throw affects your ally and you as if both of you had been the target, had been in its area of effect, or were subject to its ongoing effect. If the saving throw was to end an ongoing effect and a failure has no penalty other than the effect remaining, you (if your ally rerolled the saving throw) or your ally (if you rerolled the saving throw) are affected by it until the end of your next turn.

Consequences (consecration)

While this consecration is in effect, any creature in the area that attacks any other creature (whether in the area or not) takes untyped damage equal to your caster level. For purposes of this effect, an attack includes any non-harmless spell, spell-like ability, sphere effect, or supernatural ability targeting a hostile creature or whose area of effect includes a hostile creature. You must concentrate to maintain this consecration. You may always spend an additional spell point as a free action to allow this consecration to continue for 1 minute per caster level without concentration.

The Devil (motif)

You may grant a motif that allows the target to recognize the greatest threat to their goals. As a free action once per round they may assess an opponent they can see. The target learns the enemy's approximate CR (see table Enemy CR). For every five caster levels, the target may use this an additional time per round. The target may discharge this effect to gain a +2 insight bonus to AC and attack rolls against any enemy they have assessed using this motif's benefit for one round per caster level. This bonus increases by +1 for every 4 caster levels

Table: Enemy CR

Enemy's CR	Result
4+ lower than the target's level	Trivial
1-3 lower than the target's level	Easy
Equal to the target's level	Fair fight
1-3 higher than the target's level	Difficult
4+ higher than the target's level	Overwhelming

Divine Pressure (consecration)

You may spend a spell point to fill an area with an enduring presence of an alignment type you are connected to (chaotic, evil, good, or lawful). Choose an end of the alignment spectrum (chaotic, evil, good, or lawful) and one of the following: deafened, exhausted, or sickened. You must choose an alignment that you possess. Any creature of the opposed alignment (evil for good, lawful for chaotic, etc.) who enters or begins their turn inside the consecration must make a Fortitude saving throw or suffer the chosen status ailment until they leave the area of the consecration or the consecration ends. As this power is cosmic in origin, it can affect undead and constructs, even though they are usually immune to effects requiring a Fortitude saving throw. If you are true neutral, you may choose neutrality with this consecration, in which case all creatures at the extremes of the alignment spectrum (chaotic evil, chaotic good, lawful evil, and lawful good) suffer the ill effects.

You must concentrate to maintain this consecration. You may always spend an additional spell point as a free action to allow this consecration to continue for 1 minute per caster level without concentration.

The Emperor (motif)

You may grant a motif that allows its bearer to better project their power. Whenever the target suffers from a penalty to an attack roll, damage roll, saving throw, skill check, or ability check, they reduce the total penalty by 1, to a minimum penalty of -1. For every 10 caster levels, they reduce the penalty by an additional 1. The target

may discharge this effect to ignore any one penalty to an attack roll, damage roll, saving throw, skill check, or ability check and gain an insight bonus to any rolls that would be affected by that penalty equal to the penalty for 1 round per caster level. If they choose to ignore a penalty from the target's own abilities, actions, or choices (such as backlash from a thaumaturge's forbidden lore or The Hanged Man motif), they do not gain the normal bonus.

The Empress (motif)

You may grant a motif that subtly improves the target's ability to make their own fate. The target gains a floating pool of bonus points they can use throughout the duration of this motif. This pool has 1 point, plus 1 point per caster level when you first grant the motif. The target may spend up to 1 point for every 5 caster levels (minimum 1) to gain an insight bonus to an attack roll, weapon damage roll, skill check, ability check, or saving throw equal to the points they spend. The effect does not end if they spend all of these points, but they can no longer spend them. The target may discharge this effect to gain an insight bonus equal to +5 plus +1 for every 4 remaining points to any one attack roll, skill check, ability check, or saving throw.

Enmity (word) [curse]

You may spend a spell point as a standard action to place a word on a target debilitating them more severely the less similar their outlook on life is to yours. The effect of this word depends on the number of steps away its alignment is from your own. A target with the same alignment as you is unaffected, while all others are affected as follows:

Table: Enmity

Steps	Effect
1	Sickened one minute
2	Staggered one round
3	Blind one round
4	Dazed one round

These effects are cumulative and consecutive; for example, if a chaotic evil creature were affected by an enmity word produced by a lawful good creature, it would be dazed for one round, then blind for one round, then staggered for one round, and finally sickened for one minute. As this power is cosmic in origin, it can affect undead, even though undead are usually immune to some of these conditions.

A successful Will save negates this effect, but targets with an especially strong alignment aura opposing your alignment (such as chaotic or good for a lawful evil caster)

take a penalty to their save: strong, -1; overwhelming, -2. If a target has multiple alignment auras, the penalty is determined by the strongest one.

Exorcism (word)

As a standard action, you may spend a spell point to place this word on a target suffering from a mind-affecting, curse, or possession effect and make a magic skill check. If you succeed, the effect ends and you may spend a spell point to learn the name and creature type and subtypes of the effect's originator, along with why it placed the target under the effect. The description of the reason for placing the target under the effect is specific but no more than one short sentence. (For example, "He killed my father," is generally appropriate, but "I hate him," is not because it is not specific enough.) If the target is affected by more than one such effect, you may either choose a specific one you are aware of to remove or select one at random. You may not attempt to remove a given effect with this talent more than once per day.

The Fool (motif)

You may allow a target to surrender themselves to fate. The target takes a -3 penalty to all saving throws, but rolls each saving throw twice and chooses the better roll. This penalty decreases by 1 for every 10 caster levels. The target may discharge this effect to roll a saving throw three times and choose the best roll (with the same penalty). The target may also end this motif as a free action with no further effect.

The Hanged Man (motif)

You may allow the target to benefit from their sacrifices. Each round as a free action the target may decide to gain a +2 insight bonus to two of Fortitude, Reflex, and Will saving throws and a -2 penalty to the other, or to gain neither bonus nor penalty. This choice remains until they decide to change it. This bonus (but not the penalty) increases by 1 for every 10 caster levels. The target may discharge this effect to take damage equal to their HD (to a maximum of your caster level) and gain half this amount (minimum 1) as an insight bonus to a single saving throw, attack roll, CMB check, skill check, or ability check.

The Hermit (motif)

You may improve a target's ability to work alone. The target can use the aid another action to aid themselves as a swift action. The bonus they gain from doing so is equal to +3 instead of +2, and increases by +1 for every 5 caster levels. In any round they do so, they may not benefit from another creature aiding them. The target may discharge this effect to treat all enemies as flanked as long as none of the target's allies threaten the enemy. This effect lasts one round per caster level.

The Hierophant (motif)

You may grant a motif that allows the target to subsume themselves in the group. The target gains an aura with a radius of 30 ft. that gives allies other than the target a +2 insight bonus to saving throws against mind-affecting effects. This bonus increases by +1 for every 5 caster levels. The target may discharge this effect when an ally within close range takes damage to shift up to half the damage the ally takes to themselves. The target may discharge this effect even if the damage their ally would take would normally reduce them below 1 hit point, and even if it would kill them outright. Damage is transferred after the effects of damage reduction, energy resistance, immunity and similar effects. The damage transferred is empathic in nature and cannot be further reduced, divided, or transferred.



Judgment (motif)

You may grant a motif that heightens the target's discernment. It requires only a full-round action for the target to make a Sense Motive check to get a hunch about a situation and a swift action to make a Perception check to intentionally search for a stimulus. The target may discharge this effect to automatically pinpoint all invisible creatures within close range until the end of his turn.

Justice (motif)

You may grant a motif that enforces balance. Any time a hostile creature deals damage to the target, the target gains a +1 insight bonus to attack and damage rolls against that enemy for one round. This bonus increases by +1 for every 10 caster levels. The target may discharge this effect when an enemy deals damage to them to shift up to half the damage to the enemy who dealt the damage. A successful Fortitude save negates this effect and the target still takes the full damage. The target may discharge this effect even if the damage they take would normally reduce them below 0 hit points, and even if it would kill them outright. Damage is transferred after the effects of damage reduction, energy resistance, immunity and similar effects. The damage transferred is empathic in nature and cannot be further reduced, divided, or transferred.

The Lovers (motif)

You may grant a motif that empowers a target when near its allies. The target gains an insight bonus to saving throws equal to the number of allies adjacent to them, up to a maximum of 2 + 1 per 5 levels. The target may discharge this effect when they take damage to shift up to half the damage they take to a willing ally within close range. The target may discharge this effect even if the damage they take would normally reduce them below 0 hit points, and even if it would kill them outright. Damage is transferred after the effects of damage reduction, energy resistance, immunity and similar effects. The damage transferred is empathic in nature and cannot be further reduced, divided, or transferred.

The Magician (motif)

You may grant a motif that helps the target make the most of their current circumstances. The target gains a +2 insight bonus to attacks of opportunity and untrained skill checks. This bonus increases by +1 for every five caster levels. The target may discharge this motif to roll initiative and take a standard action or move action in a surprise round when they would not normally be able to or to take a full-round action or a standard action and a move action in a surprise round when they would normally be able to take only a standard action or a move action. This does not cause a surprise round to occur if it

would not normally. The target may discharge this motif even when they are flat-footed.

Metaphysical Cloak (word)

Choose an alignment within one step of your own on each axis. The target of this word is treated as this alignment instead of their own for all purposes unless they succeed on a Will saving throw. This does not change its actual alignment, and so does not influence the target's actions or cause it to violate any code of conduct it might have.

This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 hour per caster level without concentration.

Malice (word) [curse]

You may place this word on a creature, who then designates a victim within range that is entitled to a Will save to negate the effect. This is a curse effect only on the victim, while it is harmless to the attacker. Once per round when the attacker deals damage to or succeeds on a combat maneuver check against the victim the attacker gains a +1 bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to your casting ability modifier. This bonus increases by +1 for every 10 caster levels. Multiple bonuses from a single instance of this word stack with each other, up to your casting ability modifier, but not from other instances of the same word. Only direct damage gives the attacker this bonus; ongoing damage such as from acid arrow does not. As a swift action the attacker may change victims; if the new victim succeeds on their Will save the effect ends.

You may choose to instead place this word on a single creature, in which case it gains the bonus once per round when any other creature deals damage to or succeeds on a combat maneuver check against them.

This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.

The Moon (motif)

You may grant a motif that protects the target's subconscious and allows them to project their mind onto attackers. The target gains a +2 insight bonus to saving throws against mind-affecting effects. This bonus increases by +1 for every 10 caster levels. The target may discharge this effect when they are the target of a mind-affecting spell, spell-like ability, supernatural ability, or sphere effect to force the effect's user to make a saving throw against the effect's DC. On a failed save, the target is unaffected by the effect, while the effect's user suffers the effects of a failed save. On a successful save, the target is affected by the effect as normal. (If the effect would not normally

have a DC, calculate it as if it did using the normal rules for that type of effect.)

Pair of Myths

By spending an extra spell point you can simultaneously apply two motifs you possess to a target. The effects of each talent is resolved separately and the durations are tracked separately. You must pay the motifs' spell point cost, although other costs (such as for metamagic) are only incurred once.

Perfect (word)

You may spend a spell point to place a word on a creature that enhances its existing strengths. Choose an ability score. The target gains a +1 bonus to ability checks and skill checks based on that ability score. In addition, the target is granted a benefit for the chosen ability score as detailed below.

Ability Score	Bonus
Strength	The target does not provoke attacks of opportunity when performing a bull rush, overrun, or trip maneuver. If the target can already perform one of these combat maneuvers without provoking an attack of opportunity, they instead gain a +2 bonus to CMB checks to perform that maneuver. This bonus increases by +1 for every 4 caster levels
Dexterity	The target gains a +10 ft. bonus to all movement speeds and whenever they move the first square is not considered threatened by any enemy. This bonus increases by +5 ft. for every 5 caster levels.
Constitution	The target gains 1 temporary hp each round, plus 1 temporary hp for every 5 caster levels. Each round the new temporary hp replaces the previous round's.
Intelligence	The target treats all untrained skills as though they had one skill rank in them, and gains a +2 bonus bonus to all trained skills. This bonus increases by +1 for every 5 caster levels
Wisdom	The target can make either a Perception or Sense Motive check as a free action once per round and gains a +1 bonus to initiative checks. This bonus increases by +
Charisma	The target may use Intimidate to demoralize as a swift action (or a free action once per round if they can already do so as a swift action) and attempt to influence a creature's attitude using Diplomacy in 1 round by taking a -10 penalty.

This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.

Resounding Word

You may place words on targets within medium range. You may take this talent twice. The second time it is taken, increase the range from medium to long.

Reveal Alignment (consecration)

You may spend a spell point to create a consecration that reveals the alignment of all creatures inside it. While this consecration is in effect, the alignment of all creatures within the area is plain to any who observe them. How this manifests is unique to each observer—some might see a good creature with a halo and an evil creature with horns, while others might hear musical themes and chords evoking an alignment—but however it does the interpretation is unambiguous in the observer's mind. (A GM may provide only the alignment, leaving the exact signs each PC perceives up to their players.) An observer must still be able to sense a creature in order to discern its alignment, usually with sight but also with senses like blindsense. You must concentrate to maintain this consecration, but you may spend a spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

Reversal (consecration, curse)

While this consecration is in effect, any time a creature within the area rolls a natural 1 or natural 20, you may change the roll into the opposite. This does not require an action, but may only be used once per round. Converting a natural 20 to a natural 1 is a curse effect and may be negated with a successful Will save. You must concentrate to maintain this consecration, but you may spend a spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

The Star (motif)

You may grant a motif that gives guidance in difficult circumstances. The target gains a +2 insight bonus to Armor Class against attacks of opportunity. This bonus increases by +1 for every 5 caster levels. The target may discharge this effect to avoid provoking attacks of opportunities for one round per level.

Strength (motif)

You may grant a motif that enhances a target's might and will. The target gains a +2 insight bonus to CMB and CMD, as well as to Strength checks and Strength-based skill checks. This bonus increases by +1 for every 4 caster levels. When another creature attempts and fails to demoralize the target or targets them with a fear effect

that they successfully resist, the target may discharge this effect to make the other creature frightened until the end of their next turn, or shaken for one round with a successful Will save.

Subvert Weapon (word) [curse]

You may spend a spell point to place a curse upon a weapon that causes it to turn against its wielder. The next time it is used to make an attack, the attack automatically hits the wielder. This word itself does not obviously modify the weapon, so unless alerted by other means (such as detect magic or the divine use of the Divination sphere) the wielder cannot attempt to deal nonlethal damage. At 10th level, the attack automatically threatens a critical hit. An attended or magic weapon is entitled to a Will saving throw to negate this effect. This curse remains up to 1 hour per caster level or until discharged.



The Sun (motif)

You may grant a motif that ensures a glorious dawn after the darkest night. Whenever the target is below 50% of their maximum hit points, they roll twice on all saving throws and take the better result. The target may discharge this effect when they are below 50% of their maximum hit points and succeed on a saving throw against a non-harmless effect to regain a number of hit points equal to the caster level + your casting ability modifier and gain an insight bonus to armor class and saving throws equal to your casting ability modifier for 1 round.

Temperance (motif)

You may grant a motif that protects against the whims of luck. When the target rolls a natural 1 on a saving throw or attack roll, they may reroll it. If the new roll is also a natural 1, this effect does not allow them to reroll again, though the motif's discharge effect may allow them to. The target may discharge this effect to reroll a single saving throw they have just made but before the results of that roll are revealed. They must take the result of the reroll, even if it's worse than the original roll.

The Tower (motif)

You may grant a motif that lets the target focus the vagaries of time on a creature or object. The target's unarmed strikes, natural attacks, and manufactured weapons ignore a number of points of damage reduction and hardness up to 5 + 1 per 4 caster levels. The target may discharge this effect when struck by a manufactured weapon and after taking damage (if any). The weapon takes 1d4 untyped damage per caster level, ignoring hardness. A successful Reflex save halves the damage, but nonmagical items take the full damage regardless of the result. If the weapon's wielder has evasion, that ability does not apply to this saving throw. Caster level without concentration.

Undo Harm (consecration)

While this consecration is in effect, every creature within the area regains 5 hit points plus 1 hit point per caster level at the beginning of their turn, but only up to the amount of damage they have taken since their last turn and since you created this consecration. If a creature has taken enough damage to kill or destroy them, this consecration has no effect on them. This stacks with fast healing and, as it is a cosmic in origin rather than positive energy, affects non-living creatures such as undead and constructs. If you spend a spell point when you create this consecration it only affects your allies. You must concentrate to maintain this

consecration, but you may spend a spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

If you take this talent a second time you may spend a spell point to cause the consecration to reverse negative conditions in addition to damage. While this consecration is in effect, any creature suffering from bleed damage, or the blinded, confused, dazed, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shakened, sickened, or stunned conditions is cured of one of these conditions of their choice at the end of their turn. For every 10 caster levels, each affected creature is cured of one additional condition. This effect can only remove effects that have been inflicted since the end of the sufferer's last turn and since you created this consecration. You must concentrate to maintain this consecration, but you may spend an additional spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

Vissainy (word) [curse]

You may place this word on a creature marking them as a villain regardless of their actual role in fate's story. A successful Will save negates this effect. While this word is in effect, any of your allies may use their smite, challenge, or similar ability that requires marking a particular adversary, or a class feature that only affects a particular alignment, even if the target would not normally be affected by the ability (such as a neutral creature by a paladin's smite evil). When this word's effect ends, so does the effect of these abilities. You may also, as a free action even when it isn't your turn, spend a spell point to allow an ally to use such an effect without spending a daily use or to give an ally without one of these abilities or who choose not to use that ability a +1 bonus to attack and weapon damage rolls against the target of this word. This bonus increases by +1 for every 3 caster levels.

This effect lasts as long as you concentrate, but you may always spend an additional spell point to allow the effect to endure for 1 round per caster level without concentration.

The Wheel (motif)

You may grant a motif that empowers the target almost at random. Roll 1d4 when you grant the motif. The target gains a +1 insight bonus to rolls indicated on the table below. This bonus increases by +1 for every 10 caster levels. In addition, for every 10 caster levels, roll an additional 1d4, applying the bonus to that category as well. Bonuses from rolling the same result more than once stack. The target may discharge this effect to gain an insight bonus to a single d20 roll equal to twice the sum of the d4 rolls. They must choose to do so before rolling.

Table: The Wheel

<i>d4</i>	<i>Bonus</i>
1	Attack and damage rolls
2	Saving throws
3	Initiative and Skill checks
4	Concentration checks, CMB checks, and CMD

The World (motif)

You may grant a motif that enhances the target's ability to succeed in all their endeavors whenever they commit their efforts. Whenever they take 10 or take 20 on a skill check, they gain a +2 insight bonus to the result. This bonus increases by +1 for every 5 caster levels. The target may discharge this effect to take 15 (as if they were taking 20) on any skill check without spending additional time, so long as they could normally take 20 with that skill and are trained in it. At 10th caster level, when the target discharges the effect they may take 15 on a skill check without spending additional time even if they aren't trained in the skill. At 20th caster level, when the target discharges the effect they make the check as though they had ranks in the skill equal to their HD (to a maximum of your caster level). The insight bonus from this motif applies to this skill check.

Section 4

Advanced Magic

I must caution against trying to implement the theory I described in the last 57 chapters as practical magic techniques. My sister, in fact, begged me not to write this book in memory of my nephew who read my last treatise. This was of course not an option, but I did assure her that I would omit my theories on succubus summoning and the use of carp bladders in spellbook ink.

—“On the Nature of Things,”
by Gibbar bin Migdal bin Saar

Advanced Talents

Compel Possessor [curse]

Prerequisites: Fate sphere, Exorcism, Mark of Judgment, 15th caster level or higher.

When you successfully remove an effect or possessor using the exorcism word, you may spend 3 spell points and one hour to bind the spirit of the target's possessor. The originator of the effect or possession is placed under the effect of your geas or mark of judgment (your choice), regardless of its distance from you.

Consecrated Ground

Prerequisites: Fate sphere, Bound Consecration, 5th caster level or higher.

When you use a consecration that remains in place using Bound Consecration, you may spend three spell points to allow the effect to continue for 2 hours per caster level without concentration. You may take this talent a second time at 10th level, which allows you to spend three spell points to make the effect permanent.

Death (motif)

Prerequisites: Fate sphere, one other (motif) talent, 5th caster level or higher.

You may grant a motif that allows a target to preserve and, ultimately, change the other motifs they bear. While this motif is active, whenever the target discharges a (motif) talent other than Death there is a 50% chance that it does not end. The target may discharge this effect to immediately bring one other (motif) talent you or they know into effect with a duration equal to this motif's remaining duration. Granting this motif costs two spell points.

Elude Fate (word)

Prerequisites: Fate sphere, 10th caster level or higher.

You may spend three spell points to place a word on a creature that protects it from a single doom. Choose a set of circumstances. If the circumstances would kill the target of this word the target is instead left at 1 hit point and the word ends.

In order for this word to function, the circumstances must be sufficiently specific. For example, “death at the hands of an orc,” “death in an ambush,” “death by fire,” or “death caused by the Telekinesis sphere” would be acceptable; “death by hit point damage” or “death at the hands of an enemy” would not. The GM is the ultimate arbiter both of what is sufficiently specific (though if a set of circumstances is ruled to not be, the caster does not spend spell points) and of whether a particular death meets the specified conditions.

This word lasts 1 hour per caster level or until discharged.

Entropic Aura (consecration) [curse]

Prerequisites: Fate sphere, Death sphere, 10th caster level or higher.

You may spend a spell point to create a consecration that makes healing difficult. All fast healing and regeneration possessed by creatures in the area of this consecration is

suppressed, and all effects within the area that would heal hp damage or restore ability damage or drain are halved. In addition, any damage dealt to creatures in the area (including you) is difficult to heal, even after this consecration ends. Half of it may be healed normally. The rest cannot be healed naturally (including by fast healing). Other effects can heal the damage only if the effect's originator succeeds on a Heal skill check against a DC of your MSD + your casting ability modifier. This DC increases by 8 unless it is made within an area infused with positive energy, such as produced by a consecrate spell or ritual.

You must concentrate to maintain this consecration, but you may spend an additional spell point as a free action to allow this effect to continue for 1 round per caster level without concentration.

Execration

Prerequisites: Fate sphere, at least one curse (word) talent, 10th caster level or higher.

When you spend a spell point to allow a curse (word) talent to continue without concentration, you may spend an additional 2 spell points to increase the duration to permanent. A permanent curse cannot be dispelled, but it may be broken through the Break Enchantment Life talent, as well as spells such as break enchantment, limited wish, remove curse, miracle, or wish. You may remove a permanent curse that you placed on a target as a standard action as long as the target is within range of your (word) talents.

The High Priestess (motif)

Prerequisites: Fate sphere, one other (motif) talent, 5th caster level or higher.

You may grant a motif that extends the benefits of other motifs affecting a target to their allies. When you use this ability, choose a motif currently affecting the target to link this motif to. The target's allies gain the normal effect as long as they are within 30 ft. of the target. When the target discharges the chosen motif, they may either choose a different motif affecting the target to link this motif to or discharge this motif as part of the same action to grant all allies within 30 ft. of them an insight bonus to saving throws equal to half your caster level for one round. If the target discharges the chosen motif but it does not end (such as if they also have the Death motif), they may not choose a different motif to link to this motif (it instead remains linked to the chosen motif), but may discharge this motif.

Falsehood (word) [curse]

Prerequisites: Fate sphere, Falsehood, 1st caster level or higher.

Any magical effect which would detect lies or force to speak the truth requires a magical skill check to affect the target. Failure means the effect does not detect your target's lies or force it to speak only the truth. In addition, you may force the creature to speak only lies; this word is only a curse effect if you do. Unless the target succeeds on a Will saving throw, they cannot speak the truth as they understand it. They are always aware of this word being placed on them and the caster always knows if the target made its saving throw. An affected target may still be evasive, refuse to answer, or word their responses carefully.

You may spend an additional spell point to grant the target a bonus to Bluff checks equal to +5 plus your caster level. This bonus only applies to checks made to convince another of the truth of the target's words. It doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.

This effect lasts as long as you concentrate, but you may always spend a spell point to allow the effect to endure for 1 minute per caster level without concentration.



Undying Obstinance (consecration)

Prerequisites: Fate sphere, Life sphere, 15th caster level or higher.

You may spend a spell point to create a consecration filled with positive energy that sustains the living beyond what their bodies can withstand. While this consecration is in effect, no living creature becomes disabled or dying within its area, nor do creatures die from loss of hit points. This does not protect creatures from these effects once this consecration ends or they leave the area, nor does it protect them from death from other causes. This counts as a Life talent for the purpose of talents, drawbacks, or other abilities that change who you can affect with Life talents or abilities.

You must concentrate to maintain this consecration, but you may spend an additional spell point as a free action to allow this effect to continue for 1 round per two caster levels without concentration.

Incantations

Petition the Fates

By contacting beings outside of space and time you may contract a power that will aid you or those you know in accomplishing a quest.

Sphere Fate; Level 9th

Skill Checks Knowledge (history) DC 35 2 successes, Knowledge (planes) DC 35 2 successes, Knowledge (religion) DC 35 2 successes; in order—Diplomacy DC 35 2 successes, Linguistics DC 35 1 success

Casting Time 1 hour (cast at the start of a rare cosmic event)

Components V, S, M (three sculpted idols worth 10,000 gp each).

Target Primary performer

Duration instantaneous

Saving Throw none; SR no

DESCRIPTION

Those that research 'The Fates' may find that a certain numerology exists that can be used to count the days leading up to a particularly rare astrological event (such as a planetary alignment involving multiple solar systems) (the Knowledge (history) checks). Through further research, one may determine the exact hours that the cosmic event will occur (the Knowledge (planes) checks). After finding the exact day and hour of the cosmic event, the primary performer must seek out three idols which the Fates will both appreciate and entice them to appear (the Knowledge (religion) checks). At the hour of the

cosmic event one must call out in a loud voice toward the celestial spectacle offering up the three idols (Diplomacy checks). If the Fates are pleased, they will offer the primary performer a single wish, to be worded with no more than 35 words. Examples of what an appropriate wish may do include any of the following:

- Grant 5 temporary spell points and talents of the primary performer's choice (with a caster level equal to their character level with these talents) for 24 hours.
- Undo the harmful effects of a sphere talent or ability on a target the primary performer names.
- Swing the tide of a battle in your favor by raising fallen allies to continue fighting (but will fall again after 24 hours).
- Moving you and your allies, with all your and their gear, from one plane to a specific locale through planar barriers with no chance of error.
- Protect a city from an earthquake, volcanic eruption, flood, or other natural disaster.

While wishing for other things is possible, if given a particularly wordy or complicated wish the fates may choose to fulfill the wish in their own time, or may require the primary performer to work to bring the wish to pass (i.e. the wish will not occur without effort on the performer's side). This incantation counts as a miracle or wish for the purposes of spell effects or abilities that require them.

BACKLASH

Because the incantation requires overwhelming energy that alters reality, the primary performer instantaneously loses 2 limbs chosen at random by rolling a 1d4 twice (1: Right Arm; 2 Left Arm; 3: Right Leg; 4: Left Leg); Primary performers whose anatomical structure is not strictly humanoid, or otherwise lack the appendage to be lost may instead lose alternative limbs such as wings, additional legs, or multiple tentacles. Primary performers who lack limbs altogether may have reality altered causing them to lose people or other objects of sentimental worth. Attempting to negate backlash through non-instantaneous polymorph effects will result in the angering of the Fates, causing the incantation to fail. Limbs lost due to backlash may only be fully restored through a miracle, wish, or similar effect.

FAILURE

Those that fail 2 consecutive knowledge checks fail to perform the incantation correctly, thus resulting in the failure of the beings of fate to answer their call, but no material components are wasted. Those that fail 2 consecutive diplomacy checks fail to strike a bargain and, as punishment for the arrogance and insult, any secondary performers are instantaneously slain, and the Fates take

the three idols with them. Those that fail the Linguistics check find their wish to be corrupted with a very different result than what was intended.

Ragnarok

Through sacrilege, blasphemy, and murder, you call upon the lower planes to bring about destruction and an infestation of fiends.

Sphere Destruction; Level 9th

Skill Checks Knowledge (the planes) DC 27 4 successes, Knowledge (religion) DC 27 5 successes

Casting Time 8 hours (cast during the new moon)

Components V, S, M (35,000 gp worth of good-aligned magic items, sacrifice of 13 creatures with Intelligence of at least 3).

Secondary Casters 12

Area 1 mile radius

Duration instantaneous and 18 days, see text

Saving Throw Reflex half, see text; SR no

DESCRIPTION

After a night-long depraved ritual involving the profaning of good-aligned relics and culminating in the torture and sacrifice of thirteen sentient beings, a massive burst of infernal energy washes out from the site of casting. All creatures within one mile (including all surviving casters) take 10d6 profane damage (Reflex half). Good-aligned beings take an additional 5d6 damage. Immediately after, a 90' radius portal (as the Warp advanced talent) opens to one of the lower planes, chosen by the caster. 2d10 balors, olethrodaemons, or pit fiends, as appropriate to the chosen plane,

emerge immediately and attack any beings they come across (including all surviving casters). These may be followed by any other fiend native to the chosen plane. The portal closes in 18 days, but any fiends who have come through it remain.

BACKLASH

Six randomly selected secondary casters die.

FAILURE

Primary caster and all secondary casters die and their souls are dragged to a lower plane. They can never be returned to life by any means.

SPECIAL

This incantation can be modified as if by the extend spell by doubling the material component and casting time, the empower spell by tripling the material component and casting time, maximized by quadrupling the material component and casting time, or any combination of these.



Rituals

Detect Divinity

Sphere Divination or Fate; **Ritual Level** 0

Casting Time 1 minute

Components V, S, or F (a Holy Symbol or Relic worth 1 or more gp)

Target 1 creature or object

Description This ritual may be cast with different components which may be used in part or combined for added effect. Upon the completion of the ritual, all creatures within long range of the caster learn whether the target is symbolic of or would belong to a god. This is not to mean whether or not the object or creature is worshiped as a god, whether the target deserves to be worshiped, or if the target is as powerful as (or greater than) a god, but rather whether such a target has in fact ascended to godhood or has inherent divinity. In addition to the effects listed in the Chart: Detect Divinity - Components and Responses below, the caster may divine the strength of the target's divinity aura.

Detect Divinity - Aura Strength

Target	Aura Strength	Aura Duration
False God or Quasi-deities	No aura	-
Demi-God or Fallen God	Dim	1 round
Lesser Deities	Faint	1d6 rounds
Intermediate Deities	Moderate	1d6 minutes
Greater Deities	Strong	1d6 x 10 minutes
Overdeities	Overwhelming	1d6 days

Detect Divinity - Components and Responses

Component	Example	Negative Response	Positive Response
Verbal	Stating the target's name	A telepathic voice fills the air understood by all stating whether the target is or is not divine.	
Somatic	Pointing at the target	Target appears monochrome for 1 round	Target appears prismatic, fascinating onlookers for 1 round (will negates)
Focus	The target's Holy Symbol	Holy Symbol breaks	Holy Symbol glows

Other Beings of Cosmic Power and Philosophies

Depending upon the cosmology of the particular world you are playing, you may have completely different categories for beings with cosmic power. For example, in some world settings the gods may be in competition with primordials and archfiends. In such a situation, it would be best to include similar rituals such as Detect Archfiends and Detect Primordials, each of which would divine the authenticity of such a cosmic power. In the case of a world where priests gain spellcasting through the practice of a philosophy, no such ritual is necessary as the power is usually not tied to any particular individual, but is rather the result of a collective belief or conjured from one's own faith.

Fate Spells in the Core Rulebook as Rituals

Besides those spells already listed in Spheres of Power, the following spells translate very well into rituals for the Fate sphere: *atonement*, *banishment*, *bestow curse*, *blasphemy*, *bless water*, *commune*, *consecrate*, *desecrate*, *detect chaos/evil/good/law*, *dictum*, *discern lies*, *dismissal*, *dispel chaos/evil/good/law*, *forbiddance*, *freedom of movement*, *geas/quest*, *glyph of warding*, *greater glyph of warding*, *holy word*, *imbue with spell ability*, *magic circle against chaos/evil/good/law*, *mark of justice*, *miracle*, *protection from chaos/evil/good/law*, *symbol of death*, *symbol of fear*, *symbol of insanity*, *symbol of pain*, *symbol of persuasion*, *symbol of sleep*, *symbol of stunning*, *symbol of weakness*, *unhallow*, *word of chaos*, *zone of truth*

There are those who would suggest that devotion to a metaphysical nonentity like Good, Chaos, or narrativity is the height of folly. I would, humbly of course, respond that devotion to anything else is meaningless. Loving one's wife is

Section 5

Player Options

good, yes, but she will eventually die and at that point love remains as a bittersweet solace while devotion is a collar of iron. Stories, however, live on forever, much like meerkats.

—“On the Nature of Things,”
by Gibbar bin Migdal bin Saar

Feats

New feat type: Chance

The force of kismet is mostly the domain of ordained hunters and lucky bastards, but it is possible for others to tap into its abilities. Chance feats grant kismet and a way to use it.

When you first take a chance feat, you gain a kismet pool if you did not otherwise have one. You gain one kismet point at the beginning of each day, and this is also your maximum kismet. You regain kismet when you roll a natural 1 on an attack roll or saving throw, subject to the same limitations as an ordained hunter (see Section 2: Class Options). If you already have a kismet pool, you gain 1 extra kismet point at the beginning of each day and your maximum kismet increases by 1 for every chance feat you possess.

New feats

Align Spell (Metamagic)

Benefit: When you select this feat, choose a non-neutral component of your alignment. When you prepare (if you are a prepared caster) or cast (if you are a spontaneous caster or spherecaster) an aligned spell, choose

weal or woe. If you choose weal all variable, numeric effects of the spell are decreased by half (including bonuses to those dice rolls) for creatures of that alignment and increased by half (including bonuses to those dice rolls) for creatures of the opposite alignment. If the spell does not have variable, numeric effects, it instead has its saving throw DC and effective spell level decreased by 2 against creatures of the selected alignment and increased by 2 against creatures of the opposite alignment. If you choose woe, these effects are reversed. The spells effects do not change for creatures of neither alignment. Spells that neither do damage nor have a saving throw cannot be affected by Align Spell.

Level Increase: +2

Special: If you are Chaotic Evil, Chaotic Good, Lawful Evil, or Lawful Good, you can take this feat twice, each time selecting a different component of your alignment. If you are true neutral you may choose neutrality with this feat, in which case the damage or effective spell level and DC are increased against chaotic evil, chaotic good, lawful evil, and lawful good creatures and decreased against true neutral creatures.

If you change alignment such that you no longer have the alignment component you chose for this feat, you may immediately choose a different component of your alignment (or true neutral if that is your new alignment) to use it with. If you already have already taken this feat for the only non-neutral component of your new alignment (or for true neutral if that is your new alignment) you may immediately retrain this feat at no cost to one you qualify for. Atonement reverses this retraining and restores this feat. See the “Retraining” section of Chapter 3 in Ultimate Campaign for more information on retraining.

Playing with Alignment Descriptors

If you are playing with alignment descriptors, sphere effects and spells modified with the Align Spell metamagic feat should have the descriptor associated with the chosen alignment component. See Section 7: Gamemastering for information on incorporating alignment descriptors into your Spheres of Power campaign.

Auspicious Admixture (Admixture)

Prerequisites: Destruction sphere, Fate sphere, Admixture*.

Benefit: When using Admixture, you may spend an additional spell point to affect one target damaged by the blast with a word effect you know in place of a second blast type. If you possess Echoing Word, you may apply the word to any targets damaged, up to your maximum targets from Echoing Word.

Channel Luck (Chance, Channeling)

Prerequisites: Channel energy.

Benefit: When you channel energy, you may spend a kismet point to grant all creatures affected a luck bonus (if they were healed) or a luck penalty (if they were harmed and failed their save) to their next saving throw equal to the number of dice of your channel energy ability. This bonus lasts at most 1 minute for each die of your channel energy ability.

Damning Darkness

Prerequisites: Dark sphere, evil alignment.

Benefit: Any good creature that begins their turn within or enters the area of effect of your darkness must make a Fortitude save against its DC or be sickened for one minute, even if normally immune to being sickened or effects requiring a Fortitude save. A creature that succeeds on its saving throw is immune to your Damning Darkness for 24 hours.

Defy Fate (Chance)

Prerequisites: Kismet pool.

Benefit: As long as you have at least one kismet point remaining you automatically succeed on Constitution checks to stabilize and may roll saving throws against effects that would kill you outright (but not that would kill you through damage or other effects) twice and take the better result.

Ecumenicism

Prerequisites: Fate sphere.

Benefit: Whenever you use a word or consecration (or spell or ritual based on a word or consecration), you may choose an alignment within one step of your own. Determine the effect of the word or consecration as if you had that alignment.

Karmic Healing (Chance)

Benefit: When you heal another creature's hit points, whether using the Life sphere or another ability, you may spend a kismet point to regain an equal number of your own.

Lucky Streak (Chance)

Benefit: When you successfully confirm a critical hit, you may spend a kismet point to make an extra attack at your highest base attack bonus as an immediate action. If this attack hits, increase its critical threat range by +1. This bonus is applied after abilities such Improved Critical or the keen weapon property and cannot be doubled.

Seraphic Glow

Prerequisites: Light sphere, good alignment.

Benefit: Any evil creature that begins their turn within your glow or enters its area of effect must make a Will save against its DC or be shaken for one minute, even if normally immune to fear or mind-affecting effects. This ability cannot cause a shaken creature to become frightened or a frightened creature to become panicked, but further fear effects can make them frightened or panicked as normal. A creature that succeeds on its saving throw is immune to your seraphic glows for 24 hours.

Surge of Fortune (Chance)

Benefit: When you roll a natural 15 or above on a skill check or ability check (including if you take 20), you may spend a kismet point to gain a +7 luck bonus to the roll.

Sanctified Vigilance (Dual Sphere)

Prerequisites: Fate sphere, War sphere, at least one (rally) talent.

Benefit: You may use rallies on allies within the area of your consecrations even if you do not share a mandate with them and they are not within range of one of your totems.

Weighted Dice (Chance)

Benefit: You may spend a kismet point to roll a d6. At any time until you next regain kismet you may spend an immediate action to add the result of one of those die rolls to any attack roll, damage roll, or CMB, skill, or ability check. You may decide to use this after you roll but before you know the result. Once you have used a die roll it is expended; you cannot use it again.

**See Section 3: Basic Magic of The Destroyer's Handbook.*

Traits

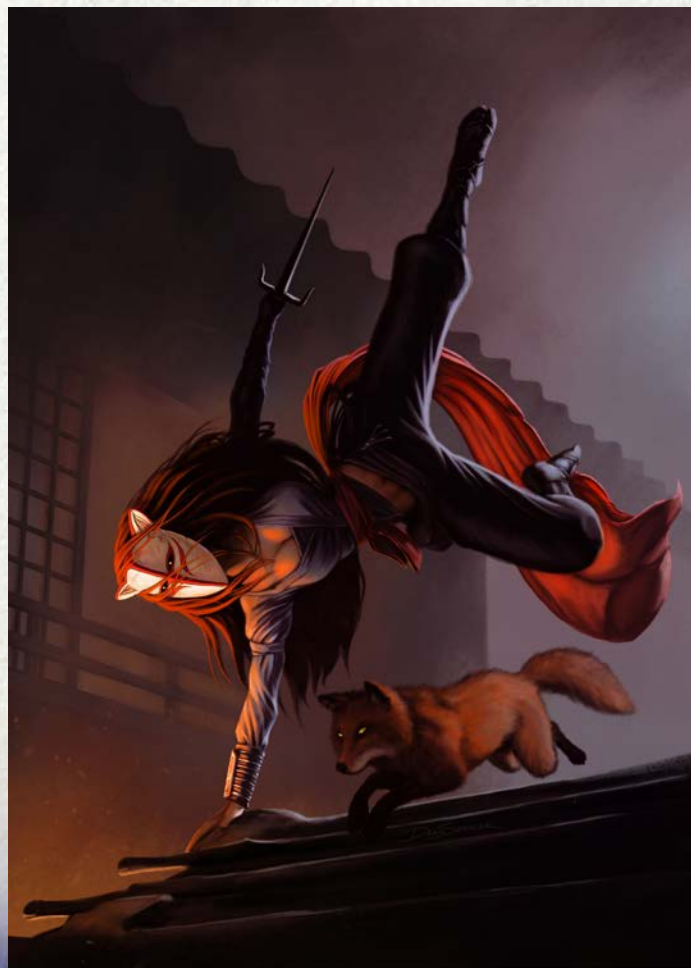
Flair for Fate (Magic)

You gain a +2 trait bonus to your caster level with the Fate sphere. This bonus cannot cause your CL to exceed your HD.

Predetermined Caster (Magic)

You have been visited by beings of another dimension, who prepared you for your destiny.

You gain a +1 trait bonus to CL when using talents or abilities from the Fate, Time, or Warp spheres. This bonus cannot cause your CL to exceed your HD. In addition, 1/day you may cast the cantrip guidance as a spell-like ability.



Casting Traditions

New Casting Tradition

Cartomancy

Most commonly practiced by itinerant fortune-tellers, cartomancy is the art of divining by cards. Many casters extend this to manipulating the myths the cards symbolize to empower themselves and others.

Drawbacks: Extended Casting, Focus Casting (a deck of cards), Skilled Casting (Profession (fortuneteller)), Limited Divination (sense) (Divination), Mythogogy (Fate), Neutrality (Fate)

New sphere-specific drawbacks

Mythogogy (requires Fate sphere)

You may not create word or consecration effects. You may only select (motif) talents and talents that augment (motif) effects, and must select a (motif) talent with the bonus talent gained from this drawback. You must already possess the Neutrality drawback to select this one. You cannot gain this drawback if you also have the Sanctified Body or Tongue of Ages drawbacks.

Reverberations (requires Fate sphere)

Your (word) talents emit a susurrating voice announcing the name of the word to all creatures within 15 ft. of the target when it is used and for its duration. Their effects are suppressed in a region of magical silence. You must select a (word) talent with the bonus talent granted by this drawback.

Sanctified Body (requires Fate sphere)

Your (consecration) talents affect only you, and you may not select Greater Consecration. You cannot gain this drawback if you also have the Mythogogy or Tongue of Ages drawbacks.

Tongue of Ages (requires Fate sphere)

You may not create consecration or motif effects. You may only select (word) talents and talents that augment (word) effects. You cannot gain this drawback if you also have the Sanctified Body or Mythogogy drawbacks.

Section 6

Bestiary

The observant might wonder why I speak of “minds” influencing the Oversoul rather than “humans” or even “humanoids.” First, I am not convinced that all humanoids have minds. As proof I submit Radha’s discussion of owlbears and bronze dragons in her Treatise on Love. Second, it is clear that it is not only humanoid minds that are capable of conceiving of these things that are not things. The fey in particular are attuned to stories and likely are the originators of many of the most basic tropes.

—“On the Nature of Things,”
by Gibbar bin Migdal bin Saar

CÙ-SÌTH

CR 10

A great black dog seemingly tattooed with knots of phosphorescent green, this fey being raises its muzzle to the new moon and lets loose a chilling howl.

XP 9,600

N Large fey

Init +4; **Senses** barrowsight, low-light vision; Perception +19

DEFENSE

AC 22, touch 14, flat-footed 17 (+4 Dex, +1 dodge, +8 natural, -1 size)

hp 120 (16d6+64)

Fort +9, **Ref** +14, **Will** +10

Defensive Abilities DR 10/cold iron, ghostly

OFFENSE

Speed 50 ft.

Melee 1 bite +15 (2d6+23 plus trip) (includes bonuses and penalties from Power Attack)

Space 10 ft.; **Reach** 10 ft.

Special Attacks baleful howl, trip, psychopomp

STATISTICS

Str 22, **Dex** 19, **Con** 18, **Int** 11, **Wis** 10, **Cha** 21

Base Atk +8; **CMB** +15 (+4 trip); **CMD** 27 (+6 vs. trip)

Feats Blood Feast, Dirty Fighting, Dodge, Greater TripB, Improved Natural Attack (bite), Improved TripB, Mobility, Power Attack, Spring Attack, Weapon Focus (bite)

Skills Intimidate +21, Knowledge (nature) +19, Knowledge (religion) +16, Perception +19, Stealth +23, Survival +16

Languages Common and Sylvan
SQ barrowwalk, fey power, scent

SPECIAL ABILITIES

Baleful Howl (Su)

As a standard action, the cù-sìth can release a howl of ill omen. All enemies within 60 ft. take a -4 penalty to saves against curse and death effects and against the cù-sìth’s psychopomp ability, as well as a -4 penalty to AC. These penalties last for 5 rounds. These penalties are reduced to -1 and last only a single round with a successful Will save (DC 23). This is a sonic curse effect.

Barrowsight (Su)

A cù-sìth can constantly see the state of living and undead creatures within 60 feet. This functions as the Divine Life Divination ability, but functions for undead creatures as well as the living and it does not require concentration.

Barrowwalk (Su)

As a full-round action, the cù-sìth can teleport as if using the Flawless Teleport Warp talent, but can only teleport to and from barrows, cairns, graveyards, and other final resting places. It need not know exactly where there is a burial site and may specify direction and distance to teleport, arriving at the nearest such site. The cù-sìth cannot transport any other creatures with this ability, but it can bring any objects it carries, up to its maximum load.

Fey Power (Su)

The cù-sìth adds its Charisma bonus to attack rolls, damage rolls, CMB, and CMD.

Ghostly (Su)

Attacks against a cù-sìth have a 20% miss chance. This is bypassed by ghost touch weapons and incorporeal creatures.

Soul Shepherd (Su)

When a cù-sìth reduces a creature to 0 hp or lower with its bite attack, the creature must make a DC 25 Will save or die and have its soul collected by the cù-sìth. A creature killed outright by the cù-sìth’s attack also has its soul collected by the cù-sìth. When the cù-sìth collects a soul in this manner, it gains 5 temporary hit points and a +2 enhancement bonus to Strength, and the creature cannot be returned to life by any effect short of wish or miracle, nor can their body be raised as undead. The only way to prevent this permanent rest and return the victim to life without such a powerful effect is to kill the cù-sìth or persuade it to return the soul before it next uses its barrowwalk ability—a prospect which is highly unlikely.

Silence (Su)

The cù-sith is constantly surrounded by a 20-ft. radius sphere of silence, as the Illusion talent. It does not impede the cù-sith's baleful howl ability.

ECOLOGY

Environment any near burial sites

Organization solitary, pair, or pack (3–8)

Treasure none

The cù-sith (plural coin-sith) is the psychopomp of Faerie. Tasked with ensuring that the dead do not rise, they are typically seen as heralds of doom. Coin-sith will usually begin combat by using their baleful howl ability. Then they will harry their foe with Spring Attack, tripping them and ensuring they cannot retaliate. When fighting alongside other coin-sith, they will focus on a single foe until it is no longer a threat. Once it has collected a soul with its psychopomp ability, a cù-sith will typically attempt to flee to a barrow where they can ensure the dead will not rise.

MAU

CR 20

This mummified cat is wrapped in linen that has been covered in ancient glyphs of warding. Its eyes have been replaced with turquoise and it is bedecked with gold earrings, necklaces, and other adornments.

XP 307,200

LN Tiny outsider (lawful, native)

Init +11; **Senses** darkvision 120 ft.; Perception +33

DEFENSE

AC 40, touch 35, flat-footed 29 (+11 Dex, +5 natural, +4 size, +10 Wis)

hp 253 (22d8+154)

Fort +14, **Ref** +24, **Will** +23

Defensive Abilities DR 15/chaotic, perfect order, raised to serve

OFFENSE

Speed 40 ft.

Melee 2 claws +33 (1d2, 19–20/x2), bite +31 (1d3)

Space 2-1/2 ft. ft.; Reach 0 ft.

Special Attacks breath weapon

MAGIC

Caster Level 16; **MSB** +16, **MSD** 27, **Concentration** +27

Tradition Natural (none); CAM Wis

Spell Points 27

Death Sphere – DC 28; **Duration** 16 hours w/ 1 sp or instantaneous w/ 3 sp; **Range** medium (260 ft.) or touch; **Talents** Command Undead, Curse, Drain, Greater Undead, Lingering Undead, Permanent Undead, Vampiric Strike

- *command undead* (ghost strike, 16 min)
- *curse* (ghost strike, permanent)
- *drain* (16 hours)
- *reanimate* (16 hours with 1 sp or instantaneous with 3 sp)
- *vampiric strike* (16 min)

Fate Sphere – DC 28; **Alignment** lawful; **Duration** concentration, 16 rounds, 16 min, or 2 hr 10 min w/ 1 sp; **Range** close (65 ft.) or personal w/ 20-ft. (40-ft. w/ 1 sp) radius; **Talents** Classify, Consecrated Ground (2), Divine Pressure, Divine Force, Geas, Greater Geas, Mark of Judgment, Stationary Consecration, Truth

- *classify* (word, instantaneous)
- *divine force* (consecration, instantaneous)
- *divine pressure* (consecration, concentration, 16 min with 1 sp, or permanent with 3 sp)



- *geas* (16 days)
- *hallow* (concentration or 16 min with 1 sp)
- *mark of judgment* (permanent)
- *serendipity* (concentration, 16 min with 1 sp, or permanent with 3 sp)
- *truth* (word, concentration or 16 min with 1 sp)

STATISTICS

Str 11, **Dex** 33, **Con** 28, **Int** 15, **Wis** 30, **Cha** 12

Base Atk +22; **CMB** +20 (+24 grapple); **CMD** 45 (47 vs. grapple)

Feats Align Spell (lawful)*, Dirty Fighting, Greater Grapple, Improved Critical (claws), Improved Grapple, Improved Mystic Assault, Multiattack, Mystic Assault, Quicken Spell, Weapon Finesse

Skills Acrobatics +34, Climb +25, Diplomacy +24, Knowledge (religion) +25, Knowledge (planes) +25, Perception +33, Sense Motive +33, Stealth +34

Languages Common and Necril, speak with animals (cats only)

SQ leonine form

*New feat found in Section 5: Player Options.

SPECIAL ABILITIES

Breath Weapon (Su)

Once every 1d4 rounds a mau can release a 15-ft. long cone of desiccating sand and salt. This does 10d4 slashing damage and 8d4 untyped damage and fatigues all within the area. A successful Reflex saving throw halves the slashing damage and a successful Fortitude saving throw negates the untyped damage and fatigue (DC 30).

Perfect Order (Su)

A mau adds its Wisdom modifier to its AC.

Leonine Form (Su)

As a standard action, a mau can take the form of a housecat, a lion, or a dire lion. This functions as the Alteration sphere shapeshift ability, using the Blank Form and the following traits:

Housecat: no traits

Lion: large size (+10 Str, -6 Dex, +2 Con; +3 CMB; -3 attack, CMD, and AC), grab, pounce, land speed (100 ft.)

Dire lion: huge size (+14 Str, -8 Dex, +4 Con; +4 CMB; -4 attack, CMD, and AC), grab, pounce, land speed (100 ft.)

The mau can remain in any of these forms indefinitely and always gains a +10 bonus to Disguise to appear to be the animal whose form it has taken. As this is a polymorph effect, it loses access to its breath weapon while transformed. It may use this ability at will.

Raised to Serve

While not strictly undead, mau do share some of their traits. They are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), bleed, death effects, disease, paralysis, poison, sleep effects, stunning, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Any effect that explicitly affects undead in addition to the living, like Divine Force, affects mau, but effects that only affect undead, like Command Undead, do not. Unlike other native outsiders, mau are not affected by raise dead, reincarnate, resurrection, true resurrection, or any Life sphere talents that would return it to life unless enhanced with Esoteric Healing. Usually it takes a different magical effect, such as limited wish, wish, or miracle to restore a mau to life. Despite being native outsiders, mau do not breathe, eat, or sleep.

ECOLOGY

Environment desert tombs

Organization destruction (1 mau plus 0-1 mummy lord and 3-20 mummies)

Treasure twice normal

Mau are the mummified remains of a beloved housecat inhabited by a spirit of Law. Typically found guarding the tomb of their former master from those who would dare violate it, they have the ability to raise undead servants as well as to enter combat themselves in a flurry of claws and teeth. Though they will typically try to avoid combat by warning away intruders, they also readily attack those who persist. Mau begin combat by transforming into either a lion or a dire lion and using a quickened ranged ghost strike. Then they will pounce, using Mystic Assault to replace a claw attack with another ghost strike. They typically reserve their breath weapon for when they are near a cluster of weak enemies.

Section 7

GM Advice

Rules Clarifications and Expansions

Descriptors

Unlike spells, talents in various Spheres of Power releases mostly lack descriptor tags. While in most cases the appropriate tag can be inferred for a given talent or entire sphere, for several options in this book it is helpful to explicitly specify which talents bear the curse descriptor.

Death

- Curse (ghost strike)

Destruction

- Branding Taboo (blast shape)*

Fate

- Curse (word)
- Geas
- Harm (word)
- Mark of Judgment
- Mercy (word)
- Pain (word)
- Serendipity (consecration), when used with Greater Serendipity
- Truth (word)

*See *Spheres Apocrypha: Destruction Talents*.

Alignment and Spheres of Power

Unlike the core magic system, Spheres of Power mostly avoids associating alignment with magic—Fate, the sphere that actually has alignment as a core theme, being the notable exception. The reanimate ability of the Death sphere is not given the evil descriptor like animate undead, nor is applying the hallow word to protect against evil creatures good like protection from evil even though you must be good to do so. This is intentional. Spheres of Power was designed to be setting-agnostic,

allowing GMs to have the magic in their game fit the feel of their world. Undead are not evil in all possible settings and in some warding against evil is more prudent than good.

It is simple enough for a GM to add alignment descriptors to Spheres of Power, or to allow special abilities like the touch of evil granted power from the evil domain to function with sphere abilities as if they had alignment descriptors. They are most easily applied to alignment-dependent talents in Fate, the reanimate ability of the Death sphere (which would be evil in most settings), and the Summoning advanced talent of the Conjunction sphere (which would have the alignment descriptors, and possibly the elemental descriptors, of whatever is called). Certain rituals and incantations would also have an alignment descriptor—it is hard to justify Ragnarok as anything but evil, for instance, and any ritual duplicating a spell with an alignment descriptor should probably also have that descriptor.

If a GM wishes a game in which alignment plays a more key role in magic, they also could add the good descriptor to all Life talents, evil to all Death talents, and chaos to all Destruction talents. In a setting where tampering with the mind is inherently evil, the Mind sphere could have the evil descriptor. And, of course, the GM could mix and match any or all of these suggestions to fit the setting.

One other concern a GM ought to decide if adding alignment descriptors to Spheres of Power is to determine exactly how severe an evil act it is to use an evil talent and how great a good act it is to use a good talent. Does creating a zombie instantly change your alignment? Does it take a few castings? Or is it readily counteracted by using the zombie to rescue orphans and defeat demons? Different GMs have different opinions on this, and even different source books have offered different answers. Because of this, players may come into a game with very different expectations. It isn't fun for most players to suddenly become evil because of a single act when you weren't expecting it, so, like many rules interpretations, it's usually a good idea to discuss your decision with your players before it comes up.

Other rule systems

Removing Alignment

Alignment is a foundational rule of Pathfinder, with many spells and abilities dependent on it. Even Spheres of Power, which makes minimal assumptions about alignment, uses it extensively in the Fate sphere and some feats. Pathfinder Unchained offers options, however, for excising alignment from the game and replacing it with loyalties. In a campaign using these rules, several adjustments to Spheres of Power should be made.

Affected classes

Ordained hunter (inquisitor archetype): Remove the alignment requirement. Ordained hunters must have a loyalty to an alignment (or radiant or shadow, if using the radiant and shadow variant). The ordained hunter's empyreal tongue deed can be used whenever an ally confirms a critical hit against a creature whose loyalties are directly contrary to the ordained hunter's highest loyalty or reduces such an enemy to 0 hit points or lower. If using the subjective alignment variant, the ordained hunter is not required to have any particular loyalty and her empyreal tongue deed can be used whenever an ally confirms any critical hit or reduces any enemy to 0 hit points or lower.

Utterdark Champion (mageknight archetype)*: Remove the alignment requirement. Utterdark champions must have a loyalty to evil (or shadow, if using the radiant and shadow variant). The utterdark champion's tenebrous smite ability affects creatures whose loyalties are directly contrary to the utterdark champion's highest loyalty. If using the subjective alignment variant, the utterdark champion is not required to have any particular loyalty and his tenebrous smite ability affects any creature caught in his area of darkness. The DR 10/good granted by the unholy champion ability should be changed to another appropriate type of damage reduction, such as DR 10/radiant, DR 10/cold iron, or DR 10/silver.

Warrior of Holy Light (mageknight archetype)*: Remove the alignment requirement. Warriors of holy light must have a loyalty to good (or radiance, if using the radiant and shadow variant). The warrior of holy light's luminous smite ability affects creatures whose loyalties are directly contrary to the warrior of holy light's highest loyalty. If using the subjective alignment variant, the

warrior of holy light is not required to have any particular loyalty and his luminous smite ability affects any creature he attacks with his empowered weapon. The DR 10/evil granted by the warrior of the holy light ability should be changed to another appropriate type of damage reduction, such as DR 10/shadow, DR 10/cold iron, or DR 10/silver.

Affected feats

Align Spell: Replace with Fervent Spell, below.

Anathema feats†: The anathema ability affects any living or undead creature with loyalties opposed to your highest loyalty, even if positive energy would not normally damage the target.

**See the "Spheres of Power Archetypes" section of Spheres of Power: Expanded Options.*

†See the "Feats" section in Section 5: Character Options of The Vivomancer's Handbook.

Fervent Spell (Metamagic)

Benefit: When you select this feat, choose a two of your loyalties. When you prepare (if you are a prepared caster) or cast (if you are a spontaneous caster or spherecaster) an aligned spell, choose weal or woe. If you choose woe all variable, numeric effects of the spell are decreased by half (including bonuses to those dice rolls) for creatures sharing one of the chosen loyalties and increased by half (including bonuses to those dice rolls) for creatures with loyalties that directly contradict one of these loyalties (even if they share the other loyalty). If the spell does not have variable, numeric effects, it instead has its saving throw DC and effective spell level decreased by 2 against creatures sharing one of the selected loyalties and increased by 2 against creatures with loyalties that directly contradict one of these loyalties (even if they share the other loyalty). If you choose weal, these effects are reversed. The spell's effects do not change for other creatures. Spells that neither do damage nor have a saving throw cannot be affected by Align Spell.

Level Increase: +2

Special: You may take this feat more than once. Each time beyond the first you choose an additional loyalty you have. The effects of fervent spells are modified based on all loyalties chosen.

If you lose a loyalty you chose for this feat, you may immediately choose a different loyalty you have to use it with.

Alignment effects

While removing alignment-based spells is suggested as an option in *Pathfinder Unchained*, removing alignment-based talents would make Fate much less attractive than other spheres. Instead, if you decide to remove alignment-based spells you should treat Fate talents as if you were using the subjective morality variant: Fate talents that affect an opposing alignment instead affect anyone with loyalties that directly contradict the caster's own. The talents *Enmity* and *Metaphysical Cloak*, because they interact with the default alignment system, should be removed in such a campaign.

Hero Points

Hero points represent the ability of true heroes to bend reality to their own story, to cheat fate, or to call in a debt from Lady Luck. In addition to the uses detailed in *Advanced Player's Guide*, spending a hero point may have one of the following effects:

Empower: You can spend a hero point to gain a +2 bonus to your caster level and MSD for one sphere effect or to your MSB for one magic skill check.

Fuel: You can spend a hero point in place of a spell point to power a sphere effect, class ability, or feat.

Recover: You can spend a hero point to regain a spent spell point, kismet point, shadow point, or hypnotism use.

In addition, the following feat and talent may be made available in campaigns using hero points.

Feats

Heroic Companion (Luck)

Prerequisites: Class feature that functions as the druid's animal companion ability, a familiar, an eidolon, or the Conjunction sphere.

Benefit: Your companion creatures, familiar, eidolon, and Conjunction companions can spend your hero points as if they were their own.

Talents

Heroism (word)

Prerequisites: Fate sphere, Bless, 5th caster level or higher

You may spend a spell point to place a word on a target that marks them as a protagonist in fate's story, granting them a temporary hero point that disappears in one round or once used.

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The Auspician's Handbook

The Auspician's Handbook is an expansion to the Fate sphere from the Spheres of Power magic system. Inside these pages you'll find new talents, new feats, new archetypes, and GM advice for making the most out of the Fate sphere and the magic of alignment and other metaphysical aspects in your games.

The Auspician's Handbook is book 14 in a multi-part series.

