

THE CONQUEROR'S HANDBOOK



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Section 1

INTRODUCTION

FOREWARD

What is The Conqueror's Handbook?

The Conqueror's Handbook is a collection of archetypes, *Spheres of Might* talents, and class options for any kind of game using *Spheres of Power* or *Spheres of Might*. The primary focus of the book is to introduce new options for martially focused characters and bring more diverse options specifically to the Berserker sphere and Warleader sphere.

This book has three major subthemes, all under the umbrella of “conquest”. I took inspiration from the pillaging hordes of the Goth, which led to the downfall of the Roman empire, the crusades, and the new-age expeditions into the new-world Americas. While not all the content in this book adheres strictly to these themes, I also know that not all games run in the same fashion. It's my hope that there's a little something for everyone here, and that even if you're not running a game about conquest and exploration, you find a little something that you can incorporate into your games, as either GM or a player.

This handbook is designed to be used as a companion book with the updated *Spheres of Power* system of magic materials found in *Ultimate Spheres of Power*, as well as materials from *Spheres of Might* and *The Highlander's Handbook*. Classes, class features, and spheres from these sources are not marked.

Navigating This Book

Section 2 - Class Options: This section provides new archetypes and class options for glorious combatants, oathbound warriors, and other concepts based around conquering.

Champion of the Cause: A paladin and antipaladin archetype that receives more direct aid from their deity.

Glory Seeker: An occultist who draws latent power out of trophies they've claimed.

Mercenary: A slayer archetype that specializes in tracking down enemies and delivering lethal blows.

Spheres Oathbound: New oaths for the oathbound paladin archetype, including options for antipaladins. Also includes a conversion option for paladins or antipaladins using *Spheres of Power*.

Section 3 - Basic Combat Talents: This section provides a number of new talents, including a large expansion to the Warleader sphere and (adrenaline) talents for the Berserker sphere.

Section 4 - Legendary Combat Talents: This section introduces a handful of new, powerful talents that can help define unique enemies or help a hero feel heroic.

Section 5 - Player Options: This section introduces new martial traditions, feats, traits, and practitioner drawbacks for a number of spheres.

Section 6 - Equipment: Three new magic items and three legendary, major artifacts to introduce into your games and create compelling items to drive a story.

Section 7 - GM Resources: A section including a short, written discussion on how to run a “Game of Conquest” as well as an NPC and bestiary entry, showcasing some of the new material.

Section 2

ARCHETYPES AND CLASS OPTIONS

ARCHETYPES

CHAMPION OF THE CAUSE (PALADIN AND ANTIPALADIN ARCHETYPE; CHAMPION)

A champion of the cause is a chosen of divinity and servant of her deity's ideals. She is the hammer of justice, the sword of truth, or the wicked axe of carnage in service to the will of her deity. Where they walk, the will of her deity follows, leaving the influence and image of her deity. Receiving boons and assistance from their deity, they can be found in parties of courageous heroes, at the front of armies, or in important positions in cities and governments.

Alignment: A champion of the cause can be any good or evil alignment, as a paladin or antipaladin respectively.

This alters alignment.

Proficiencies: A champion of the cause is proficient with simple weapons, as well as light armor and bucklers. If this is this character's first level in any class, they may select a martial tradition of their choice.

This alters the paladin's or antipaladin's normal weapon and armor proficiencies.

Casting: At 1st level, the champion of the cause may combine spheres and talents to create magical effects. The champion of the cause is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

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

Blended Training: A champion of the cause gains a combat or magic talent every time she gains a class level. Champions of the cause use their casting ability modifier as their practitioner modifier.

This replaces aura of faith or aura of sin.

Boon of Purpose (Su): At 4th level, once per day as a standard action, the champion of the cause can utter short prayers of conviction to her deity for a boon of purpose to overcome an obstacle. At 9th level and every 5 levels thereafter, the champion of the cause may use this ability one additional time per day.

At 4th level, the champion of the cause can manifest her boon of purpose as one of the following options:

- **Wisdom:** This boon functions as the Augury (divine) Divination talent, using the champion of the cause's class level as her caster level.
- **Skill:** For the next 10 minutes, the champion of the cause gains a number of ranks in a skill equal to her class level, and treats the skill as a class skill for the duration. She cannot have more ranks in a skill than her total number of Hit Dice.

At 9th level, the champion of the cause adds the following boons to the list of those she can manifest.

- **Luck** This boon functions as the Bless (word) Fate talent, but she may only target herself with it. The champion of the cause may use this boon as an immediate action.
- **Swiftess:** The champion of the cause may move up to 30 feet, provoking attacks of opportunity as normal. The champion of the cause may use this boon as an immediate action.

At 14th level, the champion of the cause adds the following boons to the list of those she can manifest.

- **Divinity:** The next time the champion of the cause's hit points would be reduced to 0 or fewer by an attack or effect, she is healed for 1d6 hit points per champion of the cause class level. This healing can prevent her from falling unconscious or dying. This boon lasts for 1 hour or until triggered.
- **Zealotry:** For the next 1 minute, the champion of the cause's weapons are suffused with divine power. If the champion of the cause is good, any weapons she wields gains the *holy* weapon special ability. If the champion of the cause is evil, any weapons she wields gains the *unholy* weapon special ability. While benefiting from this boon, whenever the champion of the cause confirms a critical hit, reduces an enemy to 0 or fewer hit points, or succeeds on a saving throw, they may renew this boon's duration and share its effects with one ally she can see within 30 feet. When this boon ends, all affected creatures lose the benefits.

This ability replaces channel positive energy and aura of justice or channel negative energy and aura of vengeance.

Incarnation Bond: At 5th level, the champion of the cause manifests a unique divine bond with her deity, taking one of two forms. Once the form is chosen, it cannot be changed.

Incarnation Form (Sp): The first unique bond allows the champion of the cause to manifest features that bring her close to her deity's image. She gains the Alteration

sphere as a bonus sphere and Outsider Body (body) as a bonus talent. The champion of the cause may not gain a drawback which would remove the Blank Transformation, and if she already has a drawback which would remove the Blank Transformation, she must buy off that drawback with the bonus Alteration sphere talent. The champion of the cause uses her class level as her caster level for the purposes of the Alteration sphere when targeting herself with a *shapeshift*. This stacks normally with caster levels gained from other sources. When the champion of the cause first gains this ability, she chooses one trait from the Outsider Body talent to use as her incarnation trait. Once chosen, this cannot be changed. The incarnation trait must be a trait that grants an alignment subtype matching the champion of the cause's alignment (e.g. Celestial Form or Axiomatic Form for a chaotic good champion of the cause) and not one that requires a subtype to apply (e.g. Angel Body or Daemon Body).

As a standard action, the champion of the cause may assume her incarnation form, applying the Blank Transformation to herself, her chosen incarnation trait, and a number of additional traits as though she were casting the *shapeshift* sphere effect. Her incarnation trait does not count against the maximum number of traits she may normally apply with *shapeshift*. Unlike the normal *shapeshift* sphere effect, the champion of the cause's incarnation form lasts for 10 minutes per class level, or until she chooses to dismiss it as a free action. She does not need to spend a spell point to maintain this effect without concentration, but traits that require an additional spell point must be spent when assuming your incarnation form. If the champion of the cause uses the *shapeshift* sphere effect on herself (and not through this ability), she may apply her incarnation trait as an additional talent that does not count against the maximum traits she may normally apply.

At level 8, and every 4 levels thereafter, the champion of the cause gains a bonus Alteration sphere talent.

For example, a 5th level champion of the cause that worships a deity of angels chooses the Celestial Form trait from Outsider Body (body) to use as her incarnation trait. When transforming into her incarnation form, she gains the Blank Transformation, applies the dark-vision trait from the base sphere, cosmetic appearance trait from Blank Form's options, and her incarnation trait, Celestial Form, as an additional trait not counting against her maximum.

Incarnation Ally (Sp): The second unique bond allows the champion of the cause to gain the assistance of a herald of her deity. She gains the Bound Creature casting boon, even if she does not have the Focus Casting drawback, and her bound creature companion does not lose

the extraplanar subtype. The champion of the cause uses her class level as her caster level with the Conjunction sphere when determining the statistics and abilities of her bound companion. If the champion of the cause does not have the Focus Casting drawback, she does not suffer a chance of spell failure if her companion is not within medium range, dismissed, or dead. If the champion of the cause already possessed the Bound Creature casting boon prior to gaining this ability, she gains a bonus Conjunction (form) talent for her bound creature and her bound creature regains the extraplanar subtype.

The bound creature the champion of the cause gains from this ability serves as her incarnation ally. Unlike other bound creatures, the incarnation ally may be re-summoned without spending a spell point when you rest to regain spell points if they were killed, and may be re-summoned by spending a spell point if they are banished. The champion of the cause gains the Planar Creature (type) talent as a bonus talent, and applies it to her incarnation ally, choosing an alignment group appropriate to her own.

At level 8, and every 4 levels thereafter, the champion of the cause gains a bonus Conjunction sphere talent. If she chooses a (form) talent, it must apply to her incarnation ally. She may not select Extra Companion with the bonus talents granted from this ability.

Note: A champion of the cause who does not worship a traditional alignment-based deity, such as an elemental lord or a deity of nature, may choose a different Alteration talent for their incarnation form or Conjunction (form) talent for their Incarnation Ally, subject to GM discretion. For the incarnation form ability, a champion of the cause who chooses an Alteration talent which grants a (transformation) would choose one trait from that talent to use for their incarnation form. For example, a champion of the cause who worships a dragon deity could choose Dragon Transformation as their bonus Alteration talent instead of Outsider Body, and would choose one of the two traits granted by Dragon Transformation for their incarnation form base talent. For settings where a deity or outsider group does not conform to the normal alignment subtypes (such as a setting with evil angels or good demons), a GM may find it appropriate to change the subtype granted by Outsider Body to better fit their setting.

This ability replaces divine bond or fiendish boon.

GLORY SEEKER (OCCULTIST ARCHETYPE)

Often decorated in their trophies and spoils of war, glory seekers are unique occultists who channel their psychic energy through trophies and keepsakes from former conquests and victories. What they may lack in their ability to harness their implements, glory seekers more than make up with their ingenuity and combat experience. Glory seekers tend to throw themselves towards conflict and unexplored territory in search of new trophies and riches.

Class Skills: A glory seeker adds Knowledge (local), Knowledge (geography), and Intimidate to his list of class skills, instead of Fly, Knowledge (planes), and Use Magic Device.

This alters the occultist's class skills.

Proficiencies: Glory seekers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

Combat Training (Ex): A glory seeker is considered a Proficient practitioner, gaining spheres and talents as appropriate. Glory seekers use Intelligence as their practitioner modifier.

This ability replaces the focus powers normally gained at 3rd, 7th, 11th, 15th, and 19th level.

Spoils of War (Su): At 1st level, the glory seeker draws out power from objects he has taken in battle and conquest. He can select an object he has claimed from a defeated enemy, taken from a settlement, or otherwise won through his own efforts to serve as a spoil of war. Each spoil of war functions as the glory seeker's implement for its associated implement school. A spoil of war that fits multiple implement categories can only function for one implement school at a time but can be attuned to another appropriate implement school when the glory seeker regains spell points. Spoils of war can be integrated into another item, such as an ornament or magic item, but otherwise do not take up an item slot unless worn and used for their normal benefits. A glory seeker can collect as many spoils of war as he desires, but still selects one appropriate item from that school's list to be his implement for the day for each implement school he knows.

Some spoils of war take the shape of an otherwise normally usable item, such as a sword or shield. The glory seeker does not need to wield or present a spoil of war to benefit or use its focus powers, or cast spells from its

associated implement school, but does need to have the spoil of war visibly on his person. For example, a glory seeker with a shield, serving as an implement for the abjuration school, does not need to wield the shield, but it must be visible on his person, such as strapped to his back or worn at the hip.

This ability alters implements.

Note: A “spoil of war” is left intentionally vague. A player should not be restricted from claiming an object as a spoil of war, as long as they “earned” it, which can be anything from slaying a hero-general in combat to winning a prize at a local carnival. GMs should try to work with their players, and let them build fun stories around their spoils of war, but not hamper their ability to collect them.

Eye for Value (Ex): At 2nd level, a glory seeker’s talent for uncovering relics and antiquities grants him a bonus when appraising things. He gains a bonus on all Appraise checks equal to 1/2 his occultist level.

This ability replaces magic item skill.

Soldier of Fortune (Su): At 3rd level, a glory seeker can expend 1 point of mental focus as a standard action to gain the benefit of a combat talent he does not possess from a combat sphere associated with his implements. This effect lasts until the glory seeker refreshes his mental focus. If the glory seeker does not have the base sphere, he must choose the base sphere before selecting a combat talent related to that sphere. The glory seeker must meet any of the talent’s prerequisites (if an advanced talent). The glory seeker can only benefit from 1 extra combat talent from this ability, and if the glory seeker uses this ability again before regaining mental focus, it replaces the previous talent. Each implement school is associated with different combat spheres, detailed below:

- **Abjuration:** Guardian, Shield, Open Hand
- **Conjuration:** Barrage, Barroom, Tech
- **Divination:** Dual Wielding, Equipment, Scout
- **Enchantment:** Beastmastery, Leadership, Scoundrel, Warleader
- **Evocation:** Alchemy, Berserker, Trap
- **Illusion:** Boxing, Fencing, Sniper
- **Necromancy:** Duelist, Lancer, Gladiator
- **Transmutation:** Athletics, Brute, Wrestling

This ability replaces magic circles, binding circles, and fast circles.

Communicator (Sp): At 5th level, the glory seeker is able to negotiate and convey ideas with ease, and may cast tongues as a spell-like ability once per day. At 12th

level, the glory seeker gains tongues as a constant spell-like ability.

This ability replaces aura sight.

Greater Soldier of Fortune (Su): At 7th level and every 4 levels thereafter, the glory seeker increases the maximum number of talents he may gain with the soldier of fortune ability by 1. The glory seeker must still pay mental focus for each individual talent, and only gains the benefits of a single talent with each use of soldier of fortune. The glory seeker cannot choose to lose a talent that is a prerequisite for another talent gained using this ability.

Expedition Master (Ex): At 8th level, the glory seeker gains the commander’s call in a specialist logistic specialty ability, treating his glory seeker level as his commander level for the purposes of this ability. The glory seeker gains access to a unique network of contacts, replacing the network normally available to a commander. The following options are available to a glory seeker:

- *Cartographer* - The glory seeker gains the services of a mapmaker. This specialist functions the same as the commander’s scouting specialist, but may only use the detailed map option. The cartographer provides a detailed map of wilderness territory, including pathways, dungeons, and the lairs of dangerous beasts. The cartographer is able to successfully map up to 1 square mile of territory each day. Unlike the normal scouting specialist, the cartographer can also provide maps of towns and cities, but when scouting towns unfriendly to the glory seeker, may only be able to provide rough and incomplete information.
- *Priest* - The glory seeker gains the services of a man of the cloth. This specialist functions the same as the commander’s medical specialist, but may only be a cleric matching the glory seeker’s faith. If the glory seeker does not have a faith, the priest will match his ideals as closely as possible. The priest can provide medical treatment to the glory seeker and up to 5 other individuals, using any abilities they possess to heal the injuries and negative conditions affecting these targets. The glory seeker must still pay for any expensive material components necessary for spells or abilities the priest performs.
- *Smithy* - The glory seeker gains the services of a skilled blacksmith. This specialist functions the same as the commander’s equipment specialist, and may provide his maintenance class feature for the glory seeker and up to 5 other individuals in preparation for the following day. In addition, the blacksmith can use his reforge ability

to repair or reforge one magic item in the commander's possession.

- **Trailblazer** - The glory seeker gains the services of a skilled ranger. This ranger accompanies the glory seeker and can provide the glory seeker with Survival checks to move through the wilderness, hunt for food and supplies, and warn of dangerous natural hazards. The ranger is capable of attempting Knowledge (geography) and Survival checks with a DC of 10 plus your glory seeker level.

At 16th level, the glory seeker may call in an additional specialist each week.

This ability replaces outside contact.

Mastery of Conquest (Su): At 20th level, the glory seeker increases the DC of any sphere effects from the associated spheres of the implement school he chooses to master by 4.

This ability alters implement mastery.

MERCENARY (SLAYER ARCHETYPE)

"Sometimes you just need a reliable blade and a sharp mind. Never mind the price when results speak for themselves."
-Invading Army General, uncredited

Mercenaries are products of their time. Lethal blades, efficient warriors. Hunters. Trackers. If there are coins to be paid, they have the time. Mercenaries can be found anywhere there is conflict from adventuring parties looking for a skilled pair of hands, armies looking for extra manpower, and even in the service of evil, should the price pay right.

Proficiencies: Mercenaries are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

Combat Training (Ex): A mercenary is considered an expert practitioner, gaining spheres and talents as appropriate. Mercenaries use Intelligence as their practitioner modifier.

This ability replaces sneak attack and slayer's advance.

A mercenary must select the Fencing sphere with the first talent he gains from this class.

Manhunter (Ex): At 1st level, the mercenary gains the Scout sphere as bonus talent.

This replaces track.

Fatal Thrust Expertise (Ex): The mercenary may treat his Fencing sphere precision damage as though it were sneak attack for the purposes of feats, abilities, effects, and slayer talents which modify or add additional effects to sneak attack.

This ability alters slayer talents.

Practiced Observation (Ex): At 3rd level, the mercenary gains Studied Scout* as a bonus feat. If he already possesses the Studied Scout feat, he instead gains any talent he qualifies for from the Scout sphere. In addition, whenever the mercenary uses his *scout* ability, he does not take a -5 penalty on the Perception check.

**Studied Scout feat published in Archetypes of Power, © 2018, Drop Dead Studios LLC.*

The Best at What I Do (Ex): At 9th level, the mercenary gains Track The Scene from the Scout sphere as a bonus talent. In addition, the mercenary may take 10 on Survival checks made to find and follow tracks and on Diplomacy checks made to gather information.

Professionalism (Ex): At 13th level, the mercenary commands respect from those who would hire him. The mercenary gains a competence bonus equal to his class level on Diplomacy checks when negotiating payment, bounties, rewards, or other factors related to any job the mercenary is hired to complete.

This ability replaces quarry.

Calculated Lethality (Ex): At 17th level, the mercenary's Fencing sphere precision damage ignores any immunity to precision damage or other ability which negates precision damage (such as the *fortification* armor enchantment) his studied target may have.

This ability replaces improved quarry.

SPHERES OATHBOUND (PALADIN OR ANTIPALADIN ARCHETYPE)

The oathbound paladin archetype (*Pathfinder RPG Ultimate Magic* pg. 60) offers a number of options, where the oathbound devotes herself to a singular cause, which grant her additional powers but also gives further edicts she must follow. This book introduces three new oaths, one for paladin and two for antipaladin, as well as a conversion option for paladins or antipaladins who use *Spheres of Power*. Paladins may only take oaths intended for the paladin class and antipaladins may only take oaths intended for the antipaladin class. The options presented are not meant to change how the oathbound archetype works, and simply offers a conversion for spherecasting paladins as well as opens up the archetype to antipaladins.

As with any archetype, an oathbound can take multiple oaths, but none of the other oaths can replace or alter the same class feature from the paladin or antipaladin class as another alternate class feature.

A spheres oathbound paladin or antipaladin has the following class features:

Deity: Some oaths are especially compatible with the faiths of certain deities. A player and their GM should work together to see if an oath is appropriate for that deity. Many deities allow oaths to be taken that might not directly align with their philosophies, and only very rarely do deities allow oaths conflicting with their teachings. One such example would be a paladin taking the Oath of Chastity^{UM} being incompatible to a deity of lovers and reproduction.

Code of Conduct: The oathbound must abide by the listed tenets of her oath in addition to the specifics of her deity's code of conduct. In some cases, a deity's or paladin order's code may conflict with the oath's tenets; in most cases, these conflicts mean the oath is unsuitable for an oathbound of that deity or order and cannot be selected by the oathbound. One such example would be a paladin taking the Oath against the Wyrms^{UM} being incompatible with a good dragon deity or a dragon-riding order of paladins.

Oath Spells: An oathbound's oath influences what magic she can perform. An oathbound adds one spell to their spell list at each spell level she can cast (including spell levels for which she would only gain spells per day if her Charisma were high enough to grant bonus spells of that level). Her oath determines what spell is added to the



spell list. If the oathbound has multiple oaths, the spells from each oath are added to her spell list.

If an oathbound paladin has more than one oath, she may prepare any one of her oath's spells in that slot (similar to a cleric choosing one of her two domain spells to prepare in a domain spell slot).

Note: For an oathbound with an archetype that grants spherecasting, instead of adding spells to their spell list, the oathbound gains one additional magic talent at 3rd level and every 8 levels thereafter.

The following oaths can be chosen by paladins or antipaladins with the oathbound^{UM} archetype.

OATH OF THE INVADER (ANTIPALADIN OATH)

Some antipaladins devote themselves to conquest, expansion, and glory in the name of their deity, and an antipaladin who takes this oath seeks to conquer and pillage the lands of his enemies. Some who take this oath may seek to replace the lords and owners of a city or country, ruling over its inhabitants, while others choose to raze the lands of his enemies to the ground, taking valuables and treasures with them in conquest.

Fast Movement (Ex): The oathbound's rigorous training lets them move through the battle faster. At 3rd level, the oathbound gains a +10 bonus to his base land speed. This benefit applies when he is wearing any armor, including heavy armor, but not while carrying a heavy load. Apply this bonus before modifying the oathbound's speed because of any load carried or armor worn. If the oathbound gains fast movement from another class, the bonuses to his speed do not stack. At 12th level, this bonus increases to +20.

This ability replaces plaguebringer.

Vanguard (Ex): The oathbound is ever vigilant and anticipates danger to come from anywhere when in enemy territory. At 10th level, the oathbound is never considered an unaware combatant and is always able to act in the surprise round. The oathbound is still flat-footed in the surprise round until he acts.

This ability replaces the smite good use gained at 10th level.

Code of Conduct: When you defeat an enemy who owns land or property, you must attempt to take control of it. You do not need to occupy or own the land indefinitely, and may sell it to someone else.

Oath Spells: 1st—*feather step*^{APG}; 2nd—*effortless armor*^{UC}; 3rd—*haste*; 4th—*shadow walk*.

OATH OF THE LAST BASTION (PALADIN OATH)

Some paladins are champions of their homes and their people, pledging an oath to protect them to their last breath against invaders and enemy forces who would bring them to harm. More than any other paladin, those who take this oath expect to stand at the forefront of conflict and make sacrifices should their allies be in danger.

Savior of the Weak (Ex): The oathbound is a practiced, patient hand at helping her allies in harm's way. At 3rd level, she gains Bodyguard^{APG} as a bonus feat, even if she does not meet the prerequisite. In addition, whenever the oathbound uses the aid another action to improve an ally's AC, the bonus she provides increases by 1. Every five levels thereafter, this bonus increases by +1, to a maximum of +4.

This ability replaces divine health.

Code of Conduct: You are the last defense. You must never retreat if it means the loss of your home, city, or base of operations. You must help allies and the innocent escape death if you are able to.

Oath Spells: 1st—*entropic shield*; 2nd—*ablative barrier*^{UC}; 3rd—*reflexive barrier*^{PA}; 4th—*rampart*^{APG}.

OATH OF THE DESTROYER (ANTIPALADIN OATH)

While the path of an antipaladin is normally paved by death, destruction and chaos, an antipaladin who takes this oath becomes the ultimate hand of unmaking. The oathbound pours his efforts towards the destruction of anything which may oppose his deity, down to the very structures and buildings her enemies may find refuge in. Antipaladins who take this oath are often seen at the frontlines of sieges and commanding the forces who would tear down an enemy city to nothingness.

Brutal Combatant (Ex): At 1st level, and every 4 levels thereafter, the oathbound gains a bonus combat talent.

This ability replaces fiendish boon.

Flame of Destruction (Su): At 2nd level, any weapon an antipaladin with this oath wields gains the /flaming weapon special ability. The antipaladin may activate or suppress this ability as a free action. The damage dealt by the /flaming enchantment increases by +1d6 at 6th level, and every 4 levels thereafter.

This ability replaces touch of corruption.

Blazing Cruelty (Su): At 3rd level, instead of channeling cruelties through a touch of corruption, when an oathbound deals damage to a creature with his flame of destruction, he may spend a swift action to add the effect of a cruelty. The target receives a Fortitude save to avoid

this cruelty as normal. If the save is successful, the target does not suffer the effects of the cruelty. If using a scatter weapon, the cruelty only applies to a single target, chosen when you deal damage.

The oathbound can use this ability a number of times per day equal to 1/2 his antipaladin level plus his Charisma bonus. This ability alters cruelty.

Cruel Sun (Su): At 4th level, an antipaladin with this oath's flame of destruction becomes empowered by her unending conviction to lay waste. Instead of fire damage, the oathbound may choose to have half the damage from flame of destruction be untyped unholy energy, which is not subject to being reduced by fire resistance or immunity. When determining the unholy damage dealt by flame of destruction, round down (minimum 0) and the remaining damage is dealt as fire damage. For example, a oathbound who deals 3 damage with his flame of destruction deals 2 points of fire damage and 1 point of unholy damage. At 20th level, the oathbound may choose to have all of the damage from flame of destruction be untyped unholy damage.

The unholy energy damage from this ability counts as fire damage for the purposes of feats and class features that interact with dealing fire damage, such as arsonist.

This ability replaces channel negative energy.

Arsonist (Ex): At 5th level, fire damage the oathbound deals to structures or buildings ignores an amount of hardness equal to the antipaladin's class level.

Code of Conduct: Never spare the followers or trappings of enemies who oppose your deity, such as the clergy or church of an opposed faith.

Oath Spells: 1st—*wrath*^{APG}; 2nd—*shatter*; 3rd—*scorching ash form*^{ARG}; 4th—*chains of fire*^{ARG}.

OTHER CLASS OPTIONS

ARMIGER PROWESSES

The following is a new prowess available to the armiger class:

TRANSFIGURATIVE CONSTRUCTION

By studying ancient magic and crafting techniques, the armiger learns to customize his arsenal in more fantastic and unusual ways. The armiger gains the ability to apply modifications to his customized weapons. Applying a modification can be done in the same time it takes the armiger to customize a weapon, and each customized

weapon can only have one modification applied to it at any given time. The armiger can apply any modification he meets the minimum level for. A modification applied to a custom weapon with the double weapon quality applies to both ends. The armiger must have the customized weapons class feature to gain this prowess.

The armiger can select from the following initial modifications:

- **Flexible Materials:** The customized weapon gains the trip weapon special feature and grants a +2 circumstance bonus on disarm combat maneuvers made using the weapon.
- **Grapnel Attachment:** The armiger customizes his weapon to fire a built-in grappling hook. The grappling hook is attached to a 30-foot-long chain. The armiger can attack with the grappling hook as a special attack action, making a ranged touch attack against the target. On a successful hit, the grappling hook deals no damage, but functions as though it had the grapple weapon special feature, except it requires only a hit (not a critical hit). The grapple ends if the armiger moves more than 30 feet away from the grappled creature. The customized weapon cannot be used to make attacks until the grappling hook has been reloaded (as a standard action). The length of the chain increases by 5 feet at level 5, and every 5 thereafter, and the armiger increases the maximum distance he can stand from the grappled target by the same amount.
- **Lethality Repurposing:** The customized weapon can be used to deal lethal or nonlethal damage without taking a penalty on your attack roll.
- **Odd Curves and Edges:** Choose bludgeoning, piercing, or slashing. The customized weapon deals the chosen damage type in addition to any damage types it normally deals.

At 6th level, the armiger gains access to the following modifications:

- **Aerodynamic:** The customized weapon may be thrown easily despite its shape. The customized weapon gains a range increment of 10 feet and can be thrown up to 5 range increments. If the customized weapon already has a range increment, instead increase the weapon's range increment by 10 feet instead. This modification can only be applied to melee weapons.
- **Extending Framework:** The customized weapon can extend or retract to be wielded at ranges normal weapons couldn't. As a swift

action, the armiger can extend or retract the customized weapon. When a customized weapon is extended, it gains the reach quality. When a customized weapon is retracted, it loses the reach quality. For example, an armiger adds the extending framework modification to a customized weapon lance, which allows him to retract his lance and remove the reach quality, and can then extend the customized weapon lance to restore the reach quality.

- **Shielding:** You treat the customized weapon as a buckler, gaining a +1 shield bonus to AC as normal for a buckler. You lose this bonus (and stop treating the customized weapon as a buckler until the start of your next turn) if you attack with the weapon or wield another weapon in the same hand, unless you possess an ability to retain your shield bonus when making a shield bash attack, such as the Shield sphere Bashing Shield talent or the Improved Shield Bash feat. Making an attack with this weapon may count as making a shield bash if beneficial. When making a shield bash with the customized weapon, reduce the damage as if the shield bash was one size smaller.
- **Weightless:** The customized weapon is unusually light, and can be wielded with greater precision than normal. The weapon is treated as a light melee weapon when determining whether it can be used with Weapon Finesse, as well as with any feat, spell, or special weapon ability that can be used in conjunction with light weapons.

At 12th level, the armiger gains access to the following modifications:

- **Dense Weighting:** The customized weapon is treated as an appropriate weapon for sundering any type of object. Whenever a creature is hit by a customized weapon with this modification, they take a -2 penalty to their CMD against bull rush, reposition, and trip combat maneuvers until the end of its next turn or until after the creature is subject to a maneuver (whichever comes first). This penalty does not stack with itself.
- **Liquimetal Blanch:** The customized weapon's surface shimmers and shifts, almost like liquid. Each round, the first time the customized weapon would deal damage to a creature that has material-based damage reduction, the customized weapon bypasses that damage-reduction as if made from that material until the beginning of your next turn. For example, the armiger strikes a creature with DR/silver with his customized weapon longsword with this modification. The

weapon immediately hardens to be treated as silver until the end of the round. If the armiger would make an attack of opportunity against a creature with DR/cold iron during that same round, the customized weapon would not change to cold iron. This does not affect the weapon's normal ability to bypass material-based damage reduction. A cold iron longsword with this modification will always bypass cold iron.

- **Parrying Edge:** The customized weapon is easier for the armiger to block attacks with. When you fight defensively or use Combat Expertise while wielding the customized weapon, your AC bonus increases by 1. In addition, attacks of opportunity made with the customized weapon deal an additional amount of damage equal to your practitioner modifier (minimum 1). This additional damage is precision damage, and is not multiplied on a critical hit. An enemy can only take precision damage from this modification once each round.

BLACKSMITH SMITHING INSIGHTS

The following are new smithing insights available to the blacksmith class:

ARMORCLAD MASTERY

The blacksmith learns to fight and maneuver in his armor better. While wearing armor, the blacksmith reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. The blacksmith also learns to move at his normal speed when wearing medium armor. This counts as the fighter's armor training class feature.

In addition, the blacksmith gains an armor mastery feat (*Armor Master's Handbook* pg. 16). The blacksmith must still meet all other prerequisites, but treats his blacksmith level as his fighter level when qualifying for armor mastery feats. The blacksmith must be at least 4th level to learn this insight. He may select this insight again at 8th and 16th level. If he does, the blacksmith increases his armor training benefits by 1 and gains a new armor mastery feat. When the blacksmith gains this insight a second time, he learns to move at his normal speed when wearing heavy armor.

MAKER'S KNOW HOW

Years of training and study made the blacksmith realize all items are fundamentally the same, granting him insight into the inner workings of magic items. The blacksmith chooses either Profession (blacksmith) or any one

Craft skill. The blacksmith may use the chosen skill's bonus in place of his Use Magic Device skill bonus.

RUNE-CHARGED MAINTENANCE

The blacksmith gains the ability to inscribe divine runewords and symbols onto equipment when performing maintenance, bestowing power to equipment. He learns two runes from the forgemaster^{ARG} cleric's runeforging ability, treating his blacksmith level as his cleric level when determining the effects of runes, and may choose to apply one rune as a maintenance. The duration of a rune applied as a maintenance is the same as a regular maintenance, lasting 24 hours or until their next 8 hour or longer rest, whichever comes first. The blacksmith must still meet any level prerequisites to apply a rune with maintenance. Unlike other maintenance options, runes are supernatural and are suppressed by antimagic

fields or other similar effects, and may be removed by an erase spell or other similar effect. Equipment inscribed with runes by the blacksmith bear symbols of the blacksmith's faith or ideology. At 8th level, the blacksmith can apply two runes as part of the same maintenance.

The blacksmith may take this insight multiple times, each time learning two new runes.

CONSCRIPT SPECIALIZATIONS

The following are new specialization options available to conscripts:

BARBARIAN TRAINING (EX) (2 POINTS)

At 1st level, the conscript gains the Berserker sphere as a bonus sphere. If he already possesses a drawback that would remove berserking, he instead buys off that drawback.

The conscript treats his conscript levels as barbarian levels, is treated as having the barbarian's rage class feature, and uses his conscript level as his barbarian level for the purposes of qualifying for feats, prerequisites, and determining the effects of rage powers. The conscript may use a rage power while *berserking* as though it were an (adrenaline) talent. The conscript may use rage powers as though they were (adrenaline) talents a number of rounds per day equal to 2 + his conscript level + his practitioner modifier. The conscript must expend martial focus to use rage powers which specify "once per rage", and may only use them once per minute. The conscript treats rounds of this ability as rage rounds for the purposes of feats, class features, and other abilities, and may expend rounds of this ability when an ability would require the conscript to spend rounds of rage to use.

At 3rd, 6th, and 16th level, the conscript gains a rage power.

Note: For rage powers with prerequisites (e.g. "totem" rage powers such as Beast Totem and Fiendish Totem, "blood" rage powers such as Abyssal Blood or Draconic Blood, or any other rage power that otherwise has rage powers as prerequisites), using that rage power as an (adrenaline) also grants the conscript the benefits of all prerequisite rage powers.



BLACKPOWDER TRAINING (EX) (2 POINTS)

At 1st level, the conscript gains the Firearm Proficiency Equipment sphere talent as a bonus talent.

At 3rd level, the conscript gains the gunslinger's grit class feature, using his practitioner modifier in place of Wisdom for his grit pool and to determine the effects of deeds. If the conscript would gain another grit, panache, or other similar pool from other conscript specializations, they stack. The conscript gains the following gunslinger deeds: gunslinger initiative, quick clear, and utility shot. In addition, the conscript may spend 1 grit point as a free action whenever he damages an opponent with a melee attack action using his firearm, such as with the Gun Kata or Archery Bash talents. If he does, the conscript can make a trip combat maneuver against that opponent as a free action.

At 6th level, while the conscript has at least 1 grit point, the conscript deals additional damage with firearms, adding half his practitioner modifier (minimum 1) on damage rolls when firing a firearm.

At 16th level, the conscript gains the following gunslinger deeds: expert loading, menacing shot, and startling shot.

CAVALIER TRAINING (EX) (2 POINTS)

At 1st level, the conscript gains the Guardian sphere (challenge) package as a bonus talent. If the conscript already has the Guardian sphere (challenge) package, he instead gains any talent he qualifies for from the Guardian sphere. In addition, the conscript chooses an order, as the cavalier class feature of the same name, and must follow the edicts of his order. The conscript does not gain his order's additional class skills or skill bonuses, and does not gain his order's challenge benefit until he receives the 3rd level benefit from this specialization.

The conscript counts his conscript levels as cavalier levels, and is treated as having the cavalier's challenge class feature for the purpose of qualifying for feats and prerequisites. The conscript treats the *challenge* ability from the Guardian sphere as his cavalier challenge class ability for feats and effects. The conscript may challenge a creature with more than one source of challenge, such as the cavalier challenge class feature, but benefits or penalties from order challenge abilities do not stack. If the conscript gains a cavalier order from another source, he must choose the same order, and levels of conscript stack with other class levels when determining the effects of your cavalier order abilities.

At 3rd level, the conscript benefits from his order's challenge ability when using the challenge ability provided by the Guardian sphere against the target of his challenge.

At 6th level, the conscript gains the 2nd level ability of his chosen order.

At 16th level, the conscript gains the 8th level ability of his chosen order.

SWASHBUCKLER TRAINING (EX) (2 POINTS)

At 1st level, the conscript gains the Fencing sphere as a bonus sphere.

At 3rd level, the conscript gains the swashbuckler's panache class feature, using his practitioner modifier in place of Charisma for his panache pool and to determine the effects of deeds. The conscript may use any melee weapon wielded in one hand (though not natural weapon attacks) as though it were a light or one-handed piercing melee weapon for the purposes of abilities gained from this specialization. If the conscript would gain another grit, panache, or other similar pool from other conscript specializations, they stack into a combined pool. The conscript gains the following swashbuckler deeds: dodging panache, menacing swordplay, and swashbuckler initiative. The conscript may spend 1 panache point instead of expending martial focus for the Parry And Riposte Fencing talent. If he does, the conscript does not regain martial focus from the Parry And Riposte talent, but may still make a single melee attack against a creature whose attack the conscript successfully parries, if able.

At 6th level, while the conscript has at least 1 panache point, the conscript deals additional damage with any one-handed melee weapon (though not natural weapon attacks), adding half his practitioner modifier (minimum 1) to the damage dealt. This additional damage is precision damage, and is not multiplied on a critical hit. The conscript does not add this damage if he attacks with a weapon using any other hand or uses a shield other than a buckler. The conscript can add this damage to thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of him.

At 16th level, the conscript gains the following swashbuckler deeds: evasive, subtle blade, and swashbuckler's grace.

Special: If the conscript has the blackpowder training specialization, he does not lose the bonus precision damage with his light or one-handed piercing melee weapon when he uses a firearm in his other hand.

INQUISITIONS

The following are new inquisitions available to inquisitors and other classes which may gain inquisitions:

CONQUEST INQUISITION

Deities: Any deity with the Tactics, Travel, or War domains.

Granted Powers: Your footprints announce your presence, your cadence imposes upon others, and you move forward towards victory.

Righteous Conquest (Ex): You may use your Wisdom modifier instead of your Charisma modifier when attempting Diplomacy checks. Knowledge (geography) and Knowledge (local) are class skills for you.

Words of Purpose (Su): For a number of minutes per day equal to your inquisitor level, you can understand any spoken languages, as though using *comprehend languages*. At 8th level, you can both speak and be understood, as if using tongues. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

For the Cause (Sp): At 8th level, you gain Change of Heart (*Martial Arts Handbook* pg. 26) as a bonus feat (even if you do not meet the prerequisites for the feat). If you already possess Change of Heart, you gain any feat you qualify for. Whenever you successfully influence an opponent's attitude using the Change of Heart feat, as an immediate action, you may cast *atonement* as a spell-like ability, but may only use the "Redemption or Temptation" option against the target. If the target refuses the *atonement* spell, you gain a +1 sacred or profane bonus on all attack rolls, saving throws, and skill checks against any opponent sharing that target's nationality, ideology, organization, or community for 1 minute. The type of bonus depends on your alignment—if you are neither good nor evil, you must choose either sacred or profane the first time you receive this bonus, and this choice cannot be changed.

HUNTING PARTY INQUISITION

Deities: Any deity with the Animal or Community domains.

Granted Powers: You are blessed with the aid of companions, both large and small, to aid you in your endeavors.

Righteous Empath (Ex): You may use your Wisdom modifier instead of your Charisma modifier when attempting Handle Animal checks.

Pack Bond (Ex): You gain an animal companion, treating your inquisitor level as your effective druid level. You

may choose to have more than one animal companion, but must divide up your effective druid level between your companions to determine the abilities of each companion. For example, at 4th-level you can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion.

Each time your inquisitor level increases, you must decide how to allocate the increase among your animal companions (including the option of adding a new 1st-level companion). Once a druid level is allocated to a particular companion, it cannot be redistributed while that companion is in your service (you must release the companion or wait until the companion dies to allocate its levels to another companion, which you can do the next time you prepare spells or after 8 hours of long rest). The share spells animal companion ability only applies to one animal companion at a time—you cannot use it to cast a one-target spell and have it affect all of your animal companions.

Pack Bane (Su): At 6th level, when you use your bane ability, you may choose one of your animal companions to gain the benefits of your bane with one of their natural attacks.

Special: If you have the Beastmastery sphere, when you use your bane ability, you may instead choose any one of your animal allies to gain the benefit of your bane.

SLAYER TALENTS

The following is a new slayer talent for slayers:

COMBAT TRAINING

The slayer gains a bonus combat talent. This talent may be taken up to three times, granting an additional talent each time.

VIGILANTE SOCIAL TALENTS

The following is a new social talent for vigilantes:

CELEBRITY EXPLORER (SOCIAL)

The vigilante's familiarity with his area of renown expands even further into the surrounding countryside and wilderness. While within three miles per vigilante level of his area of renown, the vigilante gains a +4 circumstance bonus on Survival checks and a +2 circumstance bonus on Knowledge (geography) checks made about the area near and around a community he holds renown with.

Section 3

TALENTS

ALCHEMY SPHERE BASIC TALENTS

PAINTER

You can apply an additional war paint* to yourself, plus an additional paint for each 7 ranks in Craft (alchemy) you possess. Applying the same war paint color to yourself more than once does not increase the benefits granted.

Normal: You can only have one war paint color active at a time.

**War Paint talent published in The Highlander's Handbook, © 2019, Drop Dead Studios LLC.*

ATHLETICS SPHERE BASIC TALENTS

COMPACT FRAME

You push your stature into a more compact space, guarding yourself against incoming ranged attacks and giving you more time to react. You do not provide soft cover to creatures when ranged attacks pass through your square. As long as you have martial focus, you gain a +1 dodge bonus to AC against ranged attacks, increasing by +1 for every 7 base attack bonus you possess. In addition, once per round when you would normally be hit with an attack from a ranged weapon, you may expend martial focus to evade the projectile so you take no damage from it. You must be aware of the attack and not flat-footed. Unusually massive ranged weapons (such as a boulder or ballista bolts) and ranged attacks generated by natural attacks or spell effects cannot be evaded.

Associated Feats: Deflect Arrows, Low Profile.

BEASTMASTERY SPHERE BASIC TALENTS

FRENZY RIDER (RIDE)

You can spur and encourage your mount to fight more ferociously. While mounted, as a free action at the start of each turn, you can choose to take a -1 penalty on all attack rolls and combat maneuver checks to grant your mount a +1 competence bonus on all attack rolls with natural weapons. This penalty and the bonus granted to your mount end at the start of your next turn. For every 4 ranks of Ride you possess, the penalty you take and the bonus granted to your mount increase by 1.

Associated Feat: Saddle Shrieker.

KNOCK DOWN (RIDE)

While mounted, whenever you or your mount succeed on a bull rush, drag, or reposition combat maneuver, you may make a free trip attempt against the target, using your or your mount's original combat maneuver check as your trip combat maneuver check. Even if you fail this check by 10 or more, you do not fall prone. If the target was mounted, they fall off their mount in a space adjacent to their mount directly away from you. When a target falls prone this way, you may expend martial focus to deal 1d6 points of falling damage, plus an additional 1d6 for every 3 ranks of Ride you possess.

BERSERKER SPHERE BASIC TALENTS

Berserking is normally a way to gain a hit point buffer to protect yourself in melee at the cost of opening yourself up to being hit. This book introduces new options to gain while *berserking*, adrenaline.

While *berserking*, instead of gaining temporary hit points, you may choose to benefit from one (adrenaline) talent. You must choose which (adrenaline) talent to use at the start of each turn, if any, and may only use one (adrenaline) talent each round. You still take a -2 penalty to AC as normal and any benefits you gain end at the start of your next turn. Some (adrenaline) talents require you to expend martial focus as part of the same action as *berserking* and must be expended each round you choose to use it.

DREADNOUGHT (ADRENALINE)

You are inevitable. You gain a +1 bonus on saving throws and to your CMD against effects that would slow or impair your movement (such as entangled, grappled, paralyzed, staggered, or other similar effects), increasing by +1 for every 4 base attack bonus you possess. Whenever you would attempt a save against an effect that would slow or immobilize you, you may roll twice, taking the better result. In addition, once per round, you may expend martial focus as an immediate action to attempt a save against an effect which has slowed or impaired your movement, or make a combat maneuver or other appropriate check to escape a grapple, Lancer *impale*, or other similar effect.

EXECUTIONER (ADRENALINE)

You must expend martial focus each round you start *berserking* to use this talent. Once per turn, you may choose to roll an attack roll twice, taking the better result. You must decide to use this before the roll is made. You may use this talent an additional time each turn for every 10 base attack bonus you possess.

FLESH CARVER (EXERTION)

Your weapons rend through flesh, sinew, and bone alike. The creature damaged by your brutal strike has their damage reduction reduced by an amount equal to 1/2 your base attack bonus (minimum 1). This reduction lasts for as long as the target has the battered condition. This reduction does not stack with itself.

The benefits of this talent are halved (minimum 1) when applied to damage reduction that cannot be overcome or is overcome only by epic weapons (such as DR 3/- or DR 20/epic).

Special: If you possess mythic ranks, the benefits of this talent are no longer halved against DR/epic.

JUGGERNAUT (ADRENALINE)

You barrel across the cluttered battlefield more easily than others. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. When using the charge action, you do not take a penalty to your AC and increase the bonus on

attack rolls and bull rush combat maneuvers at the end of a charge by 1, increasing by +1 for every 10 base attack bonus you possess.

MARAUDER (ADRENALINE)

Your body pushes itself further, allowing you to move faster than you normally could. You gain a +5 feet circumstance bonus on all forms of movement (such as land, climb, burrow, fly, or swim), increasing by +5 feet for every 4 points of base attack bonus you have. In addition, you gain a competence bonus on all Acrobatics, Climb, Fly, and Swim checks equal to half your base attack bonus (minimum 1).

SPECTER (ADRENALINE)

You close in on foes with an unnerving alacrity. You must expend martial focus each round you start *berserking* to use this talent. At the start of your turn, you may designate one foe within 20 feet that is not adjacent to you, increasing by +5 feet for every 4 points of base attack bonus you possess. Your movement does not provoke attacks of opportunity from that foe as long as you end your movement adjacent to that foe. In addition, you gain a +2 dodge bonus to your AC against all attacks of opportunity that you provoke, not just against those that are caused when you move out of or within a threatened area, increasing by +1 for every 4 points of base attack bonus you possess.

EQUIPMENT SPHERE BASIC TALENTS

WEAPONMASTER

You take advantage of your weapons in unique ways. When wielding any weapon you have proficiency with, you can shift your grip as a swift action so that your weapon deals bludgeoning, piercing, or slashing damage instead of the damage type normally dealt by that weapon. You may switch back to the weapon's normal damage as a swift action. At +5 base attack bonus, you may change damage types as a free action instead.

Associated Feat: Weapon Versatility.

GLADIATOR SPHERE BASIC TALENTS

DREAD (DEMORALIZATION)

Creatures under the effects of your demoralization increase the penalties for being shaken (but not frightened or panicked) by 1 on checks and rolls involving you, increasing by +1 for every 7 ranks of Intimidate you possess. You may not use this talent in conjunction with other

items, effects, or abilities which increase the penalty of shaken.

UNSETTLING VISAGE (BOAST)

Your excessive brutality is unnerving, and makes your enemies uneasy around you. Until the end of your next turn, you may spend an attack of opportunity to attempt an Intimidate check to demoralize an opponent within range of this boast that targets you with an attack, including a targeted spell. You may expend your martial focus to attempt this Intimidate check in place of spending an attack of opportunity. You may not use this talent in conjunction with Frightful or any other ability that would allow you to use the Intimidate skill to demoralize beyond the shaken condition.

SNIPER SPHERE BASIC TALENTS

LETHAL PRECISION

After performing a *deadly shot* made while hiding, you may use the Stealth skill's sniping function as a swift action. You may expend martial focus to reduce this to a free action. In addition, when making a *deadly shot*, you can deal Fencing sphere precision damage, sneak attack damage, or damage from other similar effects and abilities at any distance.

Normal: Using Stealth immediately after a ranged attack is a move action.

TACTILE SHOT (SNIPE)

When performing a *deadly shot* with this talent, you may choose to deal no damage. Your attacks allow you to manipulate objects in precise ways. An unattended object has an AC equal to 3 + the object's size modifier (minimum +0) + its hardness. If the object is attended, the *deadly shot* resolves against the possessing creature's AC as normal. You may use the following options with this *deadly shot*:

Detach Object: You can make a *deadly shot* to cause an object to drop off your target, such as causing a quiver on someone's back or a keyring on someone's waist to fall to the ground. On a successful *deadly shot*, you may make a free ranged steal attempt against the target, using your original attack roll for the *deadly shot* as your combat maneuver check. An object or item you steal this way falls harmlessly into an unattended square adjacent to the target. You do not provoke an attack of opportunity for this combat maneuver, except as usual when making ranged attacks.

Open/Close Object: You can make a *deadly shot* to open or close an object, such as an unattended door, window,

or container, within the first range increment of your weapon. On a successful *deadly shot*, the object opens if it was closed or closes if it was open. Otherwise, your *deadly shot* functions as the open/close spell.

Use Object: You can make a *deadly shot* to use a simple object, such as a lever or switch. On a successful *deadly shot*, you pull, push, or otherwise manipulate the object in such a way that it activates, such as pulling a lever for a drawbridge or pressing a button.

Light/Extinguish: You can make a *deadly shot* to light or extinguish a Diminutive-size or smaller mundane light source, such as match, torch, lantern, or fuse. On a successful *deadly shot*, you light or extinguish the object.

Special: When using the Trap Technician talent, you may choose to not deal damage to an object you attempt a Disable Device check against, and no longer take a -5 penalty to disable traps with that talent.

TRAP SPHERE BASIC TALENTS

TRAP FINDER

You can use Disable Device to disarm magic traps. In addition, you gain a +1 competence bonus to Perception checks to locate traps and to Disable Device checks, increasing by +1 for every 4 ranks in Craft (traps) you possess.

Special: If you possess the Expert Eye talent, you add the bonuses from this talent to Craft (traps) checks you attempt in place of Perception checks to locate traps and to Disable Device checks.

WARLEADER SPHERE BASIC TALENTS

ADVANCED NOTICE

You warn your allies easier and quicker before *shouting*, preventing your enemies from reacting. You may warn your allies as part of a *shout*, rather than spending a move action. Nearby enemies do not receive a bonus on their save against your *shouts* when you warn your allies.

COURIER'S DASH (TACTIC)

Addendum: You may take this talent twice. If taken a second time, instead of granting an enhancement bonus to base land speed, you may allow allies benefiting from this *tactic* to move through 5 feet of difficult terrain as if it were normal terrain, increasing by 5 feet for every 10 ranks of Diplomacy you possess, and allows allies to take a 5-foot step into difficult terrain.

Associated Feat: Nimble Moves (if taken twice).

COVERT OPERATIONS (TACTIC)

Allies within range of this *tactic* are granted a +3 competence bonus on Acrobatics, Escape Artist, and Stealth checks, increasing by +1 for every 4 ranks in Diplomacy you possess. Allies benefiting from this *tactic* may use the Acrobatics skill to move through threatened squares at full speed without penalty. Allies can benefit from your Covert Operations *tactic* even if they cannot see you.

You may take this talent twice. If taken a second time, allies benefiting from this *tactic* may, when using the Stealth skill, move up to their normal speed without the usual penalty. Additionally, attacks against allies with nonmagical concealment (such as dim light or terrain) benefiting from this *tactic* have a 30% miss chance instead of the normal 20%, increasing by 5% for every 4 ranks in Diplomacy you possess, to a maximum of 50% miss chance. This *tactic* does not grant total concealment; it just increases the miss chance.

DISTRACTING CACOPHONY (SHOUT)

Your disorienting screech echoes in the back of the minds of your foes. When you use this *shout*, all hostile creatures within its radius must succeed on a Will save. All creatures who fail their save against this *shout* increase the DC of all concentration checks and Intelligence-based skill checks by +2, increasing by +1 for every 4 ranks in Diplomacy you possess. This increase to concentration check DCs does not stack with the Disruptive feat or other effects which increase the DCs of concentration checks. In addition, creatures who take damage while affected by this *shout* suffer 5% spell failure during their next turn, increasing by 5% for every 4 ranks of Diplomacy you possess. If a creature is suffering spell failure chance from another source (such as spell failure from the Somatic Casting general drawback), add this spell failure to the other source to get a single spell failure source. This spell failure applies to all spells, spell-like, supernatural, and spherecasting abilities that the creature possesses. A creature who fails their save against this *shout* can attempt a new save each round as a free action at the end of their turn.

HERALDRY

As long as you hold your clan, house, nation or party's flag, members of that allegiance who can see the flag (including yourself) treat the effects of your tactics as though you had 5 additional ranks in Diplomacy. In addition, you gain a +1 bonus on all attack rolls while within the area of a tactic you create. A flag must be held in either one hand or attached to a long spear, pole, or other similar object in order to grant this bonus. If the standard is taken by the enemy or destroyed, the bonuses granted by this talent become a penalty; you treat the effects of your tactics as though you had 5 less ranks in Diplomacy (to a minimum

of 0), and you take a -1 penalty on all attack rolls within the area of tactics you create. This penalty lasts for 24 hours or until you repair your destroyed standard or acquire a new standard. Associated Feat: Flagbearer.

Special: If you have the banner class feature or other similar ability, you may treat your banner as your flag for the purposes of this talent.

Flag

A flag is a colorful banner that bears the heraldry or symbol of a nation or organization. A character with the Warleader Heraldry talent who bears a flag can grant additional combat bonuses to allies inside tactics they maintain. Carrying a flag in combat requires a free hand.

Cost 10 gp **Weight** 3 lbs.

INVIGORATING CALL (SHOUT)

You can spur your allies into action to react faster to imminent threats. For the duration of this *shout*, you and your allies are immune to sleep and fascinated. In addition, when first affected by this *shout*, any sleeping allies immediately wake up, fascinated allies automatically break free of the fascinate effect, flat-footed allies no longer count as flat-footed even if they have not acted yet, and allies lying prone may stand up as an immediate action, provoking attacks of opportunity as normal.

MASTERFUL COORDINATION (TACTIC)

Allies within range of this *tactic* can use the aid another action to provide a +3 bonus on attack rolls or to AC to any ally benefiting from this *tactic* against an opponent that ally threatens, increasing by +1 for every 10 ranks of Diplomacy you possess. The bonus from aid another lasts until the beginning of the aiding ally's next turn. The bonus to aid another actions granted by Masterful Coordination does not stack with other feats, class features, or effects that improve the bonus provided by the aid another action.

You may take this talent twice. If taken a second time, allies benefiting from this tactic may expend their martial focus as a swift action to perform the aid another action. In addition, allies may use the aid another action on any ally within range of this tactic and may aid them against any opponent also within range of this tactic, instead of only against opponents the targeted ally threatens.

Associated Feat: Harrying Partners.

PERSISTING INFLUENCE

Your leadership in battle clings to allies and enemies alike. Whenever the benefits of a *shout* or *tactic* you

initiated would end, their benefits persist for +1 round, increasing by +1 for every 7 ranks in Diplomacy you possess. Instantaneous effects are not affected by this talent, nor are *tactics* that end because you used a swift action to activate a different *tactic*.

PROJECTING VOICE

When using a *shout*, you may center your *shout* inside any square of an ongoing *tactic* you are maintaining, treating that square as the point of origin for that *shout*. If you have Breath Support or another talent or effect which would allow you to change the shape of your *shout* (such as into a line or cone), you choose the direction of your *shout* as normal from that square.

PROTECTIVE WARNING (SHOUT)

You can warn your allies to protect themselves better against an enemy's specific attack. When you use this *shout*, choose one specific ability you know an enemy possesses (such as a dragon's breath weapon, a practitioner ogre's *brutal strike* (exertion), or a specific spell or magical sphere effect an enemy uses, but not all spellcasting). All allies in the radius of this *shout* gain a +2 competence bonus to saving throws against that specific ability, increasing by +1 for every 5 ranks in Diplomacy you possess. You may expend martial focus to use this *shout* as an immediate action, but the bonuses from this *shout* end after one round.

You must know about the ability to warn against it, such as having succeeded a Knowledge check and learned about that ability, witnessing the ability from the enemy, or learning about the ability from another source (such as an ally informing you).

For spherecasting effects, which can be highly mutable, the bonus from this *shout* applies to the base ability used rather than an exact combination of talents. For example, this *shout* can be used in reaction to a *destructive blast*, and would apply to an unmodified Destruction sphere's *destructive blast* or a *destructive blast* modified by the Energy Strike or Chain Blast talents.

TRIUMPH

Whenever you succeed on an attack action, you may *shout* as a swift action. You may expend martial focus to make this *shout* as a free action.

LEGENDARY TALENTS

BEASTMASTERY SPHERE LEGENDARY TALENTS

CARRY COMPANION

Prerequisite: Beastmastery sphere.

You can touch an animal ally as a standard action, instantly transforming the creature into a small figurine of stone, small enough to fit in your palm. The animal ally must be a willing subject for this talent to take effect. Any items the creature is wearing (such as a harness or saddle) or carrying (such as equipment stowed in saddlebags) are transformed and miniaturized along with the creature.

While miniaturized, the animal ally is under an effect similar to a *flesh to stone* spell. The animal ally is mindless and inert, and does not appear to be alive when viewed with spells like *deathwatch* or the Divine Life Divination sphere talent. You may return the animal ally to its normal form at any time by placing the figurine on the ground, touching it, and speaking a command word. Otherwise, the animal ally remains in miniature form unless the effect is broken, such as by dispel magic or other similar effects. If the figurine is broken or damaged, the creature, when returned to its original form, has similar damage or deformities unless repaired. This is a supernatural ability.

BERSERKER SPHERE LEGENDARY TALENTS

ATAVISM (ADRENALINE)

Prerequisite: Berserker sphere (*berserking*).

Your *berserking* calls to your ancestral, animalistic blood. You are considered to have the animal creature type in addition to your own creature type for the duration. Whenever you would be affected by a spell, effect, or other ability, you can choose to count as either your original creature type or as an animal whenever it would be advantageous to you (such as being immune to a hold person spell, treating yourself as an animal, or receiving an enlarge person spell, treating yourself as a humanoid). Additionally, you gain a morale bonus equal to your practitioner modifier on Handle Animal checks. If you stop using this talent, any effects which only target animals immediately end or are dispelled. This includes instantaneous effects.

SHIELD SPHERE LEGENDARY TALENTS

TOWERING BULWARK

Prerequisites: Shield sphere (Flexible Cover), base attack bonus +7.

Whenever you use your *active defense*, you may expend your martial focus as an immediate action. If you do, you gain total cover against that attack.

This talent cannot be used in conjunction with Extensive Defense. If you use Cover Ally to grant *active defense* to an ally, this talent only grants partial cover against that attack.

SNIPER SPHERE LEGENDARY TALENTS

EVISCERATING SHOT (SNIPE)

Prerequisites: Sniper sphere, base attack bonus +15.

You fire your weapon in such a way that it shreds through the hard plate and scales of your enemies. Your *deadly shot* ignores all armor, natural armor, and shield bonuses the target may have.

Associated Feat: Pinpoint Targeting.

WARLEADER SPHERE LEGENDARY TALENTS

PHANTOM OPERATIVES

Prerequisites: Stealth 10 ranks, Scout sphere (Lurker, Walk Unseen, Vanish), Warleader sphere (Covert Operations (tactic)).

Allies benefiting from your Covert Operations *tactic* can attempt Stealth checks to hide even when observed. When an ally breaks stealth (such as by attacking or not stealthing at the end of their turn), they gain concealment until the start of their next turn.



Section 4

PLAYER OPTIONS

MARTIAL TRADITIONS

FEATS

BUCCANEER

Most often found as hired company of pirates, buccaneers are fond of flashy and sometimes acrobatic combat, making themselves formidable foes in close quarters and at range.

Equipment: Duelist Training, Firearm Proficiency

Dual Wielding sphere

Variable: Buccaneers gain either the Athletics sphere, Fencing sphere, or a Dual Wielding talent of their choice.

EXPEDITION SPOTTER

Expedition spotters are often hired onto exploratory expeditions into regions famous for their tombs and long-abandoned structures. Sharp-eyed and observant, they make for decent adventurers into area with lots of traps and fighting in tight spaces.

Equipment: Rogue Weapon Training

Trap sphere (Dismantler drawback)

Variable: Expedition spotters gain either the Duelist or Fencing sphere.

Variable: Expedition spotters gain either the Scout sphere or Expert Eye from the Trap sphere.

COMMANDER'S ACUMEN (COMBAT)

Your intricate plans come into motion faster.

Prerequisites: Warleader sphere, tactician class feature.

Benefit: You may begin a *tactic* as part of the same action as your tactician ability. Your *tactic* must still be maintained each round as normal.

EXTRA BOON OF PURPOSE

Prerequisite: Boon of purpose class feature.

Benefit: You may use your boon of purpose class feature one additional time per day.

Special: You may take this feat multiple times. The effects stack.

FLAWLESS STRATEGY (COMBAT)

When all the pieces come together to make something amazing.

Prerequisites: Warleader sphere, ability to share teamwork feats, challenge class feature, character level 11th.

Benefit: When using your challenge class ability to challenge a target, allies you have shared a teamwork feat with (such as with the Cavalier's tactician ability, Warleader conscript specialization's born leader ability, the Cavalry Officer Cavalier's officer ability, or any other similar ability subject to GM discretion) and are benefiting from a Warleader *tactic* you created also receive half the benefits of your challenge class ability, including half the benefits from your order if applicable (minimum +1). Allies benefit

from your challenge's bonuses until the target of your talent is dead or unconscious or until the combat ends.

FRIENDS IN CLOSE PLACES

Your retinue of followers has attracted some skilled individuals you can call on in a time of need.

Prerequisites: Leadership sphere ((follower) package), call in a specialist logistic specialty.

Benefit: When using your call in a specialist logistic specialty, you may recruit a specialist from your followers so that the specialist appears in half the time they'd normally take to arrive. For example, a level 11 commander recruits an equipment specialist, who arrives in 6.5 hours instead of 13.

In addition, whenever your followers attempt a skill check using your ranks or bonus in Diplomacy, they gain a +2 bonus on that check. If you have 10 or more ranks in that skill, this bonus increases to +4.

INKBOUND PORTENTS

Whether through acts of charlatanism or infusing your paints with latent magic, you've become skilled with using your paints to depict cryptic, almost prophetic imagery.

Prerequisites: Alchemy sphere (War Paint (formulae))*.

Benefit: Instead of applying a prepared war paint to a creature, you may pour a prepared war paint over a blank piece of parchment, scroll, or other surface that can easily hold writing. You may then spend 10 minutes concentrating on a specific action or event in the near future, as the paint forms a short, cryptic phrase or abstract image. This acts as the Augury (divine) Divination talent, using your ranks in Craft (alchemy) as your caster level, except you always get a meaningful reply. You may use this ability a number of times per day equal to your casting or practitioner modifier, whichever is higher (minimum 1).

Special: If you possess another (divine) talent from the Divination sphere, you may benefit from that sphere effect instead of Augury.

**War Paint talent published in The Highlander's Handbook, © 2019, Drop Dead Studios LLC.*

MOUNTED PROTECTOR

Your protective might is delivered on the swift heels of your mount.

Prerequisites: Beastmastery sphere or animal companion class feature, Guardian sphere ((patrol) package).

Benefit: While mounted, you may use your mount's movement whenever you could move as part of your *patrol*, provided your mount's total movement before its next turn does not exceed its base speed. Any movement you or your mount make provoke attacks of opportunity as normal. In addition, whenever you could make an attack of opportunity as part of your *patrol*, you may have your mount make an attack of opportunity against that target instead.

Normal: You cannot move with your mount as part of your *patrol*.

POTENT PIGMENTS

You've learned to mix your paints to be exceptionally vibrant, increasing their effects.

Prerequisites: Alchemy sphere (War Paint (formulae))*.

Benefit: Treat the effects of any war paint you apply to yourself as though you had 5 additional ranks in Craft (alchemy). If you have 10 or more ranks in Craft (alchemy), you instead treat war paints you apply to yourself as though you had 10 additional ranks in Craft (alchemy).

**War Paint talent published in The Highlander's Handbook, © 2019, Drop Dead Studios LLC.*

TRUE RAGE (COMBAT)

Your mastery over adrenaline walks hand in hand with anger.

Prerequisites: Berserker sphere (any (adrenaline) talent), base attack bonus +6.

Benefit: When *berserking*, when you choose to benefit from an (adrenaline) talent, you do not lose the temporary hit points granted by the base *berserking* ability. This does not allow you to benefit from two (adrenaline) talents at the same time.

Normal: When *berserking*, a creature who chooses to benefit from an (adrenaline) talent does not gain the temporary hit points from the base *berserking* ability.

TRAITS

The following are new traits available to all characters:

HIGHER CALLING (RELIGION)

Your deity has blessed you with divine purpose, and your actions work towards their machinations. Once per week, you may cast *augury* as a spell-like ability. As part of using the spell-like ability, you utter a short prayer to your deity. In addition, Diplomacy is a class skill for you.

SCARRED BY WAR (SOCIAL)

Your long history of raiding and battle has left your body scarred and visually imposing. You gain DR 1/piercing. In addition, Intimidate is a class skill for you.

SPHERE-SPECIFIC DRAWBACKS

DISMANTLER (REQUIRES TRAP SPHERE)

You do not gain the ability to set traps, including the darts trap and the tripwire snare. You must choose Trap Finder with the bonus talent gained from this drawback.

Incompatible: Battle Trapper, Expensive Traps*, Focused Trapper, Mana Traps*, Slow Worker.

**Expensive Traps and Mana Traps published in Inventor's Handbook 2, © 2019, Drop Dead Studios LLC.*

LEAD BY EXAMPLE (REQUIRES WARLEADER SPHERE)

You may only use a *shout* while threatening an enemy. You must take Triumph with the bonus talent gained through this drawback.

Incompatible: Meek Leader.

ADRENALINE JUNKIE (REQUIRES BERSERKER SPHERE)

You do not gain the *brutal strike* ability. You must take an (adrenaline) talent with this drawback.

Incompatible: Unbattered, Weakling.

RETALIATOR (REQUIRES BOXING SPHERE)

You do not gain Improved Unarmed Strike from this sphere, nor do boxing talents count as unarmed sphere talents for the purpose of improving your unarmed strike dice damage. You cannot take this drawback if you gained the Boxing sphere through associated feat with Improved Unarmed Strike. You must take either Heavy Counter or Hair Trigger as your bonus talent with this drawback.

Incompatible: Defensive Pugilist.



Section 5

EQUIPMENT

MARVELOUS ITEMS

CHARMS OF THE SPIRIT LORDS

Aura moderate Alteration; **CL** 10th

Slot none; **Price** 26,000 gp; **Weight** 0.3 pounds

DESCRIPTION

This string of ornate, carved charms sport depictions of strange and mystical creatures and can be wrapped around a wrist or used to adorn a piece of clothing or weapon. Each set of charms has a single Alteration talent that grants traits stored inside. The carvings on the charms share a common theme bearing the appearance and characteristics of the Alteration talent stored. For example, a set of charms with the Bestial Spirit talent will have more animalistic features, whereas a set of charms with the Fey Body talent will be more delicate and lithe.

Whenever the bearer of the charms would apply a *shape-shift* to themselves, they may also apply one trait to their form from the stored Alteration talent. This trait does not count towards your maximum amount of traits you may possess on a form. Traits that require an additional spell point must be spent as normal. If the bearer has the wild shape class feature, they may apply a trait from the stored Alteration talent to their wild shape as though it were a *shapeshift*, using their effective druid level as their caster level for the Alteration sphere. You cannot gain benefits from more than one *charms of the spirit lords* at a time.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Alteration sphere (Greater Changes); **Cost** 13,000 gp

CRUSADER'S INSIGNIA

Aura moderate Enhancement; **CL** 7th

Slot none; **Price** 3,000 gp; **Weight** -

DESCRIPTION

These ornate insignias bear iconography of a deity or cause, and usually take the form of bright sashes, medals, or other pieces of finery which can be brightly displayed. So long as the bearer of the insignia displays it prominently on their person, such as attached to their armor or adorned on their weapon, they may spend 1 panache to gain the use of a specific ability associated with the insignia.

The bearer may use the insignia once per day without spending panache. Characters without panache can use the insignia, but unless they have a way to gain panache, they can use the insignia's ability only once per day. Characters with grit, kismet, or other features which act as panache may spend points to use this item as though it were panache.

Obsidian Periapt: The user can spend 1 panache point as an immediate action, granting the user 20% concealment for 1 round, as though under the effects of a *blur* spell. While the user is benefiting from concealment granted by the insignia, whenever a ranged attack misses the user, they may attempt a Stealth check to hide as a free action.

Platinum Regalia: The user can spend 1 panache point as a swift action to cause the insignia to become active, running flush with a crimson hue for 1 minute. While the insignia is active, the user gains the benefits of the Step Up feat. Whenever the user follows a bleeding creature's movement with the Step Up feat or a similar ability, the user heals 5 hit points.

Silver Blazon: The user can spend 1 panache point as a move action to cause the insignia to shine with a bright light for 1 minute, shedding light as a torch. While the

insignia shines, creatures adjacent to the user are dazzled. If you feint a creature that is dazzled by this insignia, you gain a +2 circumstance bonus to your Bluff check.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Enhancement sphere; **Cost** 1,500 gp

RUNIC VAMBRACES

Aura moderate Destruction; **CL** 9th

Slot wrists; **Price** 16,000 gp; **Weight** 1 lb.

DESCRIPTION

This pair of arm guards are emblazoned with dozens of softly glowing runewords, with an attuned rune more prominently featured as the motifs of the vambrace's embellishments, chosen from the runes available to the fighter runesinger archetype's runes class ability. A pair of *runic vambraces* attuned to the smoke rune might have billowing clouds around the base, while attunement to the pain rune might show faces of anguish.

When worn by a fighter with the runesinger archetype, she is considered four levels higher for the purposes of determining the effects of her runes class feature. If the wearer is not a fighter with the runesinger archetype, she gains the runes ability of a 4th-level runesinger fighter, and can use one rune's attack and movement abilities, determined by the vambraces' attuned rune. Both arm guards must be worn for the wearer to benefit.

In addition, once per day as a swift action, the wearer can make one of their runes bright.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Destruction sphere; **Cost** 8,000 gp

ARTIFACTS

The following are a selection of major artifacts to use as the centerpiece for a conquest or exploration-themed game. The history of the artifacts are left intentionally vague so a GM can integrate them into their games or settings easier.

EYE OF THE SKY MONARCH

This foot-wide jade-green orb is decorated with intricate carvings which wrap around, seemingly endlessly, with motifs of wings. It radiates a soft aura that seems to acknowledge those near it, as though it could sense their presence.

Aura strong Divination; **CL** 20th

Slot none; **Price** —; **Weight** 10 lbs.

DESCRIPTION

When held and concentrated on as a full-round action, the user's vision melds with the orb's infinite sight, giving them a view of the surrounding land within a 30 mile radius as though they were flying above it. The user can see with perfect clarity, and may focus on any point they can see, including inside structures and through barriers. The sight granted by the *eye of the sky monarch* bypasses any immunity to divination effects that would otherwise ward an individual.

In addition, the user may use any divine or alternate divination while using the *eye of the sky monarch*, using the orb's caster level as their own. This allows them to /divine the entire area the user is granted vision of, identifying any creature, object, or other piece of information and immediately knowing the location of them within the sight granted by the stone. For example, the user could use Divine Life to accurately pinpoint and view every living creature within the sight granted by the orb, then Divine Time to view details within the radius of the sight granted by the stone over the past 20 hours.

DESTRUCTION

The *eye of the sky monarch* can only be destroyed when consumed by a snake of any kind, who must be decapitated within one minute of consuming it. Should a snake consume the *eye of the sky monarch* without being decapitated within a minute, it becomes a sphere incarnation for divination (see pg. 33), sprouts wings, and becomes the incarnation of the sky monarch. Should the incarnation of the sky monarch die, the *eye of the sky monarch* reforms, returning somewhere in the jungle where it calls home within 1d4 years.

HISTORY

The *eye of the sky monarch* is said to be the last physical remnant of one of the great primordials, who formed the skies over the earth. Worshipped as a living god by a seemingly-tribalistic but culturally and technologically competent empire, this powerful artifact has given unparalleled knowledge and foresight over the region. This has allowed the bearers to aggressively expand as a military power in the jungle-dense continent they call home. Legends say that the sky monarch may return from his eon-slumber, using the *eye of the sky monarch* as his physical vessel, but only time will tell.

WREATH OF THE IMMORTAL PRELATE

This wreath of soft gold and silver metal leaves holds an air of long-held tradition, wisdom, and nobility.

Aura strong Mind and Enhancement; **CL** 20th

Slot head; **Price** —; **Weight** 1 lbs.

DESCRIPTION

This unique *circlet of persuasion*^{UE} grants a +3 competence bonus on all Intelligence and Wisdom-based checks in addition to its regular effects. Any time the wearer attempts an Intelligence, Wisdom, or Charisma-based check, they can choose to assume the roll resulted in a natural 20.

The wearer can cast the Enhancement sphere Animate Object (enhance) effect at-will, using the *wreath of the immortal prelate*'s caster level to determine its effects. The wearer does not need to spend a spell point when casting Animate Object while wearing the wreath and ignores size-based caster level requirements when determining the size of objects the wearer can animate (to a maximum of Colossal+++). The wreath's wearer may have a number of objects animated equal to half the wearer's Hit Dice (minimum 1). These objects remain animated indefinitely and without needing to spend a spell to allow the effect to continue without concentration. Objects animated by the *wreath of the immortal prelate* remain under the effects of the Animate Object sphere effect until the wearer chooses to animate a new object exceeding the maximum number of objects they can have animated (choosing one currently animated object to replace), or the wreath is destroyed. The wearer may choose that any object animated with the *wreath of the immortal prelate* also be affected by the Enhancement sphere Bestow Intelligence.

DESTRUCTION

The *wreath of the immortal prelate* crumbles to ash if the wearer is killed by someone they trusted.

HISTORY

The *wreath of the immortal prelate* is a relic of a vast, rich empire. It has been passed down from emperor to emperor, granting the wearer the memories, knowledge and expertise of their predecessors. This power has been leveraged by emperors to skillfully navigating politics, warfare, and avoid economic and societal disaster. Each emperor will use the wreath's powers to animate the great works of art in the empire's capital, serving as immortal defenders of the emperor.

TWELVE-TRIBES SCEPTER

This heavy, engraved scepter bears twelve distinct iconographies inlaid on the weathered, wooden haft. An intricate silver crown sits atop the scepter's heavy metal head.

Aura strong War; **CL** 20th

Slot none; **Price** —; **Weight** 6 lbs.

DESCRIPTION

The *twelve-tribes scepter* is a +5 *axiomatic sacred conductive light mace*. A creature wielding the scepter may utter prayers to the scepter's benefactor deity as a standard action, choosing any War sphere (totem) to manifest on the scepter, as though targeting it with the Totemic Aura talent, using the *twelve-tribes scepter*'s caster level to determine its radius and effects. The scepter can create (totem) effects that cost spell points without needing to spend a spell points. This effect lasts indefinitely, until the bearer of the scepter utters another prayer to choose a new (totem) to attach, or until the bearer of the scepter deactivates the (totem) as a free action. Any allies benefiting from a totem cast from the *twelve-tribes scepter* also gains a +2 sacred bonus on all attack rolls, saving throws, and skill checks, as though guided by its divine providence.

Once per day, the *twelve-tribes scepter* can be used to cast *wish*.

DESTRUCTION

An angel in service to the scepter's benefactor deity must take the scepter into a tomb of a saint or hero who served the benefactor deity, striking it upon the gravestone of the fallen. This shatters the scepter, which reforms within 1d7 days unless placed inside the fallen saint or hero's coffin. The angel must do so of their own free will, and may not be coerced, compelled, or otherwise incentivized to do so. The *twelve-tribes scepter* can only be reforged on the summit of a sacred mountain in the presence of a nation.

HISTORY

The *twelve-tribes scepter* is a relic of a family of twelve ancestors, who each fostered a thriving community which allied together following a time of hardship. The scepter is said to be a direct conduit with the benefactor deity of these twelve tribes as a deity of war, portents, and miracles who has overseen his followers success in many campaigns both to conquer and to survive conquest.

Section 6

GM RESOURCES

RUNNING A GAME OF CONQUEST

A “Game of Conquest” is not a new concept. You have some large goal and try to help weave a story that ultimately culminates in your players successfully taking “something.” Maybe a powerful artifact, maybe control of a city or territory. It is a very classic, and standard concept that can include many other dimensions of a tabletop game.

That does not mean you cannot spice it up, and find a way to make it fun. When planning to run some large-scale campaign that might be able to be a “Game of Conquest”, ask yourself some questions like “What are some cool things my players could work towards?” or “How can I motivate my players to want to do this?” Ask yourself some important questions when planning the overarching game:

1. What are the consequences for the players’ actions if they choose to do something? Will the village they burn down or liberate create more enemies or allies? How will those moving parts stay relevant moving forward? Creating alliances, being denounced by foreign empires, and navigating how these interactions may help and hinder your heroes keeps the game interesting and your “intrigue player” engaged. But just as importantly, how are these interactions going to carry through to the “end” of the game. Rarely will the early sacrifices fail to rear their head as the consequences of victory, and reminding players that, while successful, they had to make heavy choices along the way, will help make their journey feel more real.
2. How will your players deal with the morality of the scenarios, for good or evil. Challenging your players with in-game dilemmas of consequence

can help add more weight to the scenarios. Having an overarching “large goal” that can push the spectrum of morality in one direction or the other, and speaking to your players before the game starts about expectations and appropriate alignments for your game, can help smooth things out between players, ensure better synergy, and ideally help prevent any major sidetracking. It is important to remember that conquest, as a thematic, is not usually a happy endeavor, and ensuring the weight of these decisions feel important, rather than focusing on them feeling good.

3. What are your players after? What is the goal? Are they searching for wealth? Trying to stop a tyrant in a far off land? Looking to rescue an important person and bring them home? Whether they are looking for the fountain of youth and the city of gold, or just trying to save the mayor’s daughter, planning who and how your players will interact with their environment and setting as they push towards their ultimate goal helps bring a sense of cohesion. Fleshing out details for cities and countrysides, putting creatures in dark caves, and making the journey as fun as the destination makes for a memorable and vibrant game. Organization is key, and keeping notes and sketches for these areas helps make sure when the players get interested by something, there’s always a small hook behind it so keep the players engaged. It is important to keep the goal of the game in the players’ eyes without removing all their agency to explore.

Whether good or evil, lawful or chaotic, a unified purpose helps create motivations and inspire better roleplay to bloom around the events of the story you create. For a “Game of Conquest” specifically, that might be a unified

background. Maybe your players are raiders, and hear of a grand utopia society of riches and magic, and want to take it for themselves.

One famous “Game of Conquest” is the Greek poet Homer’s Iliad and Odyssey, about the journey of Odysseus to and from the Trojan War, the politics of kings and heroes, and the dangers of the journey. Your players traveling through perilous and fantastic places to save someone important, only to realize the journey back is equally fraught with peril, can make for an interesting and unique campaign where the journey is equally as important as “getting the thing”. Conquest is just as much about exploration, but about accomplishing something powerful and long-lasting. Carving your names as heroes, or villains, into the world’s history, founding a kingdom, preventing the empire from falling into ruin. These wide-angled goals, the journey to get there, and being able to feel the impact and weight of your decisions when you look back as a player, and watch all your machinations and planning come together as a GM, are what make a “Game of Conquest”.

The artifacts in the previous section of this book are ideally able to inspire a “Game of Conquest” around it. Large, powerful nations with a unique magical artifact at its center using the artifact as a focus of worship or a keystone of their wealth and power. After the players have succeeded, you can even segway from the results of your previous campaign, leveraging interactions, consequences, and events in the setting of the next game.

In the next games you run or play in, hopefully some elements of a “Game of Conquest” can pop up, and make for great storytelling moments.

Other media to explore this theme:

Movies: Apocalypse Now, Treasure Island

Books: Heart of Darkness, Romance of the Three Kingdoms, The Iliad and Odyssey

Games: Grand Strategy Games (Civilization, Crusader Kings, or Stellaris)

Plays: Shakespearean tragedies (Macbeth, Othello)



ADVENTURE RESOURCE

KRUN-THUUL, THE TYRANT OF THE LOWLANDS

An imposing, unnaturally tall orc stands proud, ashen skin and bloodied armor, dragging his massive blade on the ground behind him. The stench of sulfur permeates the air as his glowing red eyes fixate upon you.

KRUN-THUUL, THE TYRANT OF THE LOWLANDS CR 7
XP 3200

Male orc antipaladin of the Horseman of War (champion of the cause) 7

CE Large humanoid (evil, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +9

Aura cowardice (10 ft.)

DEFENSE

AC 24, touch 9, flat-footed 23 (+11 armor, -1 Dex, +1 dodge, +4 shield, -1 size)

hp 68 (7d10+25)

Fort +12, **Ref** +9, **Will** +11

Defensive Abilities ferocity **DR** 3/good

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *conductive falchion* +17/+12 (2d6+6/18-20 plus touch of corruption) or unarmed strike +14/+9 (1d6+5)

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

Special Attacks boast (40 ft.), cruelties (fatigued, dazed, DC 16), plague bringer, shove +8 touch (3 damage), smite good (+3 attack and AC, +7 damage), touch of corruption (3d6, 6/day)

Spell-Like Abilities (CL 7th; concentration +10)

At-Will—*detect good*

MAGIC

Caster Level 3 (4 with Blood, Death and Destruction);

MSB +7, **MSD** 18, **Concentration** +10

Tradition Chosen One (Emotional Casting, Verbal Casting, Witchmarked (smell of sulphur)); **Tradition Boon** Easy Focus; **CAM** Cha

Spell Points 12

Alteration sphere: Outsider Body, Size Change; Lycanthropic drawback

Destruction sphere: (blast shape) Energy Aura, Energy Strike; (blast type) Fire Blast; Energy Focus (fire) drawback

- *destructive blast*, close range touch (35 ft.), DC 15; Energy Aura (2 fire, 5-ft. aura); Energy Strike; Fire Blast (2d6 fire, catch fire, Reflex save)

Divination sphere: (sense) Foreshadow, Read Magic; Limited Divination (sense) drawback

TACTICS

Before Combat

Krun-Thuul will assume his incarnation form well in advance of any anticipated danger, applying the fiendish form trait and size change to himself to assume the visage of a giant-like demon, consume his potion of heroism, and cast the Foreshadow talent on himself and using one spell point to maintain for 3 hours without concentration. These changes are already represented in Krun-Thuul's stats.

During Combat

Krun-Thuul is an experienced and brutal combatant. Krun-Thuul begins every fight using smite good, Energy Aura, and crushing the elemental gem in his fist to summon a Large fire elemental, commanding it to the stronger looking enemies. Each round, he uses *berserking*, gaining temporary hit points and choosing an adrenaline. He chooses Dreadnought unless he starts his turn next to an opponent and will instead choose Executioner. When in melee range, Krun-Thuul will use shove to catch up to enemies, restoring martial focus, and use Energy Strike to try and light his enemies on fire. He will liberally use his swift action, when available, to channel his touch of corruption through his weapon, attempting to apply the dazed cruelty. When convenient, Krun-Thuul will use a move action and a spell point to activate his Energy Aura. Krun-Thuul's strongest tool is his Gladiator's Aura Of Fear. He chooses to leave it off until engaged in melee, using aura of cowardice to increase the chances opponents fail against Aura Of Fear, become shaken, and can progress their shaken condition to frightened and beyond with the Fear And Flame feat and Fire Blast.

Krun-Thuul will prioritize the physically weak, but will move his attention to stronger enemies if he feels they pose a more significant threat. Because of the Gladiator's Dread talent, opponents increase the shaken penalty to -4, which makes failing additional saves against Energy Strike and the Fear And Flame feat easier.

BASE STATISTICS

Without his incarnation form, *potion of heroism*, or Foreshadow sphere effect, Krun-Thuul's statistics are CE Medium humanoid (orc); **Init** -1; **AC** 25, touch 10, flat-footed 25 (+11 armor, +4 shield); **Fort** +10, **Ref** +5, **Will** +9; **Melee** +1 *conductive falchion* +14/+9 (2d4+5/18-20 plus touch of corruption) or unarmed strike +11/+6 (1d4+4); **Space** 5 ft.; **Reach** 5 ft.; **Str** 19, **Dex** 10; **Skills** -5 Acrobatics (+0 when jumping), Diplomacy +8, Intimidate +13, Perception +7

STATISTICS

Str 21, **Dex** 8, **Con** 14, **Int** 6, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +13; **CMD** 22

Feats Extra Combat Talent (Dread), Fear And Flame, True Rage, Unhinder Shield

Martial Tradition Crushing Juggernaut, **PAM** Cha, **DC** 16

Talents Berserker (Dreadnought, Executioner, Adrenaline Junky drawback), Brute (Brace Weapon, Focused Might), Equipment (Armor Training, Shield Expert), Gladiator (Aura Of Fear, Dread)

Skills -3 Acrobatics (+3 when jumping), Diplomacy +10, Intimidate +15, Perception +9

Languages Common, Orc

SQ aura of evil, boon of purpose (1/day), incarnation bond (incarnation form (fiendish form)), unholy resilience

Traits Doom Cultist, Steel Body; **FCB** +7 hp

Combat Gear *elemental gem (fire), potion of heroism;*

Other Gear +1 full plate, +2 buckler, +1 conductive falchion, belt of giant strength +2, cloak of resistance +1, headband of alluring charisma +2, boots of striding and springing

SPECIAL ABILITIES

Exceptional Resources (Ex): Krun-Thuul has accumulated a great amount of wealth from his campaigns, giving him the wealth of a PC rather than an NPC. This equipment increases his CR by 1.

HISTORY

Krun-Thuul was a common orc warlord before being approached by a number of shamans and doomsayers heralding the great Horseman of War's arrival. Defiant and unconvinced, Krun-Thuul waged war and slaughter across the plains, razing cities of man, elf, and dwarf alike, before nearly being felled by a human champion. Before the blade pierced his heart, he felt a surge of power, and overcame the champion in a violent explosion of fire, brimstone, and what onlookers would describe as "palpable fear."

Now a fervent devotee of the Horseman of War, Krun-Thuul has claimed many more victories, and expanded the ruinous wake of fire and death in devotion to his new master.

CAMPAIGN AND GAME ROLE

As an enemy, Krun-Thuul poses a dangerous threat to cities the players may be in, and intervening and stopping his rampage may be necessary to stop him from ending hundreds of lives. He's a brutal combatant, competent tactician, and fearless. Stopping him may lead to greater devotees of the Horseman of War, or unravel a greater scheme.

As an ally, Krun-Thuul may seek strong mercenaries to aid him in his conquest, loyal members of his rampaging horde, or allies by circumstance to accomplish aligned goals, such as razing an enemy city.

SPHERE INCARNATION CREATURE

Creating A Sphere Incarnation Creature

"Sphere Incarnation" is a unique creature template that can be added to any creature, and sometimes objects. This template grants a number of abilities and adjustments, but does not have a fixed CR adjustment. A sphere incarnation creature retains the base creature's statistics and special abilities except as noted here.

A sphere incarnation creature has a unique bond to a sphere of magic, acting as an near-limitless conduit of that type of magic as though they possessed every basic and advanced talent from that sphere. This template can be applied to animals, objects, or other valid targets for the Enhancement Bestow Life advanced talent, and is often the more frequent manifestation of a sphere incarnation of the Enhancement sphere. There are few known ways to acquire this template, many deeply rooted in mysticism, associated with artifacts, or a result of exceptionally powerful circumstances, and is otherwise not accessible under any normal circumstances.

Creatures with this template become incomparably strong, able to create miracles, pose threats to all life, and can vary between deadly and chaotic forces of nature to saint-like creatures which usher in golden ages of peace and prosperity. These creatures are frequently worshipped as deities, and when worshipped by a cleric or other class which grants domains, treats any domain with an affiliated sphere matching their sphere of magic as their domain, as well as the magic domain and any other appropriate choices, subject to GM discretion.

Challenge Rating: +X. This template adds a variable number of additional Hit Die, depending on the creature or object applied to, usually resulting in a creature between CR 27 to CR 30.

Type: The creature's type does not change. Do not recalculate Hit Dice, base attack bonus, or saves.

Armor Class: A sphere incarnation gains a sacred or profane bonus to AC equal to its casting ability modifier. If the sphere incarnation is neither good nor evil, choose either sacred or profane when applying the sphere incarnation qualities to the creature.

Defensive Abilities: A sphere incarnation gains a sacred or profane bonus on all saving throws equal to its casting ability modifier. If the sphere incarnation is neither good nor evil, choose either sacred or profane when applying the sphere incarnation qualities to the creature.

In addition, the sphere incarnation gains DR 15/—, is under a constant freedom of movement effect, and immunity to ability damage, ability drain, charm effects, compulsion effects, disease, death effects, energy drain, petrification, and poison. A sphere incarnation gains spell resistance equal to its $11 +$ its newly adjusted CR.

The sphere incarnation also gains the following ability.

Sphere Chrysalis (Su): When a sphere incarnation is killed, its body is enveloped by a chrysalis of pure magic. This chrysalis is indestructible and does not take damage from normal effects, and is otherwise treated as an artifact for the purposes of dispelling. A creature with the ability to cast sphere effects corresponding to the sphere incarnation's attuned sphere can destroy the chrysalis by meditating over it through a complex ritual that takes 24 hours to perform. The meditating creature must succeed on a DC 30 Will save to successfully destroy the chrysalis, and permanently kill the sphere incarnation. If the sphere incarnation's chrysalis is not destroyed within one week, the creature is revived, cleansing all negative conditions and restoring it to full life.

Special Qualities: A sphere incarnation retains all the special attacks, qualities and abilities of the base creature and gains the following special abilities. Special abilities have a save DC equal to $10 + 1/2$ the sphere incarnation's Hit Dice + the sphere incarnation's casting ability modifier unless otherwise noted.

Attuned Sphere (Ex): Every sphere incarnation is attuned to one sphere of power. The creature gains every talent from that sphere. The sphere incarnation is a High Caster with their attuned sphere, using their Hit Dice for the caster level, magic skill bonus, and magic skill defence, selects a casting tradition and casting ability modifier, and gain spell points as normal. If the sphere incarnation possessed spherecasting before gaining the sphere incarnation template, they use their casting tradition and casting ability modifier when using sphere effects from their attuned sphere, but use their Hit Dice as their caster level for sphere effects belonging to their attuned sphere, such that they are always treated as a High Caster with their attuned sphere.

Incarnation Conduit (Ex): Any sphere effect belonging to the sphere incarnation's attuned sphere costs 1 fewer spell point than normal (to a minimum of 0).

Sphere Blessing (Sp): The sphere incarnation is under every beneficial talent belonging to its attuned sphere as a constant, spell-like effect, using its caster level to determine the effects of each talent. Sphere effects from this ability are created with the maximum number of spell points allowed by the talent or sphere effect. If any effects from this ability would be dispelled, dismissed, or otherwise end, they automatically resume at the beginning of the sphere incarnation's turn. Effects from this ability are not suppressed and function in an antimagic field (or other similar effect) unless the effect's caster succeeds at a magic skill check against the sphere incarnation's magic skill defense with their attuned sphere, which suppresses sphere effects from this ability for 1d4 rounds.

Spontaneous Enlightenment (Ex): Upon acquiring this template, a sphere incarnation immediately gains a number of class levels so that its CR is between 25 and 30, subject to GM discretion. These class levels are generally those which grant spherecasting, but some unique sphere incarnations may be more martially focused. If the creature gaining the sphere incarnation template is not sentient (such as an animal, object, or other similar creature or object capable of being affected by the Enhancement Bestow Life advanced talent or awaken spell), they are affected by the Bestow Life sphere effect when gaining the sphere incarnation template and gain the maximum mental ability scores from that effect.

Abilities: Str +8, Dex +8, Con +10, Int +8, Wis +8, Cha +8, plus an additional +12 to the sphere incarnation's casting ability modifier.



Skills: Sphere incarnations gain a +8 racial bonus on Perception and Spellcraft checks. It always treats all Knowledges, Perception, and Spellcraft as class skills. Otherwise, its skills are the same as those of the base creature.

Languages: A sphere incarnation can speak in true-speech, as well as any languages spoken by the base creature.

INCARNATION OF THE SKY MONARCH CR 28

This massive, feathered serpent gracefully moves through the sky or jungle, its eyes glowing a faint jade that echoes wisdom beyond imagination.

XP 4,915,200

Female sphere incarnation (divination) giant anaconda incanter 20 (*Pathfinder Bestiary* 2 pg. 252)

N Gargantuan magical beast (augmented, shapechanger)

Init +28 plus Forewarned; **Senses** darkvision 60 ft., keen scent 4300 ft., lifesense 1720 ft., low-light vision, scent, see in darkness, sense magic 1720 ft., spiritsense 1720 ft., thoughtsense 1720 ft., touchsight 1720 ft., tremorsense 1720 ft., true seeing 120 ft., unobscured vision 1720 ft.; Perception +57 (+32 to locate invisible or ethereal creatures, +16 to locate traps, +16 to disbelieve illusions)

DEFENSE

AC 57, touch 38, flat-footed 49 (+4 Dex, +5 dodge, +7 insight, +16 natural, +16 sacred, -4 size)

hp 488 (12d10+20d6+352)

Fort +34, **Ref** +35, **Will** +41; +16 vs. disbelieving illusions

Defensive Abilities battlefield sense, blindfolded oracle, detect scrying, discern individual (+16 to identify), foreshadow, freedom of movement, ghost sight, nature sense, see hazard, storm vision, sphere chrysalis, unhooded sight; DR 15/—; **Immune** ability damage, ability drain, charm effects, compulsion effects, disease, death effects, energy drain, petrification, poison; SR 39

OFFENSE

Speed 20 ft., climb 20 ft., fly 40 ft. (good), swim 20 ft.

Melee bite +40 (4d6+30/19–20 plus grab plus serpent's fang)

Space 20 ft., **Reach** 20 ft.

Special Attacks attuned sphere (divination), constrict (4d6+30), den of vipers (1/day, creeping doom (DC 36)), incarnation conduit (divination), prescience (+26 insight), scaled soul (*alter self* or *beast shape III*), sniper's eye, sphere blessing (divination)

MAGIC

Caster Level 20 (33 with Divination sphere); **MSB** +20 (+33 with Divination sphere), **MSD** 31 (+44 with

Divination sphere), Concentration +36 (+49 with Divination sphere)

Tradition Divine's Will (Somatic Casting (2), Witchmarked (distortions)); **Tradition Boon** Easy Focus, Overwhelming Power; **CAM** Wis

Spell Points 42

Destruction sphere: Crystal Cocoon; (blast shape) Calamity, Energy Strike, Explosive Orb; (blast type) Crystal Blast; Energy Focus (crystal) drawback

- *destructive blast*, close range touch (75 ft.), DC 36; Calamity (Reflex save, 75-ft. radius); Energy Strike, Explosive Orb (Reflex save, 30-ft. radius); Crystal Blast (10d4 piercing, Reflex save or encased in 48 hp crystal); Crystal Cocoon

Divination sphere: Expanded Divinations (all), Expansive Vision, Fast Divinations, Grant Divination, Greater Divine, Instill Divination, Lingering Divination, Penetrating Divination, Scrying; (divine) Augury, Detect Secrets, Detect Spellcaster, Detect Teleportation, Detect Thoughts, Discern Location, Divine Future, Divine Identity, Divine Information, Divine Knowledge, Dowsing, Greater Scrying, Object Reading, Read Omens, Sensory Overlord, Viewing, Witness the City; (sense) Alternate Divinations, Advanced (all), Battlefield Sense, Blindfolded Oracle, Detect Scrying, Discern Individual, Foreshadow, Ghost Sight, Logos, Nature Sense, Prescience, Scent, See Hazard, Sense Magic, Shared Perception, Sniper's Eye, Trapfinding, Tremorsense, True Seeing, Unhooded Sight, Unobscured Vision

- *divine*, long (1720 ft.), all

Life sphere: Self-Renewal; (cure) Restore Capacity, Restore Health, Restore Senses, Restore Spirit

- *cure*, 1d8+100
- *invigorate*, 20 temporary hp
- *restore* (Restore Capacity, Restore Health, Restore Senses, Restore Spirit); Self-Renewal (swift action, self cure or restore)

Nature sphere: Deep Nature, Ranged Geomancy, Zoetic Geometry; (geomancing) Air (Breeze, Gust of Wind, Purify Air), Air Mastery, Create Nature, Cyclone, Earth (Bury, Dust Storm, Tremor), Earth Mastery, Earthquake, Manipulate Nature, Plant (Entangle, Harvest, Pummel), Rapid Growth, Plant Mastery, Water (Fog, Freeze, Vortex), Water Mastery; (spirit) Speak With The Elements

- *geomancing*, medium (300 ft.), DC 36; Air (Absorbing Inhalation, Air Geyser, Breeze, Cyclone, Feather Fall, Gust of Wind, Purify Air); Create Nature; Earth (Bury, Dust Storm, Earthquake, Forge Earth, Sandstone, Shelter, Tremor, Unearth); Plant (Entangle, Harvest,

Pummel); Water (Air Bubble, Fog, Freeze, Push Swimmer, Vortex, Wave); Zoetic Geometry (create permanent elementals)

Warp sphere: Distant Teleport, Planeshift, True Teleport, Unseeing Teleport

- *teleport*, close (75 ft.), long (1200 ft.) 1 sp; Distant Teleport; Planeshift; True Teleport; Unseeing Teleport

STATISTICS

Str 44, **Dex** 22, **Con** 33, **Int** 26, **Wis** 43, **Cha** 26

Base Atk +22; **CMB** +40 (+44 grapple); **CMD** 67 (cannot be tripped)

Feats Counterspell, Counterspell Mastery, Defensive Combat Training, Dodge, Greater Counterspell, Improved Counterspell, Improved Critical (bite), Improved Initiative, Power Attack, Precognicent Protection, Precognicent Resistance, Precognicent Smite, Quicken Spell Metamagic, Skill Focus (Perception), Tabulated Mind, Weapon Focus (bite)

Skills Acrobatics +37, Climb +29, Disable Device +18, Fly +34, Knowledge (arcana, history) +43, Knowledge (nature) +50, Perception +57, Sense Motive +51, Spellcraft +43, Survival +58, Swim +29, Use Magic Device +40

Languages Speak with Animals (reptilians), Truespeech

SQ Divination specialization (diviner's fortune +10 (19/day), foretell (20 rounds/day), forewarned), serpentine bloodline (den of vipers (1/day), serpent's fang (at will), serpent friend (viper familiar), scaled soul, snakeskin), sphere incarnation traits

ECOLOGY

Environment warm jungle

Organization solitary or living god (1 served by a society of tribalistic warriors and shamans)

Treasure triple

SPECIAL ABILITIES

Eye's Bearer (Su): The incarnation of the sky monarch was created by the unparalleled dormant magic of the *eye of the sky monarch*. The incarnation of the sky monarch can use any of the abilities of the *eye of the sky monarch* as if it were her own. When the incarnation of the sky monarch is slain, the *eye of the sky monarch* returns to the jungle, as indicated in its "Destruction" section.

Serpent's Fang (Ex): Bite—injury; save Fort DC 36; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 saves. In addition, the incarnation of the sky monarch's fangs are considered magical for the purpose of overcoming damage reduction.

DESCRIPTION

The incarnation of the sky monarch is the manifestation of the *eye of the sky monarch's* power, giving physical form to a long-dormant primordial which commanded the omniscient powers of the Divination sphere. Born from the artifact's power, the incarnation of the sky monarch is an inherently nonviolent being, taking to aiding people who have worshipped the primordial for centuries. When manifested, she acts as an oracle for those worshippers, providing prophecy and fortune to those who leave sufficient offerings of pleasing foods, fine jewels, and intricate pieces of artistry.

While it is rare for the incarnation of the sky monarch to do battle, she is still fierce jungle predator, although now in command of magical talent which rivals the gods themselves. Her favorite way of dispatching foes is to encase them in crystal after injecting them with a potent poison, manifested from the *eye of the sky monarch's* overwhelming power drawing forth her ancient serpentine pedigree.

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THE CONQUEROR'S HANDBOOK

The Conqueror's Handbook is a collection of archetypes, talents, and other options all built around the theme of Conquest. Whether you're a mercenary looking for pay, a plundering army looking for victims, or an explorer out for fame and fortune, The Conqueror's Handbook has options for you to help you make the most of your game.

Focusing on the Berserker sphere and the Warleader sphere, this book contains options perfect for games not only fantastical, but also historical; whether you're including pillaging hordes, crusades, or exploratory forces, this book will have something for you.

This handbook is designed to be used as a companion book with the updated *Spheres of Power* system of magic materials found in *Ultimate Spheres of Power*, as well as materials from *Spheres of Might* and *The Highlander's Handbook*.