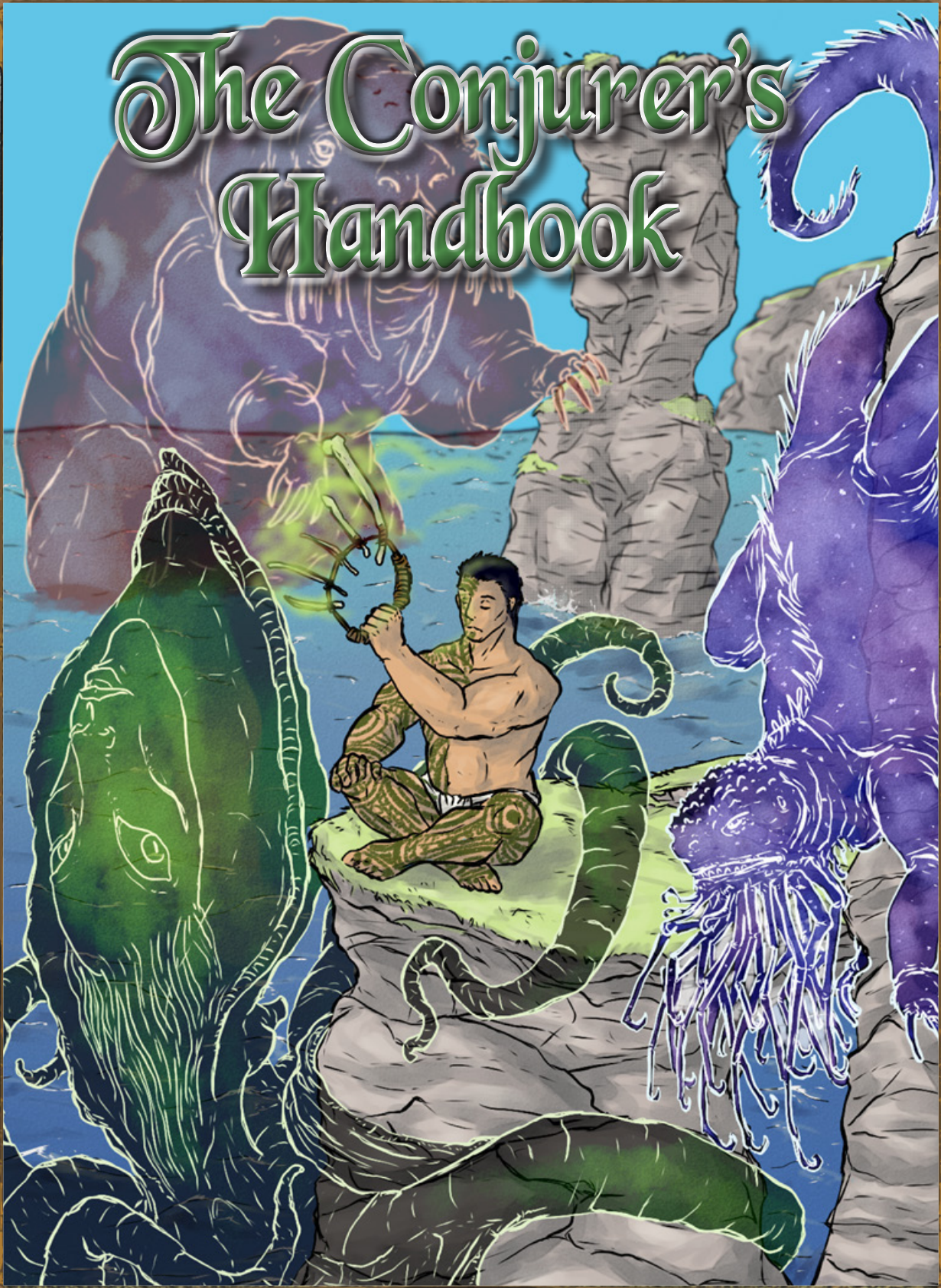


The Conjuror's Handbook





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Section 1

Introduction

Who were the players? The councilmen of Andrus, of course. The Ailatock as well; druids bent on warring with their rivals across the Forest. Also, a shadow team of unknown composition, but working against the Ailatock to undo their plots.

What were the stakes? War with the 7th Sphere. It would change the world and might destroy the city, but the Ailatock considered it worth the risk.

Now for the truly important question. Where did they leave her? Evonya paced the room, thinking to herself. The body she currently wore - an elfen child's form, designed to make her appear innocent - protected her to a certain degree, but it also rendered her with much less influence than she would have liked. Evonya had been summoned to the mortal realm as a servant to the (now deceased) Arch Druid of the Elfwood, but like any good demon, servitude had never been her true goal. No, death and destruction were worthy goals in their own right, but Evonya - as well as her true masters - preferred to think a few more steps ahead, guiding that death and destruction towards manipulating others into their hands. As a newly-masterless demon, Evonya could always return home, but to do so with nothing to show for her time on the material plane would be a disgrace to her masters.

"Mistress!" The voice was high-pitched and moving fast. Evonya turned and reached out one hand, grabbing the imp from the air and squeezing it slightly.

"I have told you," Evonya whispered, her child's features distorting in rage, "never to approach me during the day!"

The imp struggled against her grip, its voice distorted with pain.

"A thousand apologies, mistress! I doubled around first to make sure no one was present!"

Evonya contemplated snuffing the little vermin out of existence, but no; destroying one's underlings was a terrible way to run an operation. After a final squeeze, she released her grip, the little imp panting in her palm.

"What is it?" she asked, "what was so important that it was worth risking my cover for?"

"The librarian, master. I heard him speaking with a guest from Andrus, from the University! I learned who stole that book, and why!"

"The book on titanic history?" Evonya asked. She had met the adventurers who had most likely walked off with it and she had to admit it was a curious thing for them to steal, but certainly wasn't high on her list of priorities at the moment.

"It was the University that employed them, Miss! The University got its hands on De'lio'aman'esta!"

De'lio'aman'esta. Why did that name sound so familiar? Evonya was an ancient being, and that name tickled a memory from a very, very long time ago.

"De'lio'aman'esta. The sword of the emperor?"

"The same!" The imp was ecstatic that the importance of its message was finally coming across. "And that's not all! They claimed the sword BEFORE they came here! They're looking for something else!"

Evonya had been present, back when De'lio'aman'esta had been known to the world. The sword was actually half of another blade; Akiovaar, she believed. A blade of truly ancient, mythic origin, as well as fabled mythic power. In fact, if Evonya remembered correctly, scouring the globe for the other half of Akiovaar was the entire reason De'lio'aman'esta had manipulated its wielders into founding its empire in the first place.

"Are you insinuating what you appear to be insinuating?"

"I only know what I overheard, mistress," the imp said. "But if true, this could be an opportunity like no other."

Indeed. A war was one thing, but the presence of the ancient blade was something else completely. If the two could be manipulated together...

Evonya smiled. This was too much of an opportunity to pass up. Perhaps her own masters would even allow her to summon some of her sisters for aid...

Conjuration, the summoning of powerful outsiders to do your bidding; highly customizable bodyguards, shock troopers, and more. In these pages you will find the Conjuration sphere greatly expanded, with new ways to customize your companions' shapes and abilities.

Navigating This Book

Section 2 – Archetypes and Class Features: This section provides companion archetypes, new class archetypes, and class features based around the Conjuration sphere.

Companion Archetypes: Ways to vary your companion to suit different themes and concepts.

Alter-Ego: A vigilante who gives up his vigilante identity and is instead replaced by an extra-planar creature.

Awakener: An armiger that calls forth the spirits of his weapons and gives them form.

Knight-Summoner: A mageknight that summons an adaptable mount to ride into battle.

Pact Master: A thaumaturge who juggles pacts to change his talents and companion from day to day.

Twinsoul Elementalist: An elementalist that multiplies his power by channeling it through an extraplanar conduit.

Void Wielder: An armorist that gains a special weapon, capable of retaining the essence of slain foes to create copies of them in her service.

Section 3 – Basic Magic: This section gives new base forms and talents for customizing your companions and provides statistics for higher level companions.

Section 4 – Advanced Magic: New, powerful talents and incantations.

Section 5 – Player Options: This section covers new feats, traits, and racial options for accessing and using the Conjuration sphere.

Section 6 – Equipment: New magic items and item properties to help use all of your untapped potential.

Section 7 – Gamemastering: Advice and rules clarifications regarding conjuration and companions.

Section 8 – Appendix: Subtypes reprinted for convenience.



Chapter 2

Archetypes

"Fight? No, no, my good man. It is not for men of breeding and education to soil our hands with violence. Such things are for beasts, outsiders, and peasants. I did not mortgage my soul to five beings on three planes to take such base tasks upon myself."

- Darian the Grey

Companion Archetypes

Upon gaining a Conjunction sphere companion, you may select archetypes to apply to it. Once selected, the archetype cannot be removed from that companion. Each companion may have different archetypes. A companion may have more than one archetype as long as the archetypes do not replace or modify the same features or abilities. Multiple changes to the cost to summon a companion stack (so a companion with the familiar and puppet archetypes would have its cost to summon reduced by 3).

Aquatic

Your companion reduces one of its speeds by 20 ft. and gains a 20 ft. swim speed. Companions with a base form that grants a speed of less than 20 ft. are not eligible for this archetype. If this companion later gains the Water Creature (form) talent, increase the swim speed granted by that talent by +10 feet.

Bestial

Your companion has an animal intellect, with its starting Intelligence reduced to 2. A bestial companion may not have its Intelligence raised by any (form) talent (though may still receive other benefits from such talents). Bestial companions count as possessing the animal creature type in addition to the outsider creature type for all skills and effects and require the use of the Handle Animal skill to

direct. Without direction, they are friendly to the creature that summoned them but otherwise act according to their nature. A bestial companion gains an additional free (form) talent. A companion that has this companion archetype may not also possess the mindless or puppet companion archetypes. A bestial companion begins play trained for one purpose (see the Handle Animal skill) plus gains 1 bonus trick, +1 at 3 Hit Dice and every 3 Hit Dice thereafter. If using Spheres of Might, your bestial companion counts as an animal ally, though is not a valid target for the tame ability (per the rules in the Beastmastery sphere).

Familiar

Your companion only gains half its normal Hit Dice (rounded down), but has the spell point cost to summon it reduced by 2 (minimum 0). If the companion would normally only have 1 Hit Die, it still has 1 Hit Die, but receives half its normal hit points (rounded down, minimum 1).

Mage

Your companion gains poor base attack bonus progression (equal to 1/2 Hit Dice, rounded down) and uses a d6 for its Hit Dice. The companion must choose the Magical Companion (form) talent as its free (form) talent, but may choose Intelligence, Wisdom, or Charisma as its casting ability modifier, and is a Mid-Caster. A mage companion gains spell points equal to its Hit Dice plus its casting ability modifier and may gain a casting tradition. A mage companion must still spend feats to gain additional magic talents, as usual. A mage companion loses Climb and Swim as class skills but gains Knowledge (arcana) and Spellcraft as class skills. This archetype cannot be combined with the mindless companion archetype.

Reminder: the Magical Companion (form) talent does not grant the two free bonus talents for possessing the casting class feature.

Martial Companion*

A martial companion may combine combat spheres and talents to create powerful martial techniques. Martial companions use the Proficient talent progression. When first summoned, they may choose either Charisma, Intelligence or Wisdom as their practitioner modifier. A martial companion does not gain the evasion, devotion, multiattack, and improved evasion special abilities. A martial companion may choose to give up the natural attacks granted by its base form to gain the Battle Creature (form) talent as a bonus talent.

**Requires Spheres of Might*

Mindless

Your Conjunction sphere companion is mindless, having no Intelligence score (Int -) and cannot gain any (form) talents that would increase its Intelligence score. It gains no feats or skills and cannot speak, though it is still capable of following your simple instructions. A mindless companion is immune to mind-affecting effects. A mindless companion can receive bonus feats and skill ranks to a specific skill from talents such as Capable Companion and Camouflaged Companion. The companion gains an additional Hit Die at 4th caster level and every 4 caster levels thereafter.

Puppet

Your Conjunction sphere companion is incapable of action without your direct control. You must spend an action for your companion to take the same action (swift for swift, standard for standard, etc.). A puppet companion may make attacks of opportunity by spending your attacks of opportunity if you have controlled it since the beginning of your last turn. Spending at least a move action this way counts as concentrating on the summon for that round. Any round you do not spend directing the companion, it stands mindlessly and counts as having the dazed condition. Your companion may still gain feats and skills (unless also possessing the mindless archetype); you may use the companion's feats, skills, casting, and other abilities when directing the companion, though you may not use your own through the companion. Any effect that would possess or exercise mental control over a puppet companion (including enchantment [charm] effects and enchantment [compulsion] effects) requires a successful MSB check against the summoner's MSD.

A puppet companion takes a -2 penalty on all rolls if it is outside of your close range. If you do not have line of sight to the puppet companion, it is treated as being blinded. Both these penalties are removed if you possess the Link talent.

As a standard action, you may order a puppet companion to follow. Doing so causes the puppet to take move actions on its turn (including trading its standard action for a move action) to attempt to move adjacent to you (or as close as it is able) to the best of its ability. Should the companion be unable to find you (such as in a complex maze when you are out of sight for too long, if you are teleported out of view, etc.), the companion will remain in its current position. Taking any other action through the companion ends this ability.

The spell point cost of summoning a puppet companion is reduced by 1 (minimum 0).

Warrior

This archetype may only be applied to bipedal companions. Your companion loses all natural attacks granted by its base form and never gains multiattack, but gains the benefits of the Battle Creature (form) talent taken twice.



A companion with this archetype may never benefit from (form) talents that modify or grant natural attacks, though may still make unarmed strikes and benefit from feats and abilities that affect unarmed strikes as normal.

Conjuration Companions and Spheres of Might

Conjuration companions that possess the Battle Creature (form) talent taken twice may trade in their proficiency with all martial weapons for a martial tradition (See Spheres of Might).

Base Class Archetypes

Alter-Ego (Vigilante Archetype)

“So...there was a building here when I left. And less smoking rubble. What did we do?”

– Kara Greenfield/Vaasha the Destroyer

All vigilantes maintain at least two identities throughout their careers, but there exists a rare few cases where one of the identities is not merely a disguise, it's an entirely different entity. Whether through a fluke of chance or a deliberate pact, these vigilantes have entered into a bond with an extra-planar creature who (usually) shares their alignment and views and aids them in their pursuits, lending them the use of their powers.

Tag Team: At 1st level, the alter-ego does not gain a vigilante identity. Instead, the alter-ego trades places with an extra-planar ally until it is time to resume social activity. Any time the alter-ego would normally assume her vigilante identity, she instead summons a companion as the Conjuration sphere summon ability, treating her class level as her caster level to determine the companion's abilities and any Conjuration sphere save DCs. This effective caster level stacks with caster levels gained from other sources. The companion cannot possess any companion archetype that would reduce its Intelligence below 3 or remove its ability to act independently, nor may its combined archetypes have an increased spell point cost to summon. This change requires a full-round action and the companion remains until it is dismissed as a full-round action, slain, or dispelled. The normal limits on resummoning a companion that has been banished, slain, or otherwise dismissed apply.

The alter-ego and her companion gain a basic awareness of the presence and identity of known allies and enemies at the time of the switch. If the alter-ego possesses the Link talent or the Greater Link feat, they function to connect the alter-ego to her companion despite not being on the same plane.

This companion begins play with a single bonus (form) talent as usual. The alter-ego cannot be targeted by any abilities while her companion is summoned and vice versa; whichever one is not currently active is safely stored on a distant plane. Any ongoing effects on either the alter-ego or her companion continue to affect them for their normal durations after the switch. The Conjuration sphere companion is otherwise treated as the alter-ego's vigilante identity for the purposes of dual identity and all other class features.

When the alter-ego gains a vigilante talent, it instead applies only to her companion. The alter-ego may select (form) talents in place of vigilante talents for her companion. The companion may not use any social talents, nor may the alter ego use any vigilante talents. The alter-ego may take the Extra Magic Talent feat to apply (form) and (type) talents from the Conjuration sphere to her companion or to gain the Call the Departed or Link talents. If the alter-ego does not possess any spell points, she may choose to take a point of Constitution damage in place of spending a spell point to utilize the Call the Departed talent as part of summoning her companion.

This replaces seamless guise and specialization and modifies dual identity and vigilante talents. Archetypes that alter vigilante talents may be combined with the alter-ego; the alter-ego cannot gain a form talent in place of a vigilante talent that has been replaced or modified by another archetype.

They go where?

The nature of the location the alter-ego goes when her companion is summoned is left deliberately vague. Some may be held in stasis in a mystic life-support pod orbiting the world, some may pass the time in an idyllic garden in a fast time plane, and others may be thrust into epic battles between cosmic forces. Ultimately, for the purposes of normal gameplay, the alter-ego ceases to exist while her companion is present, just as there are no concrete rules governing the activities of companions when they are not summoned.

Awakener (Armiger* Archetype)

Some armigers are more attuned to the psychic imprints left behind by their old masters, their weapon's previous wielders, and the ideal forms attached to the very shape of a blade. These warriors do not merely customize a weapon, but create a bond with it, awaking spirits of the blade.

**Requires Spheres of Might*

Call Weapon Spirit (Sp): When the awakener customizes a weapon, she also forms a connection to a spirit

tied to the weapon. As a full-round action, the awakener may make this spirit manifest. The spirit acts as a Conjunction sphere companion with the martial companion archetype and a caster level equal to the awakener's class level, though it may only gain martial talents from spheres from which the customized weapon grants talents. This effective caster level stacks normally with caster levels gained from other sources. This spirit remains for a number of rounds equal to 1/2 awakener's class level + her practitioner modifier (minimum 1 round). The awakener may only have one weapon spirit summoned at a time; summoning another dismisses any that are currently summoned. A weapon spirit always acts on the awakener's turn. Once summoned this way, a weapon spirit cannot be summoned again for 1 hour. The weapon spirit functions as normal for a Conjunction sphere companion with regards to being dismissed from damage, ongoing effects when not summoned, and other interactions.

A weapon spirit is always summoned wielding the weapon (or ammunition, pair of weapons, shield, or set of thrown weapons) that it was called from, removing the weapon from the awakener's possession. If the customized weapon is an unarmed strike or other attack intrinsic to the awakener's body, the customized weapon instead ceases to provide talents for the duration of the summons and the weapon spirit gains the ability to utilize the corresponding attack as the awakener does (including unarmed strike damage). When the weapon spirit is dismissed, if in the weapon spirit's possession and within 35 ft. + 5 ft. per 2 class levels, the customized weapon returns to the awakener's possession; otherwise it falls to the ground.

A weapon spirit gains an additional (form) talent at level 3 and every 4 levels thereafter.

The awakener only receives two customized weapons at level 1, though still gains additional customized weapons at 11th and 19th levels.

Sudden Call (Sp): Starting at 5th level, the awakener can channel the adrenaline of battle to speed her summoning. Whenever the awakener successfully damages a creature or succeeds on combat maneuver while using the attack action with a customized weapon, she may expend martial focus to summon a weapon spirit as an immediate action. If the weapon spirit has been summoned within the last hour, the awakener may still use this ability, but doing so leaves her staggered until the end of her next turn. The weapon spirit may make a standard action the round in which it is summoned.

This replaces rapid assault.

Resonant Strike (Ex): At 10th level, once per round when the awakener deals damage to a creature with a

customized weapon, the damaged creature provokes an attack of opportunity from the weapon spirit. At 15th level, the weapon spirit may instead make an attack action in place of the attack of opportunity. This attack action must target or otherwise include the provoking creature.

Ultimate Awakener: At 20th level, the duration of the awakener's call weapon spirit ability becomes permanent until dismissed or another spirit is summoned and the awakener is no longer required to expend martial focus to activate her lightning assault ability.

Prowess: The following prowesses are available exclusively to awakens:

Expansive Spirit: The awakener may select a Conjunction sphere (form) talent and apply it to one of her weapon spirits. The awakener may dismiss this talent from an existing weapon spirit and select a new talent as part of customizing a weapon. This prowess may be taken more than once; each time an additional talent is granted.

Mental Link: The awakener gains a telepathic link with her weapon spirits. She may choose to receive full sensory input from one of her weapon spirits, even when it is not manifest, perceiving the area around the customized weapon. This requires a full-round action and renders the awakener flat-footed until the start of her next turn. The awakener does not benefit from any magical effects she is under nor any extraordinary senses she possesses, but does benefit from effects and extraordinary senses the weapon spirit possesses. The awakener uses her own Perception modifier for any Perception checks made while receiving sensory input this way.

Query Spirit: (Requires mental link) The awakener may spend a move action to retry any Intelligence-based skill check using the skill and ability modifiers of the weapon spirit tied to her active weapon.

Knight-Summoner (Mageknight Archetype)

"A destrier? How quaint. I prefer something more...unique." – Alan de Crier, Knight-Summoner

A paladin riding a celestial horse. A drow assassin stalking over a cavern ceiling atop a giant spider. A steel-clad dwarf charging the enemy lines on a huge warthog made of stone. A gnome tinkerer flying between buildings on a mechanical eagle. These are all iconic knight-summoners. Forsaking some of their traditional arcane powers to gain the service of an extraplanar mount, these warriors are a terror to any enemy on foot (and sometimes in the air). Sharing a bond far beyond that of traditional conjuring, these warriors even gain the power to alter their

mounts on the go, whether that means giving it wings, letting it pass through stone or even breathe fire.

Summon Mount: At 1st level, a knight-summoner gains the Conjunction sphere as a bonus magic talent. If the Conjunction sphere is already possessed, she instead gains Extra Companion unless she has a companion with the Mount (form) talent, in which case she gains any Conjunction sphere talent as a bonus talent. The companion gained must be suitable to serve as a mount and must take Mount as its free (form) talent. This companion is her bonded mount. The knight-summoner treats her class level as her caster level for her bonded mount. These caster levels stack normally with those gained from other sources.

This ability replaces the magic talent gained at 1st level and resist magic.

Adaptation: At 2nd level, a knight-summoner gains a bonus (form) talent from the Conjunction sphere to be applied to her bonded mount. As a standard action, the knight-summoner may spend a spell point to exchange this talent for another (form) talent, which immediately applies to her bonded mount. This change is instantaneous.

This replaces the mystic combat gained at 2nd level but counts as possessing the mystic combat class feature.

Mystic Bond: At 7th level, the knight-summoner gains the ability to share the effects of any mystic combat ability she is using with her bonded mount, provided she is mounted upon it at the time.

This replaces marked.

Rapid Adaptation: At 11th level, a knight-summoner may use her adaptation ability as a move action. If she spends an additional spell point, she may instead use it as a free action.

This replaces mystic defense.

Mystic Combat: The following mystic combats are available exclusively to the Knight-Summoner:

Extra Adaptation: Your bonded mount gains an additional (form) talent that can be changed with adaptation. This mystic combat can be gained more than once, each time it grants an additional (form) talent. All such (form) talents must be altered individually.

Quick Summons: Once per day, you may summon your bonded mount as an immediate action. You may use this ability an additional time per day at 6th level and every 6 levels thereafter (12th, 18th). You may apply the effects of your adaptation ability without cost as part of this ability.

Pact Master (Thaumaturge Archetype)

"I command you to obey me! Your master demands your obedience for my service." – Darian the Grey, Pact Master

Most who call on aid from other planes make binding pacts with individual creatures for long-term support. Others dance in and out of contracts, making temporary arrangements, and juggling obligations to various powers to shift their abilities from day to day.

Contingent Caster: A pact master does not gain the casting class feature (and thus does not gain 2 free magic talents) nor does he gain magic talents from his class levels, though he may count his class levels as casting class levels for the purposes of meeting the prerequisites for feats and using the Counterspell feat and other feats with it as a prerequisite.

This modifies casting and magic talents.



Pact Caster (Sp): The pact master may form a pact with a powerful being with an 8 hour ritual. Once the pact is made, the pact master may summon a pact companion granted by his patron with a 1 hour ritual. This companion functions as a Conjunction sphere companion with a caster level equal to the pact master's class level. This caster level does not stack with those gained from other sources. The pact companion remains for 24 hours or until dismissed as a standard action and gains a bonus (form) or (type) talent at 2nd level and every 4 levels thereafter (6th, 10th, 14th, 18th). This does not remove the limit on a companion only possessing a single (type) talent. The pact master must still pay any additional spell point costs to summon the pact companion.

While the pact companion is within 100 ft. + 10 ft. per level of the pact master, the pact master gains a caster level equal to his class level. This caster level stacks with those gained from other sources. Additionally, while gaining this caster level, the pact master gains an additional magic talent known, plus one talent at 2nd level and every two levels thereafter. These talents must reflect the nature of the patron and companion chosen. Each pact companion may grant different talents, but grants the same talents each time it is summoned. Should the pact master gain the same talents granted by a companion as talents known from other sources, such as feats, other classes, or favored class bonuses, the redundant talent granted by the companion is changed to another appropriate talent. When the companion is banished, dismissed, or slain, any non-instantaneous effects cast with talents granted by the companion immediately end.

Talents granted by a pact companion may be used to meet feat and other prerequisites, but any ability or benefit gained by doing so only functions while the the talent is possessed.

The pact master may maintain up to three pacts at one time. Each pact has a different companion reflecting the nature of the patron. A pact master may only have one pact companion summoned at a time. Breaking an existing pact requires a one hour ritual and may incur retribution from the slighted patron.

The pact master may not apply (form) talents to pact companions unless the talent is granted by the companion.

This replaces occult knowledge.

Building Pact Companions

Pact companions come in almost any shape and size. A pact with a powerful celestial may grant a companion similar to a Small lantern archon, a companion with the mage template and orb body type that grants light

sphere talents to the pact master, while the demon lord of insects may grant a mindless vermin companion that gives the pact master the ability to take insectoid forms and boost his physical prowess via the Alteration and Enhancement spheres.

Granted talents should be from only one or two spheres appropriate to the nature of the pact. Talents granted by a companion may receive the limitations and benefits of sphere-specific drawbacks when appropriate, such as an elemental lord of earth granting the Creation sphere with the limited creation (stone) drawback and the Destruction sphere with the energy focus (stone blast) drawback, gaining bonus talents as normal. If the pact master later gains the Destruction sphere separately from this ability, then the same pact would instead grant the stone blast talent.



It is the GM's responsibility to determine what companions, talents, and drawbacks are appropriate.

Pact Lore: At 1st level, the pact master may call upon his patron to receive greater power. The pact master's active pact companion must spend a move action to channel this boon prior to the pact master casting a sphere effect. The pact master gains a +2 bonus on caster level for the effect, increasing by +1 at 5th level and every 4 levels thereafter (9th, 13th, and 17th). Channeling the extra power weakens the pact companion, inflicting 1d4 points of Constitution burn on the companion. This burn acts as Constitution damage that cannot be healed except by the pact master dismissing the companion and resting to regain spell points. This damage is inflicted regardless of any immunity the companion may have. A pact companion whose Constitution is reduced to 0 by this ability cannot be summoned again for 1 week.

This replaces forbidden lore but counts as forbidden lore for requirements and prerequisites. Using pact lore counts as using forbidden lore for the purpose of triggering invocations. Effects that would use or modify the bonus from forbidden lore instead use or modify pact lore. Effects that would increase the backlash chance of forbidden lore instead increase the Constitution burn by +1 per 5% forbidden lore chance (round up). Effects that would decrease the backlash chance of forbidden lore instead decrease the Constitution burn by -1 per 5% forbidden lore chance (round down, minimum of 1 point of Constitution burn).

Pact Invocations

Redirect: At 1st level, when the pact master takes hit point damage, he may direct a part or all of this damage to his pact companion. Alternatively, when the pact companion takes hit point damage, it may direct all or part to the pact master. The pact companion must be within close range. The transferred damage cannot be reduced by resistance, immunity, or any other way and may not be further transferred by any effect.

This replaces the lingering blessing, lingering pain, and meditation invocations.

Share Form: At 3rd level, the pact master may grant himself the benefits of a single (form) talent his pact companion possesses, using the pact master's class level in place of the companion's Hit Dice to determine the effects of the talent. The pact master retains the benefit of this form talent for 1 minute per class level. This ability does not stack with itself; additional uses end any previous use. Any bonuses to attributes that are gained from a granted (form) talent are treated as enhancement bonuses.

This replaces the empowered defense invocation.

Greater Share Form: At 11th level, the pact master may gain two (form) talents when using share form.

This replaces the soulfire invocation.

Twinsoul Elementalist (Elementalist Archetype)

By channeling destructive energy through a vessel, a splinter of themselves given form by their magic to act as a lense to focus their energy, these elementalists amplify their power even further.

Elemental Conduit: At 1st level, the twinsoul elementalist gains the Conjunction and Destruction spheres as bonus magic talents. If the Destruction sphere is already possessed, he may choose any Destruction sphere talent to gain as a bonus talent. If the Conjunction sphere is already possessed, he instead gains Extra Companion as a bonus talent. The companion gained from this ability is his elemental conduit. The twinsoul elementalist and his elemental conduit always act on the same initiative count. The elemental conduit must have the mage companion archetype and gains the Destruction sphere as a bonus magic talent.

This replaces weave energy.

Destructive Capacitor: At 2nd level, the twinsoul elementalist may spend a full-round action channeling destructive energy into his elemental conduit as a spell-like ability. The elemental conduit must be in range of the twinsoul elementalist's destructive blast. The elemental conduit may add the twinsoul elementalist's class level as an enhancement bonus to its own caster level for one destructive blast it casts prior to the end of its turn. The twinsoul elementalist may spend any number of spell points up to his current spell point total as part of this ability; the elemental conduit gains an equal number of temporary spell points until the end of its turn. When enhancing a blast with this ability, the elemental conduit may use the twinsoul elementalist's casting ability modifier in place of its own to determine the destructive blast's effects. The elemental conduit may use any Destruction sphere talents and benefit from any feats, traits, or other abilities that modify destructive blasts that the twinsoul elementalist possesses when using a destructive blast enhanced by this ability, though feats, traits, and abilities (such as the Energy Specialization and Focused Blast Type Group feats) possessed by both do not stack. The elemental conduit may use the twinsoul elementalist's MSB and MSD for the modified destructive blast if necessary.

The twinsoul elementalist treats using this ability as casting a sphere effect for the purposes of any casting

tradition he possesses. Treat his class level as his caster level for this purpose. He may voluntarily reduce his caster level when using this ability. Should the twinsoul elemental possess more than one casting tradition, he must choose one when gaining this ability; this ability is then associated with that tradition.

This replaces the bonus combat feat gained at 2nd level.

Focused Fire: At 3rd level, when the elemental conduit casts a destructive blast benefiting from the elemental conduit's destructive capacitor ability, it deals bonus damage equal to half the twinsoul elemental's class level. At 9th level, this increases to her full class level. At 15th level, this increases to 1.5 times her class level.

This replaces favored element.

Void Wielder (Armorerist Archetype)

Bearing strange weapons capable of calling forth echoes of those it has slain, these warriors can do more than merely defeat a foe.

Void Blade: At 1st level, the void wielder must bind a special weapon called a void blade, a weapon of terrible power. Any creature slain or destroyed by a void blade finds a fragment of its essence trapped inside. The void blade may retain the essence of up to two creatures at one time. If additional creatures are slain or destroyed, the void wielder may choose to dismiss a retained essence and retain the new essence. Despite the name, the void

blade can be any weapon with which the void wielder is proficient. The special abilities of the void blade function only for the void wielder; to any other creature it functions as a normal masterwork weapon of its type. The void blade otherwise functions as a bound weapon and the void wielder still gains additional bound equipment options as normal from leveling, but must always keep her void blade bound.

The void wielder may spend one hour meditating to harness the essence trapped in her void blade. After doing so, he may call forth a copy of the creature as a standard action. Treat this copy as summoning a companion from the Conjunction sphere. Treat the void blade's class level as her caster level for this ability. This caster level stacks normally with those gained from other sources. The companion remains for 1 round per Hit Die of the original creature without concentration; the void blade may spend a spell point as a free action to increase this to 1 minute per Hit Die. Companions summoned this way start with the normal 1 bonus (form) talent and gain another (form) talent for every three class levels the void wielder has. Talents granted this way must reflect abilities the original creature possessed. The GM is the final arbiter of which talents are appropriate and particularly weak creatures may not necessarily be able to be granted their full complement of talents (so a level 1 commoner would not gain any additional talents while a small sized snake would stop gaining bonus talents once it had a



poison bite and a climb speed, but both would have the full Hit Dice appropriate to a companion of that caster level). The summoned copy appears exactly like the original creature, granting a +10 bonus to any checks made to impersonate that creature, but the essence it is formed from is insufficient to grant any memories or special knowledge. This bonus does not stack with any other bonuses granted from mimicking the creature's appearance, such as the disguise self spell.

If the void wielder is slain, all essences trapped in her void blade are lost. If a void wielder willingly relinquishes her bond with her void blade and passes it to another, the essences are retained. Doing so requires that the recipient is either a void blade who gives up her own weapon prior to claiming the new one or else is a warrior that has studied under the void wielder for at least one month. In this case, the recipient spends their time retraining a class level into void wielder at no cost beyond the time invested.

This replaces summon equipment and modifies bound equipment.

Arsenal Tricks: The following arsenal tricks are available exclusively to the void wielder. Arsenal tricks that reference an advanced talent are only available in campaigns where the advanced talent is permitted.

Endless Void: The void wielder's void blade may store an additional essence. This trick may be taken up to three times; the benefits stack.

Soul Blade: (requires void wielder 4) Your void blade does not merely capture a part of the target's essence, but instead traps its soul. Attempts to raise a creature whose essence has been retained in your void blade must make an MSB check against the wielder's MSD or have the attempt fail. If this check is successful, the soul is freed and creature is raised as normal. The creature's essence remains retained in the blade to be summoned as usual. While the soul is in your possession, you may speak with and question the soul, which retains the knowledge it had in life, but it is under no obligation to answer questions (although bargaining for a peaceful release into the afterlife is usually enough to get a spirit to talk). Souls trapped in your void blade cannot be targeted with the Summon Spirit advanced talent of the Death sphere unless the caster has your void blade in his possession.

You may perform a ritual that functions as the Summon Spirit advanced talent of the Death sphere, with the normal spell point cost and casting time, though may only target souls trapped in your void blade. Treat your class level as your caster level for this ability. While the soul is trapped in your void blade, you count as possessing the creature's body for the purpose of determining the save DC modifiers based on connection to the target.

Spirit Prison: (requires void wielder 14, Soul Blade) Your soul blade now functions as a soul gem per the Death sphere's Soul Trap advanced talent. You may spend the normal spell points required to fully trap the soul as per that talent as part of capturing a slain creature's essence or as a standard action if targeting an essence already possessed. Use your class level as your caster level for this ability. Losing or releasing an essence also frees the corresponding soul.

Class Features

Arsenal Tricks

Share Bond: You may cause a piece of summoned or bound equipment to appear on or in the possession of a Conjunction sphere companion that you have summoned. The companion must be within 25 ft. + 5 ft. per two armorist levels. The companion may be treated as the armorist for the purposes of maintaining the bound equipment in its possession. Additionally, if you possess the Variable Armaments feat (Section 5), you may apply the benefits of any equipment tricks granting additional weapon property options to those available to your companion.

Mystic Combats

Banishing Strike (Su): As a swift action, you may spend a spell point to charge a wielded weapon with magical energies disruptive to the bonds that hold extra-planar creatures present. The next summoned or called creature or non-native outsider you deal damage to with a manufactured or natural weapon attack before the start of your next turn must make a Will save (DC 10 + 1/2 mageknight level + casting ability modifier) or be sent back to its home plane. Conjunction sphere companions dismissed this way can be summoned again as normal. The creature is staggered for 1d4 rounds on a successful save.

Chapter 3

Basic Magic

“The denizens of the planes take many forms. Do not limit your call to the familiar.”

– Atrex the Caller

New Base Forms

Avian

Size Medium; **Speed** 20 ft., Fly* 15 ft. (average); **AC** +2 natural armor; **Saves Fort** (good), **Ref** (good), **Will** (bad); **Attack** Bite (primary, 1d4 Medium, 1d3 Small), 2 talons (primary, 1d4 Medium, 1d3 Small, creature must be airborne to use); **Ability Scores** **Str** 12, **Dex** 16, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Avian creatures are birds and bird-like magical beasts and outsiders. An avian companion has a head, 2 legs, and 2 wings.

**This fly speed only functions on the companion's turn. If the companion is not on a surface that can support it on the end of its turn, it glides to the ground, taking no falling damage. If the companion gains a natural fly speed from the Avian Creature (form) talent, increase the maneuverability of that speed by 1 step.*

Ooze

Size Medium; **Speed** 20 ft.; **AC** +4 natural armor; **Saves Fort** (good), **Ref** (bad), **Will** (bad); **Attack** slam (primary, 1d6 Medium, 1d4 Small); **Ability Scores** **Str** 16, **Dex** 8, **Con** 16, **Int** 7, **Wis** 12, **Cha** 11.

Ooze creatures are usually oozes, puddings, or other amorphous creatures and lack discernable limbs. An ooze companion may not be tripped unless gaining legs from another source.

Orb

Size Medium; **Speed** 5 ft. Hover* 30 ft. (average); **AC** +2 natural armor; **Saves Fort** (bad), **Ref** (good), **Will** (good); **Attack** bite or slam (choose 1) (1d6); **Ability Scores** **Str** 7, **Dex** 16, **Con** 13, **Int** 10**, **Wis** 12, **Cha** 11.

Orb creatures are lantern archons, will-o-wisps, gibbering orbs, and other mystical fey, outsiders, constructs, or aberrations with a floating sphere-like appearance and supernatural movement. An orb lacks any limbs, but may treat its body as a head for the purpose of adding natural attacks. An orb companion may not be tripped unless gaining legs from another source.

**An orb may float up to 5 ft. plus 5 ft. per 5 Hit Dice above the ground, with a horizontal movement speed of 30 feet. When floating this way, fly checks are not required to hover or change direction. When falling the orb may choose to descend at a slower rate to control its fall and to negate all falling damage it would take. Each round it descends 30 ft., and may move in another direction for 30 feet. It may choose to drift sideways, gliding forwards while descending, or down, safely increasing its rate of descent. It may even choose to drift 'upwards' to reduce its rate of descent, even allowing it to negate it entirely and hover midair (though cannot move horizontally if it begins its turn doing so). This is a supernatural ability.*

***The Skillful Companion (form) talent raises increases this to 13 if taken.*

Vermin

Size Medium; **Speed** 20 ft., Climb 20 ft.; **AC** +2 natural armor; **Saves Fort** (good), **Ref** (good), **Will** (bad); **Attack** bite (1d6); **Ability Scores** **Str** 12, **Dex** 16, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Vermin are usually insects or arachnids, and begin with either 6 or 8 legs and a head and gain a +6 bonus to CMD verses trip attempts from its additional legs.

Conjuration Sphere Talents

Type Talents: An individual companion may only benefit from a single talent with the (type) descriptor, though individual talents may still be taken multiple times if so noted. These talents otherwise function as normal for (form) talents. The Undead Creature talent in Spheres of Power counts as a (type) talent instead of a (form) talent.

Amorphous Creature (form)

You may spend an additional spell point to choose a different base form for your companion each time you summon it. Any (form) talents that cannot be applied to the new base form become inactive until a valid base form is chosen.

Call the Departed

If your companion is reduced to 0 hit points and disappears, you may re-summon it by increasing the spell point cost of summon by one. The companion reappears at one quarter of its maximum hit points with 1 temporary negative level. Any other conditions or ongoing effects on the companion are removed. This negative level lasts until you rest to regain spell points but otherwise may not be removed. Negative levels from multiple uses of this ability stack. If the companion accumulates negative levels equal to its Hit Dice, it may not be summoned again until the negative levels are removed by resting to regain spell points. 1 Hit Die companions may be summoned by this ability once per day, but take a -1 penalty on all d20 checks in place of the negative level.

Camouflaged Companion (form)

Your companion may shift its coloration to mimic its environment, granting a circumstance bonus on stealth checks equal to 1 + 1/2 the companions Hit Dice. Additionally, the companion gains 1 rank in the Stealth skill per Hit Die; if it already possesses ranks in the Stealth skill, those ranks may be immediately re-trained at no cost.

Capable Companion (form)

Your companion gains a bonus feat for which it qualifies, chosen at the time this talent is taken. This talent may be taken more than once for each companion; each time it grants an additional bonus feat to that companion.

Climbing Companion (form)

Your companion may climb virtually any surface, no matter how slick or sheer. It can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

The companion must have at least 3 limbs free to climb in this manner. The companion gains a climb speed of 20 ft., including the +8 racial bonus on Climb skill checks from having a climb speed; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A companion climbing this way retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. If the companion already possesses a climb speed, it gains a +10 ft. bonus to that climb speed.

Constructed (type)

Your companion is mechanical in its nature, whether it is a full construct or a modified biological creature. While it is still an outsider, magical effects and spells that specifically target objects or constructs may affect the companion as if it were one. The companion gains moderate fortification and DR 2/adamantine +1 per 3 Hit Dice.

You may take this talent twice. If taken twice, your companion gains heavy fortification, DR 3/- +1 per 3 Hit Dice, and your companion no longer needs to breathe, granting it immunity to drowning, suffocation, or gas-based effects.

Crafting Creature (form)

You may treat your companion as if it had the Cooperative Crafting* feat and possessed all your Craft skill ranks and item creation feats. All Craft and Profession skills are class skills for your companion. This talent does not remove the need for your companion to have appropriate anatomy in order to be capable of crafting.

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Explosive Companion (form)

When your companion is reduced to 0 hit points or fewer, it explodes in a burst of energy, dealing 1d6 damage per Hit Die to all creatures within 5 ft. + 5 ft. per 5 Hit Dice. This damage is either acid, cold, electricity, or fire, chosen when this talent it gained. A successful Reflex save versus your Conjuration sphere DC halves this damage.

Extreme Adaptation (form)

Your companion suffers no harm from being in a hot or cold environment and can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The companion's equipment is likewise protected. This doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

If your companion also possesses Avian Creature, it is acclimated to living at high altitudes and additionally can treat its altitude zone as one lower, plus an additional 1 zone lower per 7 Hit Dice.

If your companion also possesses Water Creature, it is immune to the pressures of the ocean and takes no damage from water pressure.

Infectious Creature (form)

Choose one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. When a creature takes damage from a manufactured or natural weapon attack made by your companion, it must succeed on a Fortitude save with a DC of $10 + 1/2$ your companion's Hit Dice + Constitution modifier or contract the disease immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. Regardless of the success or failure of this save, the creature is immune to further applications of this ability by your companion for 24 hours.

Mount (form)

This talent may only be applied to companions with a base form suitable to serve as a mount (usually quadruped, serpentine, or vermin, though others may be allowed at the GM's discretion). Your companion always acts on your initiative while you are mounted upon it and always appears equipped with a suitable military saddle for its form that does not count against its carrying capacity. You may mount such a companion as part of casting summon if the companion appears within your natural reach. You gain a +1 insight bonus on Ride checks while mounted on your companion. This bonus increases by +1 per 5 caster levels.

If your companion possesses a burrow speed or the earth glide ability, you may travel with it while mounted. This does not grant any ability to perceive your surroundings or any ability to breathe while underground.

Mystical Companion (form)

Your companion gains a pool of ki points, supernatural energy it can use to accomplish amazing feats, as the unchained monk class feature. The number of points in your companion's ki pool is equal to $1/2$ his Hit Dice + its Wisdom modifier (total minimum 1). As long as it has at least 1 point in its ki pool, its unarmed strikes and natural attacks are treated as magic weapons for the purpose of overcoming damage reduction. It may take ki powers from the unchained monk list in place of feats, using its Hit Dice in place of unchained monk levels for meeting prerequisites.

Ooze Companion (type)

Your companion mimics the properties of oozes. While it is still an outsider, magical effects and spells that specifically target ooze creatures may affect the companion as if it had the ooze type. Your companion can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing. The companion gains moderate fortification.

You may take this talent twice for a given companion. If taken twice, your companion gains heavy fortification, and your companion can engulf creatures in its path. As a standard action, the companion may move up to its speed and attempt to engulf any creature smaller than itself that is in its path. It cannot make other attacks during a



round in which it engulfs. The companion merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the companion, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + 1/2 Hit Dice + Strength modifier) to avoid being engulfed—on a success, they are pushed back or aside (companion's choice) as the companion moves forward. Engulfed creatures gain the pinned condition, are in danger of suffocating, are trapped within the companion's body until they are no longer pinned, and take slam damage from the companion each round (1d4 Medium, 1d3 Small if no slam attack is possessed). An engulfed creature may attempt to escape as if escaping a pin.

Planar Creature (type)

Your Conjunction companion is strongly tied to the alignment planes. Choose one of the following alignment groups. Your companion gains two of the options listed under than alignment group. Taking this talent a second time grants the remaining two options under that alignment.

Anarchic

- DR 2/lawful (increasing by +1 per 5 Hit Dice)
- Energy resistance (acid, electricity, sonic) equal to 1/2 Hit Dice
- +1 saves vs. mind-affecting effects (increasing by +1 per 5 Hit Dice)
- Attacks count as chaotic for the purpose of overcoming damage reduction.

Axiomatic

- DR 2/chaotic (increasing by +1 per 5 Hit Dice)
- DR vs. nonlethal damage equal to 1/2 Hit Dice
- +1 saves vs. death effects (increasing by +1 per 5 Hit Dice)
- Attacks count as lawful for the purpose of overcoming damage reduction.

Celestial

- DR 2/evil (increasing by +1 per 5 Hit Dice)
- Energy resistance (acid, cold, electricity) equal to 1/2 Hit Dice
- +1 saves vs. disease (increasing by +1 per 5 Hit Dice)
- Attacks count as good for the purpose of overcoming damage reduction.

Fiendish

- DR 2/good (increasing by +1 per 5 Hit Dice)
- Energy resistance (cold, fire) equal to 1/2 Hit Dice
- +1 saves vs. poison (increasing by +1 per 5 Hit Dice)
- Attacks count as evil for the purpose of overcoming damage reduction.

Plant Creature (type)

Your companion mimics the properties of plants. While it is still an outsider, magical effects and spells that specifically target plant creatures may affect the companion as if it had the plant type. The companion gains low-light vision and a +2 bonus on saves against paralysis, poison, polymorph, sleep, and stunning effects. This bonus increases by +1 per 2 Hit Dice.

You may take this talent twice. If taken twice, your companion gains a +2 bonus on saves against mind-affecting effects that increases by +1 per 2 Hit Dice, immunity to paralysis, poison, polymorph, sleep, and stunning effects, and no longer requires sleep.

Raging Companion (form)

Your companion gains the ability to rage, as the barbarian class feature, for a number of rounds per day equal to the higher of its Constitution modifier and its Hit Dice. While in rage, the companion gains a +4 morale bonus to its Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, it takes a -2 penalty to Armor Class. The increase to Constitution grants the companion 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a companion cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

The companion can end its rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. The companion cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. The duration of the fatigue or exhaustion expires even when the companion is not summoned. If the companion falls unconscious, its rage immediately ends, placing it in peril of dismissal from hit point loss.

The companion may take rage powers in place of feats, if it qualifies for them, using its Hit Dice in place of barbarian levels.

Special: If your GM permits, you may instead use the rage ability per the unchained barbarian, modifying the above ability accordingly.

Ravenous Creature (form)

Your companion gains the swallow whole ability, allowing it to make a grapple attempt to swallow a creature that it has grappled at the start of its turn as a standard action. If the companion possesses a bite attack, a successful grapple check to swallow whole deals bite damage. Each round the creature remains swallowed, it is dealt $1d6$ bludgeoning damage plus an additional $1d6$ acid damage per 3 Hit Dice (minimum $0d6$). Your companion may swallow creatures up to one size smaller than itself. This trait may be taken twice; the second time allows your companion to swallow creatures up to their own size and grants a bonus to CMB and CMD equal to 1 plus 1 per 3 Hit Dice on grapple checks made to swallow creatures or to prevent them from escaping once swallowed. More than one creature may be swallowed at a time, but you may not exceed the maximum total size that can be swallowed, counting two Tiny creatures as one Small creature, two Small creatures as one Medium creature, etc.

A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can try to escape the grapple. The amount of cutting damage required to get free is equal to $1/10$ the companion's total hit points. This damage is inflicted on the companion as normal. The Armor Class of the interior of a creature that swallows whole is $10 + 1/2$ its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the companion is receives healing equal to the damage dealt. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten (if the companion possesses a bite attack) or swallowed again.

Sage Companion (form)

Your companion's Intelligence increases by 2, +1 per 2 Hit Dice and gains a bonus on skill checks to identify the abilities and weaknesses of creatures equal to half its Hit Dice (minimum 1). This increase stacks with the Skillful Companion talent. Your companion gains additional skill points from this increased Intelligence as usual.

Sanguine Creature (form)

Choose one of the following abilities. This talent may be taken more than once; each time a different ability may be gained:

Bleed: Choose one natural attack your companion possesses. That attack inflicts $1d2$ bleed damage. This

bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The die size of this bleed damage increases by one size for every 4 Hit Dice the companion possesses ($1d3$, $1d4$, $1d6$, $1d8$, etc.).

Blood Drain: Your companion drains blood at the end of its turn if it grapples a foe, inflicting 1 point of Constitution damage. This damage increases to $1d2$ at 5 Hit Dice, then one die size for every 5 additional Hit Dice thereafter ($1d3$, $1d4$, etc.).

Thirst: Your companion gains 1 temporary hit point per Hit Die of the grappled creature whenever it uses its blood drain ability. These temporary hit points last for 1 minute per Hit Die of the companion and do not stack with other uses of this ability. The companion must have the blood drain option of this talent to be eligible to gain this ability.

Spell Conduit

Your companions can deliver touch spells and sphere abilities for you. If you and one of your companions are in contact at the time you cast a touch spell or sphere ability requiring a melee touch attack, you can designate your companion as the "toucher." You may touch a companion within your natural reach as a free action during your turn to initiate this contact; your companion may do the same during its turn. The companion can then deliver the touch spell or ability just as you would. As usual, if you cast another spell or sphere ability before the touch is delivered, the touch spell or ability dissipates.

You may take this talent a multiple times. If taken twice, the companion may be anywhere within close range of you when you cast the touch spell or ability and may also deliver ranged touch attacks, using its attack modifiers and serving as the effect's point of origin. Each additional time this talent is taken, increase the range at which this ability functions by one step, to a maximum of long range.

Spell-Linked Companions

When you target yourself with a sphere effect, you may spend an additional spell point to apply the effect to up to one Conjunction sphere companion, +1 companion per 5 caster levels. All affected companions must be within 5 ft. + 5 ft. per 5 caster levels. This ability may be used even on effects that normally can only target the caster.

Spell-warded Companion (form)

Your companion gains spell resistance equal to $10 +$ its Hit Dice. This spell resistance does not apply to any effects originating from you.

Staff-wielding Companion (form)

Your companion appears with a staff of a sphere chosen when this talent is gained. The staff gains a +1 enhancement bonus for every 3 Hit Dice possessed (minimum +1) to a maximum of +5. This enhancement bonus applies to both the caster level of the chosen sphere as well as to attack and damage, treating the staff as a quarterstaff appropriately sized for the companion. If any creature other than the companion wields the staff, they treat it as a mundane masterwork quarterstaff. The companion is proficient with this staff. If the companion possesses the Battle Creature talent, it may choose to combine the benefits of the staff with the benefits of one of the weapons gained from that talent. As usual, the enhancement bonuses do not stack.

Stinking Companion (form)

Your companion gains one of the abilities listed below. This talent may be taken more than once; each time a different ability may be gained:

Stench: Your companion secretes a stinking chemical offensive to most living things. Any creature other than you adjacent to your companion must make a Fortitude save or be sickened until 1d6 rounds after they are no longer adjacent. A creature that saves against this effect is immune to any instance of it from the same companion for 24 hours. This is a poison effect.

Nauseating Spray: As a standard action your companion may spray noxious chemicals in a 15-ft. cone. Any creature in this cone must make a Fortitude save with a DC of $10 + 1/2$ Hit Dice + Constitution modifier or be sickened for 1d6 rounds. This is a poison effect.

Superior Senses (form)

Choose one of the following benefits:

Your companion gains either low-light vision, darkvision 60 ft., or the scent ability. If your companion possesses darkvision from another source, increase its range by 30 feet. If it already possesses the scent ability, it may either increase its range to 60 ft. or gain the keen scent ability.

Keen scent: The companion can notice other creatures by scent in a 180-ft. radius underwater and can detect blood in the water at ranges of up to a mile.

If you or your companion possesses the Life sphere, your companion may gain lifesense 30 feet. The creature notices and locates living creatures within range, just as if it possessed the blindsight ability. You must spend 2 additional spell points as part of your summon to grant your companion the benefit of this ability.

If you or your companion possesses the Mind sphere, your companion may gain thoughtsense 30 feet. This ability functions similarly to blindsight. Nondetection, mind blank, and similar effects can block thoughtsense. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and nonsentient (Intelligence 1-2) creatures, but otherwise provides no information about the creatures it detects. You must spend 2 additional spell points as part of your summon to grant your companion the benefit of this ability.

If you or your companion possesses the earth package of the Nature sphere, your companion may either gain the ability to see through up to 5 ft. of dirt and stone or gain tremorsense 30 feet. A companion with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through



water. You must spend 1 additional spell point as part of your summon to grant your companion tremorsense.

If you or your companion possesses the fire package of the Nature sphere, your companion may gain the ability to see through both magical and mundane smoke, ignoring the miss chance for these obstructions, up to its normal range of vision.

If you or your companion possesses the metal package of the Nature sphere, your companion gains the scent metal ability. This ability functions much the same as the scent ability, except that the range is 90 ft. and the companion can only use it to sense metal objects (including creatures wearing or carrying metal objects). If the companion already has the scent ability, increase the range of this ability by the companion's scent range.

If you or your companion possesses the plantlife package of the Nature sphere, your companion can see through thick plant matter as though it were transparent, with a range of 30 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the companion's sight, though solid wood still blocks its line of sight.

If you or your companion possesses the water package of the Nature sphere, your companion may see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

If you or your companion possesses the Telekinesis sphere, your companion may gain touchsight 30 feet. You must spend 2 additional spell points as part of your summon to grant your companion the benefit from this ability.

If you or your companion possesses the Dark sphere, your companion may gain the see in darkness ability. You must spend 1 additional spell point as part of your summon to grant your companion the benefit from this ability.

A companion may gain this talent multiple times. Each time it gains this talent, select a new sense or increase the range of their darkvision by 30 feet. If a selected ability requires an additional spell point cost, the caster must choose to grant the ability and pay the cost each time the companion is summoned.

Thorned Companion (form)

The companion grows spines, quills, or thorns. These may be treated as armor spikes of their size (1d6 Medium, 1d4 Small, 20x2, piercing) but may be enhanced as natural weapons and may be wielded as a secondary natural weapon if beneficial. The companion is automatically proficient with these spikes. This talent may be taken a second time, allowing the companion to launch spines as a thrown weapon (1d6 Medium, 1d4 Small, 20x2, piercing) with a range increment of 20 feet. The companion may draw the spines as a free action and throw them for any attacks it is entitled to normally. Launched spines regenerate at the end of its turn.

Trapbreaking Companion (form)

Your companion is a natural talent for the trapbreaker's art. The companion adds 1/2 its Hit Dice to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). The companion can use Disable Device to disarm magic traps. It may take rogue talents in place of feats, if it qualifies for them, using its Hit Dice in place of rogue levels. At 10 Hit Dice, it can select advanced talents as feats.

Web Spinner (form)

Your companion gains the ability to use webs to support itself and up to one additional creature of the same size. In addition, it can throw a web up to once per minute as a standard action. This is similar to an attack with a net but has a maximum range of 50 ft., with a range increment of 10 ft., and is effective against targets up to one size category larger than the companion. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 the companion's Hit Dice + the companion's Con modifier. Attempts to burst a web by those caught in it take a -4 penalty.

The companion can create sheets of sticky webbing in adjacent squares up to three times its size (so a Medium companion can create a sheet that is 15 ft. by 15 ft.). Doing so requires a full-round action and counts as having used its web. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain

a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-ft.-square section of web has a number of hit points equal to the Hit Dice of the companion that created it and DR 5/—.

If the companion possesses a climb speed, it can move across its own web at its climb speed. While touching a web it created, the companion can pinpoint the location of any creature touching its web. If your companion is dismissed, any webs it created immediately disappear.

Extended Companion Table

In some cases, such as extending gameplay past level 20, using monsters with high Hit Dice and casting abilities, the mindless companion archetype, etc., it is possible to have greater than 20th caster level for the Conjunction sphere or a companion with more than 15 Hit Dice. Refer to the follow table to determine the statistics of a Conjunction sphere companion for such a case. The progression remains the same should the table need extension beyond 40th caster level.

<i>Caster's Caster Level</i>	<i>Hit Dice</i>	<i>Base Attack Bonus</i>	<i>Skill Points*</i>	<i>Feats</i>	<i>Natural Armor Bonus</i>	<i>Good Saves</i>	<i>Bad Saves</i>	<i>Special</i>
21st	16	+16	16	8	+8	+10	+5	Ability Score Increase
22nd	17	+17	17	9	+8	+10	+5	
23rd	18	+18	18	9	+9	+11	+6	
24th	18	+18	18	9	+9	+11	+6	
25th	19	+19	19	10	+9	+11	+6	
26th	20	+20	20	10	+10	+12	+6	Ability Score Increase
27th	21	+21	21	11	+10	+12	+7	
28th	21	+21	21	11	+10	+12	+7	
29th	22	+22	22	11	+11	+13	+7	
30th	23	+23	23	12	+11	+13	+7	
31st	24	+24	24	12	+12	+14	+8	Ability Score Increase
32nd	24	+24	24	12	+12	+14	+8	
33rd	25	+25	25	13	+12	+14	+8	
34th	26	+26	26	13	+13	+15	+8	
35th	27	+27	27	14	+13	+15	+9	
36th	27	+27	27	14	+13	+15	+9	
37th	28	+28	28	14	+14	+16	+9	Ability Score Increase
38th	29	+29	29	15	+14	+16	+9	
39th	30	+30	30	15	+15	+17	+10	
40th	30	+30	30	15	+15	+17	+10	

*based on 2 skill points per Hit Die and an Intelligence of 7.

Section 4

Advanced Magic

"Oh my, you are a frightful one, aren't you? Perfect!"

– Darian the Grey

Advanced Talents

Greater Altered Size (form)

Prerequisites: Conjunction sphere, Altered size, 15th caster level or higher.

You may increase the size of a Huge companion to Gargantuan or a Gargantuan companion to Colossal. You may decrease the size of a Diminutive companion to Fine. Ability score changes are cumulative:

Original Size	New Size	Str	Dex	Con
Diminutive	Fine	-	+2	-
Huge	Gargantuan	+4	-	+2
Gargantuan	Colossal	+4	-	+2

This talent may be taken more than once for the same companion to enlarge the companion from Gargantuan to Colossal.

Greater Earth Creature [Companion]

Prerequisites: Earth Creature, 5th caster level or higher.

Your companion gains the earth glide ability.

Earth Glide (Ex): When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell or the Forge Earth ability of the Nature sphere cast on an area containing the burrowing creature

flings it back 30 ft., stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

Greater Healing (form)

Prerequisites: Conjunction sphere, Natural Aspect (fast healing option), companion with 3 Hit Dice or greater.

Your companion's fast healing increases by +1 per 3 Hit Dice.

Mass Summon

Prerequisites: Conjunction sphere, Extra Companion.

You may spend an additional spell point as part of your summon to call an additional companion that you possess. You may spend 1 additional spell point per companion to summon additional companions you possess. Additional costs to summon each companion must be paid separately. Once the summon is cast, each companion counts as a separate effect.

Regenerating Companion (form)

Prerequisites: Conjunction sphere, Natural Aspect (fast healing option), 10th caster level or higher.

Your companion's fast healing becomes regeneration instead. Your companion is not dismissed if reduced to or below 0 hit points, nor are effects that trigger when the companion is reduced to 0 hit points (such as Explosive Companion) triggered, unless this regeneration is suppressed. This regeneration is overcome by two of the following damage types of your choice: acid, bludgeoning, cold, electricity, fire, negative energy, piercing, positive energy, or slashing. You cannot select a damage type that your companion possesses resistance or immunity to from a permanent ability, such as a (form) or (type) talent. Should your companion later gain resistance or immunity to the selected damage type from a permanent ability, you must select a new damage type.

Swarm Companion (form)

Prerequisites: Conjunction sphere, Altered Size.

You may grant your companion the swarm subtype (reprinted in Section 8 - Appendix for convenience), with constituent members of Tiny size. Your companion's swarm damage is 1d6 +1d6 per 3 Hit Dice. At caster level 10th, you can reduce the swarm to Diminutive and at caster level 15th to Fine. The swarm possesses a hive mind with the mental abilities of the companion, so it may be targeted with mind affecting effects unless possessing another ability that would prevent it. The swarm loses all natural attacks, but counts its swarm damage as a natural attack for abilities that modify a natural attack, such as the poison option of the Monstrous Attacks (form) talent.

This talent cannot be applied to a companion with the Troop Companion (form) talent.

Troop Companion (form)

Prerequisites: Conjunction sphere.

You may grant your companion the troop subtype (reprinted in Section 8 - Appendix for convenience), with constituent members of a Small or Medium size. Your companion's troop damage is 1d6 +1d6 per 3 Hit Dice with a enhancement bonus, reach, and threatened area per the companion's attacks (thus a companion with the Battle Companion (form) talent summoned with a reach weapon threatens as a creature of the individual's size with a reach weapon). The troop gains no benefit from additional natural attacks, but if it possesses at least one natural attack may count its troop damage as a natural attack for abilities that modify a natural attack, such as the poison option of the Monstrous Attacks (form) talent. The companion still counts as a single creature for the purpose of being targeted by mind affecting effects.

This talent cannot be applied to a companion with the Swarm Companion (form) talent or with a size other than Medium or Small.

Vanishing Companion (form)

Prerequisites: Conjunction sphere, Camouflaged Companion, 10th caster level or higher.

Your companion may use the Stealth skill to hide even while observed.

Incantations

"I have spilt the blood on the sacred stone under the last light of the second moon and called to the masters of the great beyond. Heed my commands!" – Darian the Grey

Summoning Diagram

Wise conjurers take precautions before calling on the denizens of other planes.

Sphere Conjunction; **Level** 3rd

Skill Checks Knowledge (planes) DC 15 +5 per size category above Small 1 success, Knowledge (arcana) DC 15 + 5 per size category above Small 1 success.

Casting Time 1 hour

Components S, M (25 gp worth of powdered silver per Small-sized creature that will fit in the circle, a Medium creature counts as two Small creatures, a Large creature counts as two Medium creatures, etc.)



Target a number squares of level, empty ground sufficient to contain a creature of the circle's size (1 square for Medium or Small creatures, 4 squares for Large, etc.)

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Description

The primary performer spreads the powdered silver to make a summoning diagram, making the Knowledge checks to ensure the integrity of the circle. If successful, the result is a summoning diagram per the Diagram advanced talent of the Conjunction sphere. The diagram lasts until disrupted or the creature is released from the circle or banished, consuming the diagram.

A more permanent circle can be crafting by adding a Craft (jewelry) or other appropriate Craft or Profession skill for the diagram and another appropriate Craft skill for the material into which it will be inlaid (Profession (carpenter) for a wooden surface, Profession (stonemason) for a stone surface, etc.) at the same DC as the base checks. Doing so increases the cost and creation time of the circle by 5 times its base price and time, but it can be used any number of times.

Backlash

None

Failure

The diagram appears completed, but provides no bonuses. The performers are unaware of the failure and any creature in the circle is immediately freed and likely contemptuous of the performers' incompetence, causing the performers to suffer significant increases in the cost to bargain for services (double base costs) if the creature does not choose to simply depart or attack.

Summon Extraplanar Being

With proper research and suitable payment, anyone can call upon the denizens of the planes.

Sphere Conjunction; **Level** 3rd

Skill Checks Knowledge (nature or planes) DC 15 + 1 per Hit Dice of called creatures 2 successes, Knowledge (arcana) DC 15 + 1 per Hit Dice of called creatures 1 success.

Casting Time 1 hour

Components S, M (25 gp worth of powdered silver per Small-sized creature that will fit in the circle, a Medium creature counts as two Small creatures, a Large creature counts as two Medium creatures, etc.)

Target A number of Hit Dice of outsiders

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** no

Description

The performers may call upon a powerful creature from another plane. Calling takes one of two forms: allies and hostiles. If you summon a servant of an extraplanar being with which you have a strong connection (i.e., a cleric summoning a servant of its god) they are considered an ally. All other creatures are considered hostiles, regardless of their disposition towards the caster. GMs have the final say in whether or not a character is capable of summoning allies. The caster level of this ability is equal to (the Knowledge check DC-10)/2.

If the target is of the Fey type, use Knowledge (nature); if of the outsider type, use Knowledge (planes). To summon a target, the primary performer must choose a location within close range for them to appear (often a diagram per the Summoning Diagram incantation or Diagram advanced talent), the Hit Dice of the creature (or creatures), requiring 1 Knowledge (nature or planes) check, and the kind of creature to be summoned must be known and stated (the second Knowledge (nature or planes) check). If the primary performer wishes to summon a specific individual, he must use that individual's proper name (doing so increases the DC of the Knowledge (nature or planes) check by 10). Multiple creatures may be summoned with one use of this ability (up to 3 at once) but the combined Hit Dice of all summoned creatures cannot exceed the chosen Hit Dice total.

If successful, the performers call the creatures as the Summoning advanced talent.

Note: Many evil-aligned creatures will accept payment in blood instead of wealth, even behaving as allies if a blood price is offered. For every 25 gp cost, 1 Hit Die worth of creatures must be killed. Creatures with an Intelligence score of 3 or higher count as twice their listed Hit Dice for this purpose. These creatures must be killed within a specially prepared magic circle (no cost to create, but requires at least one hour to draw; maximum radius 5 ft. per caster level). So long as the magic circle remains intact, any caster may use Hit Dice collected within it to power their magic, spending the collected Hit Dice as if it were gold to power their rituals. The life and essence alternate ritual costs (see Spheres of Power Ch. 4 Advanced Magic) may also be appropriate for some creatures, at the GM's discretion.

Backlash

All performers are fatigued. If already fatigued, they instead become exhausted. If exhausted, they fall unconscious for 1d4 hours.

Failure

All performers gain 1 permanent negative level. Additionally, the target is aware of the identities of all the performers and may seek revenge or chastisement if it chooses. The target may choose to appear but is completely unbound and may act as it chooses.

Adaptation

While the Conjunction sphere provides a wide variety of options for creating the companion that fits your concept, not every conceivable possibility can be anticipated by the author nor fit into print. In cases where a concept doesn't fit readily into existing talents, GMs are encouraged to work with their players to modify existing talents and create new ones.

Generally, existing base forms, companion archetypes, and talents should be used as guidelines. Taking a base form and replacing one type of natural attack with another, say trading out a bite attack for a pair of claws that use damage dice one step lower. While having two attacks is better than one, the claws are also subject to the limbs to which they are attached being needed for shields, weapons, holding other objects, casting spells, or other activities.

As a more involved example, let's say that a player wants to have a companion based on a marilith. Neither the biped nor the serpentine base forms are quite right. While taking the serpentine base form and using the Additional Limbs talent from Spheres of Power would allow you to get there, doing so requires several talents, which may be beyond the investment reasonable at low level. Instead, we can make a new base form, starting from the serpentine base.

Serpentine: Size Medium; Speed 20 ft.; AC +4 natural armor; Saves Fort (bad), Ref (good), Will (good); Attack bite (1d6), tail slap (1d6); Ability Scores Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11

Serpentine creatures are snakes, fish, and other elongated creatures. They begin with a head, but no arms or legs.

Adding a pair of arms is worth about a talent, per Additional Limbs, so we will start by removing the bite attack and giving it a pair of arms. Now since this is a base form, granting three pairs of fully functional arms would be potentially problematic. However, we can still keep the appearance by allowing the form to have three pairs of arms, but treat them as one set mechanically. Base statistics can be shuffled as well. As the marilith is stronger than it is dextrous, we will swap the Strength and Dexterity starting scores. We will also swap the good Will save for a good Fortitude save to better reflect the monster's stat.

That gets us pretty close. Down the road, the Additional Limbs talent can be used to make the extra arms function mechanically while other talents can fill in resistances, weapon proficiencies, and size, reflecting the increased power of the summoner's connection with his companion. This should line up reasonably well with other base forms. You end up with:

Echidna: Size Medium; Speed 20 ft.; AC +4 natural armor; Saves Fort (good), Ref (good), Will (bad); Attack tail slap (1d6); Ability Scores Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11

Echidna creatures are suitable for lamias, mariliths, merfolk, and other, similar creatures. An echidna creature begins with a head, a pair of arms, a tail, and no legs. An echidna creature has no legs and may not be tripped unless gaining legs from another source.

Similarly, a scorpion could start with the vermin base form and replace the bite attack with a pair of claws (primary, 1d4 Medium, 1d3 Small, piercing and slashing), possibly sacrificing the climb speed for a tail with a stinger (secondary, 1d4 Medium, 1d3 Small, piercing).

Additional (form) talents may also be created, though particularly powerful abilities may increase the cost to summon the companion. Powerful abilities like attacks that deal ability drain or damage would be a good example of an ability that should carry an additional spellpoint cost.

Section 5

Player Options

"You think yourself powerful? My student, you are but a dabbler. You have summoned the creature, now you must master it." – Atrex the Caller



Feats

Companions Feats: Companion feats can be taken either by a Conjunction sphere companion or by a caster with the Conjunction sphere. If taken by the caster, the feat only applies to a single companion that qualifies for it, but may be taken multiple times. The feat may not be reassigned to a different companion for as long as the chosen companion is in your service. The effects do not stack unless noted, each time one is taken it applies to a different companion. If taken by a companion, they may only be taken once unless noted. Any caster level prerequisite must be met by the caster.

Advanced Circles

Prerequisites: Conjunction sphere, Diagram.

Benefit: When using the Diagram advanced talent, you reduce the time required to make the diagram to 1 minute, or 10 minutes if you take 20 on the spellcraft check.

Additionally, when you make a diagram with the Diagram advanced talent, you may imbue the diagram with additional effects:

If you possess the charm ability of the Mind sphere, you may cast a charm, paying the normal cost (if any), to automatically target any creature called into the circle. A charm cast this way gains a +2 bonus on its save DC and ignores the creature's spell resistance. The duration of the charm does not begin to expire until the called creature leaves the diagram.

If you possess the ward ability of the Protection sphere, you may integrate a barrier ward into your circle, paying 1 SP plus any additional cost for improving the ward. Doing so prevents the circle from being broken until you choose to end the ward or the barrier is destroyed.

Armory [Companion]

Prerequisites: Conjunction sphere, Battle Creature.

Benefit: A companion that possesses the Battle Creature (form) talent appears with one additional weapon, +1 per 4 caster levels.

Companion Concentration [Companion]

Prerequisites: Conjunction sphere.

Benefit: When you choose to concentrate on a sphere effect, as a swift action you may pass concentration on that sphere effect to your companion within close range (based on your Conjunction sphere caster level). You must have line of effect to the companion to do so. As long as the companion remains within close range, you may resume concentrating on the effect at any time as a swift action. A companion may not concentrate to maintain the effect that summoned it, nor on any effect to which it lacks line of effect. If the companion leaves close range, it may continue to concentrate on the effect, but you may not resume concentrating on it yourself. A mindless companion may not assume concentration of a sphere effect. Treat the companion's Hit Dice as levels in a caster class for determining its bonus on concentration checks. If the companion does not have a casting ability modifier, use its Charisma to determine its concentration check bonus.

Destructive Companion

Prerequisites: Conjunction sphere, Destruction sphere, Explosive Companion.

Benefit: When you summon a companion that possesses the Explosive Companion (form) talent, you may apply a single blast type talent that you possess to that companion. When the explosive companion detonates, it uses the die size and damage type of the blast type talent and applies its additional effects as if it were a destructive blast. Any additional spell point costs associated with the chosen (blast type) talent must be paid as part of casting summon.

Focusing Direction

Prerequisites: Conjunction sphere.

Benefit: You may spend a swift action to empower a Conjunction sphere companion within close range, enabling it to touch creatures warded with the appropriate protection from (alignment) spell, the hallow word of the Fate sphere, and similar effects until the start of your next turn. You may instead affect a number of companions equal to your casting ability modifier with a move action.

If directing a companion with the puppet companion archetype, you may apply the benefits of this feat to that companion as part of directing that companion with a move, standard, or full round action.

Linked Equipment

Prerequisites: Conjunction sphere.

Benefit: When you summon a Conjunction sphere companion, you may select any number of magic items occupying magic item slots on your body, losing the benefit of those magic items and applying them to the companion for the duration of the summon. Only one companion can benefit from this ability at one time; assigning the bonus to a newly summoned companion ends its effects for any previously summoned companion. You regain the benefits of the selected items when the summon ends. You still count as possessing the item for the purpose of items that require an attunement period. You may not assign cursed items to the companion.

Greater Link

Prerequisites: Conjunction sphere, Link.

Benefit: You may choose to receive full sensory input from one of your companions. This requires a full-round action and renders you flat-footed until the start of your next turn. You do not benefit from any magical effects you are under nor any extraordinary senses you possess, but do benefit from effects and extraordinary senses your companion possesses. You use your own Perception modifier for any Perception checks made while receiving sensory input this way. Your companion's senses are not inhibited by this ability. This full-round action counts as concentrating on the summon.

Hungry [Combat, Companion]

Prerequisites: Ravenous Companion, 10th caster level or higher.

Benefit: When your companion is grappling a creature, it may attempt to use its swallow whole ability as a free action. It gain a +2 competence bonus to CMB and CMD to make and resist grapple checks relating to the swallow whole ability.

Manifestation [Companion]

Prerequisites: Conjunction sphere, Shadow Creature.

Benefit: Your companion may manifest itself as a move action. While manifested, your companion takes full damage from attacks and magic originating from corporeal creatures and deals full damage with its attacks and magic against corporeal creatures. This does not affect your companion's ability to deal damage to and receive damage from incorporeal creatures. Your companion may end this effect as a move action.

Mind over Manners

Prerequisites: Conjunction sphere, Summoning.

Benefit: You may use your casting ability modifier in place of your Charisma modifier when determining the DCs for Charisma checks made by outsiders and for making opposed Charisma checks against outsiders when using the Summoning advanced talent.

Variable Size [Companion]

Prerequisites: Conjunction sphere, Altered Size.

Benefit: As a standard action, you may suppress your companion's Altered Size talent and Greater Altered Size advanced talent. The talent remains suppressed until you end this effect as a free action. Your companion must be within close range to begin or end this effect.

Variable Armaments [Companion]

Prerequisites: Conjunction sphere, Battle Creature or Shield Bearer, companion with 6 Hit Dice or greater.

Benefit: A companion that possesses Battle Creature or Shield Bearer may substitute the enhancement bonus to its weapon and shields granted by those talents for weapon special abilities available per the armorist bound equipment table. The weapon or shield must maintain at least a +1 enhancement bonus. Changing the selected special abilities requires an 8 hour ritual.

Venomous Blood [Companion]

Prerequisites: Conjunction sphere, Monstrous Attacks with poison option.

Benefit: Any creature that confirms a critical hit against your companion with a piercing or slashing melee weapon is sprayed with its poison (treat the poison as a contact poison for this application). Melee weapons with reach don't endanger their users in this way.

Additionally, your companion can apply its poison to a weapon or natural attack by dipping it in its own blood as a swift action. This requires dealing 1d4 damage to itself as part of the swift action unless the companion suffers from an ongoing bleed effect or is below half its maximum hit points.

Venomous Focus [Companion]

Prerequisites: Conjunction sphere, Monstrous Attacks with poison option.

Benefit: Your companion gains a +1 bonus to the DC of its poison, increasing by +1 at 5 Hit Dice and every 5 Hit Dice thereafter, and the cure now requires an additional save.

Venomous Spit [Combat, Companion]

Prerequisites: Conjunction sphere, Monstrous Attacks with poison option.



Benefit: Your companion may spit its poison as a ranged touch attack with a range of 20 feet. Treat the poison as a contact poison for this feat.

Watchful Companion [Companion]

Prerequisites: Conjunction sphere, Greater Summoning, Lingering Companion.

Benefit: When summoned for 1 day, your companion does not disappear when you rest to regain spell points. When the 1 day duration is complete, you may pay the summoning cost again to renew the duration of the summon without your companion disappearing. Your companion may choose to wake you up as a free action as long as it is within long range.

Web Mastery [Combat, Companion]

Prerequisites: Conjunction sphere, Web Spinner.

Benefit: Your companion may use its web ability a number of times per minute equal to its Constitution modifier.

Additionally, as a full-round action, your companion may render a creature that is entangled by its web and within its reach helpless. Such a creature counts as being tied up, increasing the DC to escape to $20 + 1/2$ of the companion's Hit Dice + Constitution modifier. The helpless creature may still attempt Strength and Escape Artist checks to free themselves as normal.

Sphere-Specific Drawbacks

"Diverse creatures are called from diverse places; only a fool would assume that all beings in the planes would answer the same calling." – Atrex the Caller

Caller: (Requires Conjunction)

You do not gain the summon ability of the Conjunction sphere. You must select the Summoning advanced talent with the bonus talent gained from this drawback. This drawback may not be selected if the Summoning advanced talent is not permitted in your campaign. You may not possess this drawback if you possess any drawback that affects the summon ability or companions granted by it.

Consistent Companions: (Requires Conjunction)

Choose a companion archetype. Your Conjunction sphere companions all possess this archetype. All your companions must possess the same free (form) talent (if any). When applying a form talent to a companion, all of your other companions must have identical form talents before you add a new form talent to any companion. Each companion must possess the same feats and skill ranks at a given number of Hit Dice (if possible given their current talents). You must take Extra Companion with the bonus talent gained from this drawback.

Constant Link: (Requires Conjunction)

Maintaining your companion's presence requires concentration. You may not spend a spell point to continue the duration of summon without concentration nor take any talents that would allow you to maintain the summon without concentration. You may not possess both this and the Solitary Summons drawback.

Divided Soul: (Requires Conjunction)

Your Conjunction sphere companions share a single pool of Hit Dice. The Hit Dice of all your companions combined is equal to your caster level (with a minimum of 1 Hit Die per companion). When you gain a caster level, you may choose which companion gains the additional Hit Die, but no single companion can have Hit Dice exceeding $2/3$ your caster level. If this calculation would result in companion's with less than 1 Hit Die, each companion instead has 1 Hit Die, but has their hit points reduced by half and take a -1 penalty on all d20 rolls. Calculate the companion's Hit Dice prior to applying the effects of any companion template. You must take Extra Companion with the bonus talent gained from this drawback.

Figment Companion: (Requires Conjunction)

Your companions are only semi-real projections. The first time each round a creature is affected by an effect originating from your companions, such as attacks or sphere effects, it may make a Will save versus your Conjunction sphere DC to negate the effect and any others originating from your companion before the start of the creature's next turn. Succeeding on this save grants a +2 bonus on future saves made against that same companion for the next 24 hours. (As usual, this bonus does not stack with itself.)

Material Weakness: (Requires Conjunction)

Choose cold iron, silver, or wood (or another special material with GM's explicit approval). When struck by a weapon primarily composed of the chosen material, your companion must make a Will save with a DC equal to the

damage dealt or be dismissed from the plane. The companion may not be summoned again for 1 hour.

Object Bound: (Requires Conjunction)

Choose an object for each companion you possess (for example: a small oil lamp, a ring, or a sword). Such objects count as magic items of the Conjunction sphere using your caster level for the item's caster level, though you may still enchant them with other effects normally. If enchanted separately, the other effects on the item may be suppressed using dispel effects separately from the magic property granted by this drawback, using the caster level of those enchantments for determining the MSD of those effects.

You must drop or throw this object as part of casting summon. This does not affect the casting time, though additional actions may be required to draw the object. If this object is broken or destroyed, you cannot summon the corresponding companion. While the companion is present, the object is visible on the companion and may be targeted with the sunder maneuver, dispel effects, and other effects that can target attended magical items. While part of the companion, the object emits a sign that draws attention to itself, usually glowing. If the object is broken, destroyed, or has its magic suppressed, the companion immediately disappears and may not be summoned again until the object is repaired or replaced. Attuning a new object requires a 24 hour ritual. Any damage dealt to the object is also dealt to the companion without being further affected by damage reduction, immunity, resistance, or vulnerability.

You may choose to have a single item for any or all of your companions, but no more than one companion can be summoned using a single item simultaneously.

Solitary Summons: (Requires Conjunction)

You may only have a single Conjunction companion summoned at any time. Summoning another immediately dismisses any already summoned. You must take Extra Companion with the bonus talent gained from this drawback. No companion you possess may have more than twice the number of (form) talents than any other companion you possess. You may not possess both this and the constant link drawback.

Traits

Bonded Ally (racial)

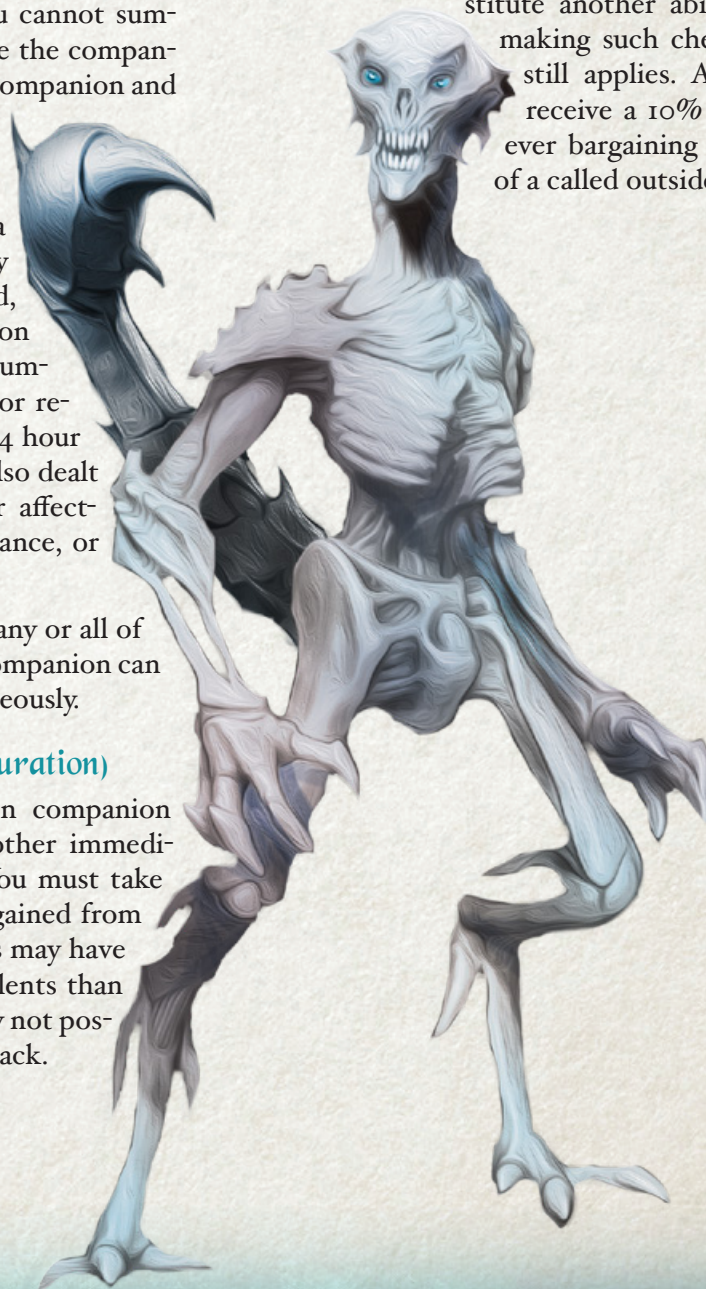
You were born with an affinity for summoning a particular companion.

Benefit: You gain a +2 trait bonus to your caster level with the Conjunction sphere, but only for a single companion. This bonus cannot cause your caster level to exceed your Hit Dice.

Planar Dealing (social)

You have much experience wheeling and dealing with the residents of other planes.

Benefit: You gain a +2 trait bonus on Charisma-based checks against outsiders. If you have an ability to substitute another ability score when making such checks, this bonus still applies. Additionally, you receive a 10% discount whenever bargaining for the services of a called outsider.



Alternate Racial Traits

Aasimar* - *Angelic Ally*

Through merit, family ties, or inherited obligation, some aasimar have the right to petition the higher planes for aid. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must take Aligned Creature (good) with its free (form) talent. This replaces skilled and the spell-like ability racial traits.

- *Celestial Petitioner*

Some aasimar better know how to call upon the upper planes for aid. Good creatures of the outsider type are always considered as allied when called by a caster of non-evil alignment. Whenever bargaining for the services of a called good creature of the outsider type, they gain a 25% discount on the required payment for any services. This replaces celestial resistance.

Elf, Fenghuang, Gnome, or Sidheir**** - *Fey Bargainer*

Lingering ties to the fey realms allow those of fey blood to better deal with their distant relations. Creatures of the fey type are always considered as allied when called. Whenever bargaining for the services of a called creature of the fey type, they gain a 25% discount on the required payment for any services. For elves, this replaces elven magic. For fenghuang, this replaces curiosity. For gnomes, this replaces gnome magic. For sidheir, this replaces sphere of desire.

Ifrit*, Oread*, Suli*, Sylph*, or Undine* - *Elemental Call*

Scions of powerful genies can claim a servitor as their inheritance. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must take Elemental Creature (form) as its first talent, selecting an element matching its heritage (fire for ifrits, acid for oreads, electricity for sylphs, and cold for undines; suli can choose any of those options). This replaces fire affinity and the spell-like ability racial traits for ifrits, earth affinity and the spell-like ability racial traits for oreads, elemental negotiator and elemental assault for suli, air affinity and the spell-like ability racial traits for sylphs, and water affinity and the spell-like ability racial traits for undines.

- *Planar Bargainer*

The blood of genies calls to its kind as well as honing one's sense for a deal. Creatures of the outsider type with a subtype matching the race of the caster (fire for ifrits, earth for oreads, air for sylphs, and water for undines; suli can choose any one of those options at character creation but may not change it afterwards) are always considered

as allied when called. Whenever bargaining for the services of a called creature of the outsider type with matching subtype, they gain a 25% discount on the required payment for any services. This replaces energy resistance.

Fetchling* or Wayang* - *Animate Shadow*

Detaching your shadow and sending it to spy on your enemies (or friends) is a useful skill for those born of shadow. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion's free talent must be Shadow Creature (form) talent. The caster does not cast a shadow while this companion is summoned. For fetchlings, this replaces shadow resistance and spell like ability racial traits. For wayang, this replaces shadow magic and shadow resistance.

Kobold* - *Draconic Debtor*

A rare kobold manages to earn the favor of a true dragon, regardless of whether this favor is based on merit, inheritance, or whim, and may call on a lesser reflection of their patron. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion's free talent must be the Draconic Creature (form) talent. This replaces crafty.

Nagaji*, Ophidian*, or Vishkanya*** - *Summon Serpent*

Some reptilian races are born with an innate command of their lesser cousins. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must be of the serpentine body type. For nagaji, this replaces resistant and serpent sense. For ophidians, this replaces naturally psionic and psionic aptitude. For vishkanya, this replaces poison use and toxic.

Tiefling* - *Fiendish Servitor*

A few tieflings have learned to leverage the power of their blood to wrench a minion from the lower realms. They gain Basic Magic Training in the Conjunction sphere as a bonus feat at 1st level. The companion must take Aligned Creature (evil) with its free (form) talent. This replaces skilled and the spell-like ability racial traits.

- *Fiendish Bargainer*

Some tieflings have an inherent sense for the desires of their forebears. Evil creatures of the outsider type are always considered as allied when called by a caster of non-good alignment. Whenever bargaining for the services of a called evil creature of the outsider type, they gain a 25% discount on the required payment for any services. This replaces fiendish resistance.

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Section 6

Equipment

Specific Items

Foldable Circle

Aura moderate Conjunction; **CL** 6th;

Slot none; **Price** Small 2,000 gp, Medium 4,000 gp, Large 8,000 gp, Huge 16,000 gp, **Weight** Small 1 lb., Medium 4 lbs, Large 16 lbs, Huge 64 lbs.

DESCRIPTION

A heavy cloth mat with a binding circle worked in silver and cold iron threads. A Small circle may be deployed as a standard action (or two creatures performing move actions), a Medium or Large may be deployed as a full-round action (or two creatures performing standard actions or four creatures performing move actions), and a Huge deployed as a 1 round action (or two creatures performing full-round actions or four creatures performing

standard actions) and may be gathered and stowed with the same actions. These actions provoke attacks of opportunity. Once deployed, the circle counts as having a prepared summoning circle made with a successful DC 20 Spellcraft check per the Diagram advanced Conjunction sphere talent. This circle is harder to break than a normal circle, requiring the foldable circle to be moved or destroyed to free the summoned creature, though an object falling across the diagram still disrupts it until it is cleared. A given foldable circle can only be used to hold creatures up to its size. Attempts to hold a larger creature result in not gaining any benefit from the foldable circle. A foldable circle has hardness 2 and 10 hit points plus 10 hit points per size category above Small.

CONSTRUCTION REQUIREMENTS

Craft Ring, Conjunction sphere, Diagram advanced talent; **Cost** Small 1,000 gp, Medium 2,000 gp, Large 4,000 gp, Huge 8,000 gp,



Section 7

Gamemastering

Too Many Companions

The Conjunction sphere raises concerns among many regarding both action economy overwhelming encounters and additional bodies swamping the game. While the Conjunction sphere offers interesting options for solo campaigns, letting a single character cover numerous other roles, the more standard group campaign requires different considerations.

The simplest expedient is not allowing a player to have a large number of companions summoned simultaneously. A gentleman's agreement with the GM and other players to either not take Extra Companion frequently or to not summon more than one or two at a time is an obvious solution. Specializing your companions for different situations and only summoning them when needed, such as summoning a rogue-like companion to check for traps, then dismissing it to summon a more battle focused companion before setting an ambush, reduces the number of bodies on the field.

Another option is to allow other players to control some of the companions, keeping the other players engaged and active, investing them in the companion's development and wellbeing. The other players could be allowed a degree of latitude to portray a unique personality for the companion, emphasizing that it is a separate intelligence rather than a mere extension of the caster. This should only be done after consulting with the other players, obviously. Be aware that this invites the other players' input in how the companion, and by extension the caster, is built, which may be unwelcome to some players.

Keep It Moving

The responsibility to keep turns manageable ultimately belongs to the player. Sheets for companions should be kept ready and be well known to the player to limit sheet-searching for the proper ability. If the character possesses ways to change companions from day to day, the player should keep up-to-date sheets for any variations he or she expects to use to prevent having to make others wait while statting up a new companion.

Expedients such as rolling multiple different colored dice, using dice rolling software, or otherwise speeding rolls can also prove conducive to shorter turns with multiple creatures.

Summoning and Calling

The base summon ability has the [summoning] descriptor, and as such a Conjunction sphere companion cannot touch creatures warded with the appropriate protection from (alignment) spell, the Hallow word of the Fate sphere, and similar effects. This limitation bars the companion from striking a creature so warded with any weapons that the companion gains from Conjunction sphere talents. A Conjunction sphere companion is sent home by dispel magic, the Counterspell feat, and similar effects, though may be re-summoned as if the duration of the summon had ended, incurring the normal cost and casting time. If the companion is dismissed, dispelled, or slain, any spells or sphere effects it cast expire immediately (per the summoning descriptor). A Conjunction sphere companion winks out if they enter an antimagic field or similar effect. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the summon. If an antimagic field spell, Spell Ward ward from the Protection

sphere, or similar effect is cast in an area occupied by a Conjunction sphere companion that has spell resistance, the caster must make a MSB check against the companion's spell resistance to make it wink out. Natural and weapon attacks originating from Conjunction sphere companions are not normally subject to spell resistance.

The Summoning advanced talent, despite its name, has the [calling] descriptor. Thus creatures brought with this talent actually die when they are killed; they do not disappear and reform. Additionally, they may attack creatures warded with the appropriate protection from (alignment) spell, the Hallow word of the Fate sphere, and similar effects normally, can enter antimagic fields and similar effects, and can't be dispelled.

Companion Details

Similar to a summoner's eidolon, a Conjunction sphere companion does not gain the normal skill points, weapon proficiencies, or darkvision trait normally granted by the outsider type. Companions act on their own initiative count unless otherwise noted.

There is no limit on the alignment of a Conjunction sphere companion relative to the alignment of the caster, though if the companion possesses a non-neutral alignment the summon ability gains spell descriptors matching its alignment.

A companion that disappears due to being reduced to 0 hit points does not benefit from fast healing, regeneration, or other similar effects until such a time as the caster can summon it again normally (usually after the caster rests for 8 hours to regain spell points). Ongoing effects continue to have effect and expend duration while a companion is not summoned. Ability damage, ability drain, and other effects persist while the companion is not summoned. Should a companion be slain by Constitution drain, negative levels, or other similar effects, it may be summoned after resting to regain spell points as usual, with the penalty reduced by the minimum value required to allow the companion to be alive.

The Magical Companion (form) talent does not grant the two free bonus talents for possessing the casting class feature.

Roleplaying a Companion

Conjunction sphere companions are normally directly under the player's control. They obey commands, even if the commands would obviously cause the companion harm, as the worst that can happen is that they vanish to be re-summoned another time. However, the GM may

choose to have the companion refuse orders that needlessly cause the companion to suffer, such as ordering it to stand in the campfire (without fire resistance) for no reason. Consistent abuse and being forced to act outside of its desires could, however, lead some companions to breaking their link with the caster. If this were to happen, the caster can form a link with a new companion after resting, transferring (form) talents as appropriate (or retraining them to suit, with GM permission).

If the player wishes the relationship between the caster and companion to be coerced or antagonistic, consider having the companion be controlled by the GM, giving the companion more freedom to argue and interpret its orders in ways favorable to its views. Such a relationship can be especially interesting when the caster and companion have significantly opposed views. This should be discussed and agreed upon before such an independent companion is obtained.

The process of forming a bond with a Conjunction sphere companion is intentionally left vague. While some companions resemble denizens of the planes, others may be less concrete in their origin. Ghosts, vestiges of cosmic powers, unformed spiritual energy, and the sheer will of the caster can all be valid sources of a companion, each offering differing methods to form a bond. Creatures tied to alignment planes may consent to the bond to increase their patron's influence in the world or to guide the caster toward their alignment and goals, potentially leaving once they feel their goals are sufficiently advanced or that the caster has gone beyond the limits of what they are willing to assist with. More ephemeral sources may simply seek an opportunity to exist in the material world, freely copying their summoner's outlook and ends for the joy of existing. Others may seek out casters whose goals align with their own to aid them, whether for grand cosmic purpose or simple revenge. Companions with a single definite purpose may wish to end the connection once the purpose is served, though they could easily see staying with their (usually mortal) summoner for longer out of obligation or fondness.

New Talents and the Ghost Sovereign Archetype

This book introduces many new talents that were not available when the ghost sovereign archetype for the soul weaver was printed. Add the following talents to the list of talents available to twilight courtiers: Capable Companion, Mystical Companion, Sage Companion, Spell-warded Companion, Staff-wielding Companion, and Trap-breaking Companion.

Section 8

Appendix

Swarm Subtype

A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 ft. on a side, but its reach is 0 ft., like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. A swarm can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-ft. square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a Large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points

or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Table: Swarm Damage by Size

<i>Swarm Hit Dice</i>	<i>Swarm Base Damage</i>
1-5	1d6
6-10	2d6
11-15	3d6
16-20	4d6
21 or more	5d6

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for

concealment or cover. A swarm's stat block has "swarm" in the melee entries, with no attack bonus given.

The amount of damage a swarm deals is based on its Hit Dice, as shown on Table: Swarm Damage by Size.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction ability. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Troop Subtype

The troop subtype represents an organized group of trained soldiers that act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack.

All troops gain the following traits.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. A troop makes saving throws as a single creature. A single troop occupies a 20-ft.-by-20-ft. square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shape-able, though the troop must remain in contiguous squares to accurately

reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures. The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

A troop is never staggered or reduced to a dying state by damage.

Immunity to being Tripped or Bull Rushed: A troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.

Immunity to Single Target Spells: A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate and multiple target spells such as haste), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as fireball or mass hold monster).

Vulnerable to Area Effect Spells: A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice. Unless stated otherwise, a troop's attacks are non-magical. Damage Reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack.

Chaos of Combat: Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

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The Conjuror's Handbook

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

The Conjuror's Handbook is book 13 in a multi-part series.

