

The Enhancer's Handbook





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Section 1

Introduction

"I can help you, Gerroc," the cat said with a lazy switch of its tail. "But you'll have to do something for me."

Gerroc paced and, not for the first time, ran his fingers down the side of the pendant in his pocket. His good luck charm, he'd taken to calling it, although considering how his life had turned upside down since he'd accidentally pilfered it, an outside observer might just call it the exact opposite.

"Why me?" Gerroc asked, not bothering to hide the aggritation in his voice. His strong orcish features usually made him sound angry no matter what he said, but nothing could have covered up the coiling fear taking root inside his chest. "You sound like you're preparing for war, and I'm not a soldier. I'm a thief. A two-bit pickpocket who's survived this long because I try to avoid fights whenever possible."

"Exactly," Doarr, the black cat, said in an easy tone. "I need someone with a smidgen of discretion and at least a drop of wit. As for combat, do not worry yourself about that. I will help you fight."

Gerroc looked the cat up and down and didn't feel encouraged.

When Gerroc had pilfered the pendant and been forced to kill its previous owner, the first thing he'd done was try and get rid of it. Wizards, after all, always had powerful friends, or so he'd reasoned, and if the wizard had been willing to kill for this pendant, others would be as well. But getting rid of it had turned out to be an impossible task; ever since picking it up, Gerroc had found he couldn't bear to let it out of his possession. Even going a few minutes with it further away from him than in a jacket pocket would make his whole body shake, his palms turn sweaty, and his head swoon. He could just wear it, of course, but in his internal struggle between desperately needing it and being afraid of whatever magic it was working on him, he couldn't quite bring himself to do that.

In order to find a way to relieve himself of the amulet (or, at least, of understanding what it was doing to him), Gerroc had searched for a wizard for hire, and finally been directed to Doarr. But rather than name a price as Gerroc had expected, Doarr was instead spinning such a fanciful tale of dinosaur attacks, secret societies, and something involving a druid and a talking sword that, if Gerroc hadn't been hearing it from one of the most respected magicians outside of the University, he'd hardly have believed it.

Doarr suddenly flicked his tail once in irritation and leaped to the floor.

"There are forces at work here, pigman," the cat said. "Forces that won't wait for us to debate and prepare. I've made you my offer. Aid me, and I will see your curse broken. Decide. Now."

Gerroc frowned and opened his mouth, but like so many things in his life lately, circumstances chose that moment to decide for him.

A boom suddenly echoed through the room, making the walls shake with its power. It sounded like someone had broken in the outside door, but for some reason had used explosives to do it rather than a sharp kick. Gerroc instantly turned, one hand going to the short sword at his hip while his eyes scanned everything around him looking for threats or an escape route. It didn't seem to matter, though; there were no windows in the room and only one door, and a moment later that door crashed in as two massive forms came through as if it had been so much paper.

The two hulking creatures looked the room over once, and settled their eyes on Gerroc, the biggest thing clearly visible inside. Gerroc saw to his horror that the two behemoths were ogres, their faces split into wide, lopsided, wicked grins. They wore little clothing except a fur wrap around their loins, and each one carried a club the size of a man, which might explain why their entrance had sounded like an explosion rather than a simple breaking and entering.

"Runt!" One of the ogres called, hefting his club. "Cat, where? Crush, now!"

"Go in low," a voice hissed, and Gerroc noted that somewhere in the commotion, Doarr had leapt into one of the larger pockets of Gerroc's overcoat. Despite the cat's size, he didn't seem to weigh anything at all.

"There's two of them, I can't—"

"Go," the cat hissed, and stuck a paw out to touch Gerroc's back.

Something flooded into Gerroc from that touch. A power he'd never felt before, making his eyes snap up and his muscles twitch, as if every second of his life he had actually been sleep, and only now was he truly awake.

One ogre brought his club down and Gerroc leaped forward, moving so fast the ogre might as well have been standing still. Gerroc's short sword flicked back and forth, and the ogre howled and toppled to the ground, the tendons in his leg cut completely through.

Gerroc and the remaining ogre both stopped and stared at the fallen creature, each wearing equal expressions of disbelief.

"See?" the cat's voice said in an amused tone, "I told you I'd help you fight. Now go after the second one." The cat reached up again and tapped Gerroc on the back, and this time Gerroc needed no prodding.

"Remember well the limitations of relying on Enhancement alone. It can do no more than perfect and draw forth the inner qualities of that which it touches. It cannot give a man wings or the ability to vomit forth fire upon his foes. It can, however, let him master qualities given to him by other magics."

"Then why bother with it in the first place?"

"Because mastery of an old skill is often better than being a novice at a new one."

- The Eyeless Oracle, Dialogues

The *Enhancement Handbook* is a supplement for the *Spheres of Power*, a third-party magic system for the Pathfinder Roleplaying Game. More specifically, it focuses on the sphere of Enhancement, and supplies new options and toys for both the players and the GM, including some that are useful even outside of campaigns that use *Spheres of Power*.

Navigating This Book

Section 2 – Class Options: This section introduces a set of new archetypes focused around the Enhancement sphere.

Herculean Scion – A new archetype for the mageknight that reflects a tiny spark of divine blood flowing through their veins.

Eclectic Researcher – A truly vain path, eclectic researchers are wizards who have put enough of their identities into the spells they create that they can enhance them as if they were discrete objects.

Snake Oil Salesman – Rogues who learn these methods learn how to use a little Enhancement magic, and put their new talents to nefarious ends.

Spirit-Wielder – Some fighters tie themselves to a particular weapon, coaxing a mind to form within wood and steel. With the help of this mind, they go on to pursue great things.

Whitesmith – Some armorists focus less on summoning new weapons and more on improving those that already exist. Whitesmiths are masters of equipment, as well as of acquiring provisions.

Section 3 – Basic Magic: This section greatly expands the number of magic talents found in the Enhancement sphere. These new magic talents range from curses to lay on your enemies to additional ways to improve your allies, both in combat and out.

Section 4 – Advanced Magic: Here you'll find a number of new advanced talents and incantations for the Enhancement sphere.

Section 5 – Player Options: This section contains feats that expand Enhancement talents out in new directions, supply new options for Animated Objects and enhancing various areas of more general magic competence. This section also introduces several new boons and drawbacks, as well as a number of new casting traditions geared around focusing on the Enhancement sphere.

Section 6 – Bestiary: This section introduces a few new monsters (and supplies statblocks for exceptionally large animated objects).

Appendix – Expanding Animated Objects: This section gives the budding creator of Animated Objects several new options to represent animating more exotic objects, from ice sculptures to vials of acid.



Section 2

Archetypes

There is a fine distinction between being better and being good. Even a master can break their own limits if they apply themselves – laziness is the greatest barrier to perfection.

- The Divine Analects

Herculean Scion (Mageknight Archetype)

Every so often, a god will have a child with a mortal, or a hero will ascend to godhood, leaving behind a mortal spouse. These unions produce a divine spark, which passes down through the generations until it reaches someone with the strength of will (and mystic talent) to harness it. A herculean scion draws on the divine spark in her blood, allowing her to defy the very idea that she is merely mortal.

Domain Power (Su)

The divine ichor coursing through the herculean scion's veins grants them power normally reserved for the servants of their godly ancestor. The herculean scion gains the powers of a domain of her choice, using her mageknight level in place of her cleric level.

This replaces the magic talent gained at 1st level.

Divine Heritage (Ex)

A demigod's body receives magic more readily; a herculean scion uses her class level as her caster level for *enhancements* that solely target herself. This stacks normally with caster levels gained from other sources.

This ability replaces resist magic.

Flesh of the Gods (Ex)

As godly flesh replaces mortal meat, a herculean scion leaves behind the weaknesses of mortal existence. At 7th level, she becomes immune to all poisons and diseases, and ages at half the normal rate.

This ability replaces marked.

Unbreakable Skin (Su)

A herculean scion can take a blade to the back without taking a scratch. At 11th level, she gains DR 3/-; this improves to DR 4/- at 15th level, and DR 5/- at 19th level. As a side effect, her skin glows with excessive health, shedding light as a candle; she may dismiss this light or cause it to resume as a free action.

This ability replaces mystic defense.

Divine Transubstantiation (Ex)

At this point, the base substance of the herculean scion has been stripped away, letting the divine spark shine through unhindered. At 20th level, her type changes to outsider, though she may still be returned to life as if she were her original type, and may choose to be affected by effects that are restricted to her original type. Finally, when she spends a spell point to allow an *enhancement* that solely targets her to continue without concentration, it continues for 24 hours instead of 1 minute per caster level.

This ability replaces spellword.

Eclectic Researcher (Wizard Archetype)

The generally accepted wisdom is that Enhancement magic requires a framework to improve. And, by extension, that it can only operate on a preexisting object. However, eclectic researchers have come to a breakthrough – by incorporating her name into a spell, she may then build on it through her talents for Enhancement.

Casting

The eclectic researcher may combine spheres and talents to produce wondrous effects. She is considered to be a High-Caster, using her Intelligence as her casting ability modifier. (Note: All casters gain 2 bonus talents, and may choose a casting tradition, upon first gaining the casting class feature.)

This replaces the spells class feature.

Spell Pool

The eclectic researcher 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 Intelligence modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents

An eclectic researcher gains 2 magic talents at every odd level and 1 at every even level. If she does not already possess it, one of the magic talents she selects at 1st level must be the Enhancement sphere.

Researcher's Notebook (Ex)

An eclectic researcher gains the Spellcrafting and Create Spellbook feats as bonus feats at 1st level. The eclectic researcher also gains the effects of the Focus Casting drawback, but not the benefits, treating their spell books as their focus. This cannot be combined with the Focus Casting drawback.

Once per day, an eclectic researcher may reduce the complexity of a spell cast from her notebook by 1 (minimum 0); this reduction increases to 2 at 10th level, and 3 at 18th level.

This ability replaces the arcane bond class feature and the Scribe Scroll bonus feat.

Name-Bound Spells (Ex)

Starting at 1st level, an eclectic researcher may incorporate her identity into any spell she crafts; this involves personalized imagery and symbolism. Once she completes a spell developed through this method, she must name the spell after herself – any attempt at modesty or subtlety in the spell's name renders the entire spell useless.

Whenever she casts a spell incorporating her identity in this manner, she gains the following benefits and drawbacks:

- She becomes an additional prerequisite for the spell; another spellcaster may only meet this prerequisite if she is aiding him in casting the spell (such as through the Circle Casting feat), or if they are possessing the eclectic researcher. Another caster may use the spell if it has been copied into their own spellbooks or repertoire, but the spell possesses none of the benefits of being a name-bound spell.
- When she uses researcher's notebook to reduce the complexity of one of her name-bound spells, she may increase the reduction by one.
- She may use an *enhancement* on the spell as a swift action on the same turn as it is cast. The exact effects of doing so vary based on the exact nature of the spell itself.
 - ◊ If the spell requires an attack roll, she may enhance it as if it were a weapon.
 - ◊ If the spell grants a bonus to armor class, she may enhance it as if it were armor.
 - ◊ If the spell allows a save, she may enhance it with a talent that grants a bonus to an ability score – doing so increases the save DC by half the bonus granted by the talent. She must use Physical Enhancement to improve the save DC of a spell requiring a Fortitude or Reflex save, and Mental Enhancement to improve the DC of a Will save.
 - ◊ If the spell summons a creature, she may *enhance* it as if it were a creature. In that case, the enhancement automatically affects one of the creatures she summoned.

The eclectic researcher cannot concentrate on a spell and that spell's enhancement at the same time; one or the other, if it is not instantaneous, must be maintained in another fashion, such as through spending spell points.

At 6th level, an eclectic researcher may add a name-bound spell to her repertoire without it counting towards her limit; at 14th level, she may add an additional name-bound spell to her repertoire in the same manner.



Snake Oil Salesman

(Rogue Archetype)

Magical learning presents obvious benefits for people in every walk of life, from the rich to the poor, and from the honest to the grifters. Some of those people learn just enough magic to pass themselves off as far more proficient than they actually happen to be – and a snake oil salesman is one of those people. Her trade just so happens to involve selling people fake potions, unguents, and oils that work for a few minutes before fading.

Casting

A snake oil salesman may combine spheres and talents to create magical effects. She is considered a Low-Caster, using her Charisma as her casting ability modifier. (Note: All casters gain 2 bonus talents, and may choose a casting tradition, upon first gaining the casting class feature.)

This ability replaces sneak attack.

Spell Pool

A snake oil salesman gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents

A snake oil salesman gains the Enhancement sphere as a bonus sphere at 1st level, and gains a magic talent at 3rd level and every 2 levels thereafter.

Soul of a Salesman (Ex)

The ability to close on a deal before the other party has time to figure out that they are being cheated is the bread and butter of a snake oil salesman. She adds half her level to all Appraise checks, as well as any Bluff checks made to convince someone to buy her products or to trust her (minimum +1).

This ability replaces trapfinding.

Snake Oil (Su):

Rather than placing an enhancement from the enhancement sphere onto a target, a snake oil salesman can create a magical substance such as a pill, a pinch of powder, or a small vial of liquid. The creature who ingests this substance gains the effects of the enhancement, as if she had the Special Delivery drawback with the same duration and limitations.

A snake oil salesman may apply these magical substances to a weapon as a standard action, as if it were a poison. When used to strike a target, the target must save against the enhancement or suffer its effects. This can affect targets normally immune to poisons, but still benefits from talents, abilities, and feats that affect poisons, such as swift poison or deadly cocktail.

Rogue Talents

A snake oil salesman cannot select rogue talents that enhance her (nonexistent) sneak attack. Instead, she gains access to the following rogue talents:

Lingering Magic (Ex): Whenever a snake oil salesman uses an *enhancement* and chooses to create pills, the *enhancement* lasts an additional two rounds if she does not spend spell points to relinquish concentration – this stacks with Lingering Enhancement.

Malpractice (Su): Whenever a snake oil salesman poisons a creature with an injury poison, she deals additional weapon damage equal to her Charisma modifier. In addition, she may spend one spell point to *enhance* a dose of poison; if she does so, a creature that fails their first save against the poison suffers Bleed damage equal to her Charisma modifier in addition to its normal effects.

Masterful Alchemy (Su): A snake-oil salesman gains Master Alchemist as a bonus feat, even if she does not meet the prerequisites.

Spoonful of Sugar (Su): Whenever a snake oil salesman uses an *enhancement* and chooses to create pills, she may coat the pill in a contact or ingestion poison as part of the same action without the risk of poisoning herself. If she does so, any attempts to magically detect the poison must pass a successful magic skill check or fail automatically.

This ability modifies rogue talents.

Cabinet of Miracles (Ex)

Snake oil salesmen tend to have a few bottles and mouthfuls of their “product” lying around. At 4th level, she gains Brew Potion as a bonus feat. Whenever she creates a potion that consists primarily of Enhancement effects, she may increase the complexity of the item by one to combine it with an alchemical item. If she does so, the resulting potion gains all the benefits and drawbacks of the alchemical item itself; if the alchemical item is a splash weapon, any creature that it damages is affected by the potion.

This ability replaces uncanny dodge.

A Simple Demonstration (Ex)

Of course, it sometimes so happens that a customer does not trust a snake oil salesman’s word, and wants a demonstration of their product. At 8th level, a snake oil salesman may drink potions and swallow pills that they created as part of a move action. Additionally, they are completely immune to the negative effects of any poison, potion, or alchemical item that they personally created.

This ability replaces improved uncanny dodge.

Masterful Salesman (Sp)

A snake oil salesman can sell fire to a fire elemental. At 20th level, she gains a unique *enhancement*; by spending a spell point, she may *enhance* a single object on her person to seem incredibly valuable to onlookers. When she does so, select one of the following options:

- The object is fantastically delicious. Any creature that is given or takes the object will immediately consume it.
- The object is worth 10 times as much gold or 100 gp, whichever is higher.
- The object seems to be incredibly desirable. A creature will be willing to exchange any one item that they are holding or wearing for the object.

Regardless, any creature she attempts to give, sell, or trade the object to must make a Will save against DC 10 + 1/2 her class level + her Charisma modifier or accept the deal without question. Once the duration of masterful salesman elapses, creatures she has traded with are free to realize how awful the deal actually was.

This ability replaces master strike.

Suggested Rogue Talents

Suggested rogue talents for the snake oil salesman are Black Market Connections, Charmer, Convincing Lie, and False Friend.

Spirit-Wielder (Fighter Archetype)

Some fighters feel an unnatural kinship with one of their weapons. They treat it more like a child than a tool – and, to the surprise of their companions, sometimes the weapon treats them more like a parent than a wielder.

Coax The Weapon-Spirit (Su)

A spirit-wielder of at least 2nd level may spend 8 hours ritually awakening the spirit of one of her weapons. The weapon becomes an intelligent weapon (if it wasn't previously). The weapon begins with an Intelligence, Wisdom, and Charisma of 10. At 6th level and every 4 levels thereafter, increase each of its mental ability scores by +2. The weapon shares the fighter's alignment and always begins friendly toward the fighter.

A spirit-wielder may only have one awakened weapon at any given time; while being damaged does not harm the weapon's mind, destruction effectively kills the weapon. If a weapon is stolen, lost, or leaves the spirit-wielder's person, its mind fades out over the course of a week – this process is reversed if the spirit-wielder retrieves the weapon, and the spirit-wielder can always reawaken a weapon if its mind has faded, returning the weapon to its previous form. When an awakened weapon's mind fades, it loses all benefits of being an awakened weapon.

If the awakened weapon was already intelligent, it uses its own caster level and mental ability scores, or the above, whichever is greater, but does not necessarily change its alignment nor disposition toward the fighter.

This ability replaces bravery.

Kindle the Weapon-Spirit (Su)

At 3rd level, a spirit-wielder's awakened weapon gains the Enhancement sphere, with a spell pool equal to its Charisma modifier, treats the fighter's class level as its level in casting classes for the purposes of MSB and MSD, and a caster level equal to 1/2 the fighter's class level. The weapon gains an additional magic talent of the fighter's choice at 7th, 11th, and 15th level, and can even branch out to different spheres if desired.

An awakened weapon may select a casting tradition – if the tradition possesses a drawback the awakened weapon cannot satisfy on its own (such as Somatic Casting), it must have its wielder fulfil it instead.

An awakened weapon can target its wielder with magical effects, even when the effect can normally only target the caster.

This ability replaces armor training 1, 2, 3, and 4.

Hone the Weapon-Spirit (Su)

At 5th level, the spirit-wielder's awakened weapons begin to become hardened and refined past mortal craftsmanship. Awakened weapons have their hardness increased by 2 and their hit points increased by 10 at 5th level, and again every 4 levels thereafter. At 9th level, an awakened weapon may bypass damage reduction as if it were made of cold iron; at 13th level, an awakened weapon may bypass damage reduction as if it were made of silver.

At 17th level, an awakened weapon may bypass damage reduction and hardness as if it were made of adamantine.

This ability replaces weapon training 1, 2, 3, and 4.

Temper the Weapon-Spirit (Su)

At 19th level, a spirit-wielder's awakened weapons are practically indestructible. Double the benefits of Temper the Weapon-Spirit; an awakened weapon may now ignore hardness less than its own.

This ability replaces armor mastery.

Steel Legend (Ex)

At 20th level, a spirit-wielder's awakened weapons are considered part of their body for the purposes of resurrection. In addition, the spirit-wielder cannot be disarmed of their awakened weapons, and may take 10 on an attack roll made with it once per round.

Whitesmith (Armorist Archetype)

The grand majority of armorists focus their time and effort on summoning weapons and armor from scratch, allowing them to prepare the perfect arsenal at a moment's notice. However, there are a few armorists whose study of equipment focuses more on bringing out the latent perfection of mundane objects. Calling themselves whitesmiths due to the way their art

adds finishing touches to the works of others, they are a boon to any adventuring party in need of an excellent quartermaster.

The Mystic Crucible (Su)

A whitesmith gains the Enhancement sphere as a bonus magic talent. She treats her class level as her caster level for Enhancement effects that target objects. This stacks normally with caster levels gained from other sources. In addition, she may spend some of the *enhance equipment* bonus for special qualities according to the table: bound equipment, up to a maximum of +1 and an additional +1 every 5 levels.

This ability replaces summoned equipment.

Personal Refinement (Su)

Whenever a whitesmith *enhances* a piece of equipment she is holding or wearing, she does not need to concentrate to maintain the *enhancement* so long as the item is on her person.

At 3rd level, a whitesmith that uses *enhance equipment* on a piece of equipment she is holding or wearing grants it an additional +1 enhancement bonus. At 7th level, and every 4 levels thereafter, this bonus increases by +1.

This ability replaces bound equipment.

Exceptional Enhancement (Su)

A whitesmith must be able to keep their allies' weapons and armor in perfect condition. At 5th level, a whitesmith may spend a spell point when enhancing an object to repair the broken condition. In addition, she may enhance an additional object whenever she uses an *enhancement* effect that solely enhances objects; at 10th level, and every 5 levels thereafter, she may enhance an additional object. This ability stacks with the Mass Enhancement talent.

Perfect Concentration (Ex)

A whitesmith of at least 19th level may concentrate on an *enhancement* effect as a swift action.

This ability replaces quick summons.

Infinite Enhancements(Su)

Whenever a whitesmith of 20th level uses exceptional enhancement to enhance additional objects, she may spend 1 spell point to double the number of additional objects she may enhance at once. She may spend any number of spell points on this class feature.

The ability replaces infinite summons.



Section 3

Basic Magic

In all of sorcery, the art of Improvement is simultaneously the simplest and the hardest. The simple part is opening the channel and letting the magic flow in. The hard part is knowing when and where to stop.

- Author unknown

The following talents are available to any creature with access to the Enhancement sphere.

Corrosive Poison (enhance)

You may *enhance* a dose of poison, rendering it corrosive. Whenever a creature fails a saving throw against that poison, it also takes acid damage equal to your caster level.

Cripple Movement (enhance)

You may *enhance* creatures, halving their base land speed. Alternatively, you may use this talent to remove one of a creature's special movement speeds, such as flight or burrow; if the creature in question has a natural flight speed, they glide safely to the ground.

Dual Enhancement

Whenever you use an *enhancement* that gives you multiple options, you may spend a spell point to select two options. For example, you could use Physical Enhancement to provide a bonus to Strength and Constitution simultaneously.

Emphasize Belief (enhance)

You may *enhance* creatures, granting them alignment subtypes corresponding to the non-Neutral components of their alignment. While under the effects of this enhancement, that creature gains DR equal to one-third of your caster level (minimum 1), bypassed by attacks made with weapons aligned to the alignment opposed to their new subtype. This damage reduction stacks with any other source of damage reduction they might have.

Emphasize Virulence (enhance)

You may *enhance* a dose of poison, increasing the number of successful saving throws necessary to cure the poison by 1.

Enhance Focus (enhance)

You may *enhance* creatures, allowing them a higher standard of consistency. Whenever the creature takes 10 on a skill check, they may treat the die as if it had rolled 10 + 1/2 your caster level (minimum 11, to a maximum of 20 at 20th caster level) instead.

False Energy (enhance)

You may apply an *enhancement* to a creature, either suppressing a pre-existing fatigued condition or to reduce the exhausted condition to fatigued for the duration; alternatively, you may spend a spell point to suppress a pre-existing exhausted condition entirely. You are still considered to be suffering those conditions for the purposes of effects that render you fatigued or exhausted. Either way, the creature adds your caster level to their Constitution score for the purpose of how long it may hold its breath or run before making Constitution checks. As a side effect, applying this enhancement to a sleeping creature causes it to immediately wake up.

Improved Flexibility (enhance)

You may *enhance* a creature, allowing it to make Escape Artist checks that normally require a full minute to perform as a full-round action. At 6th caster level, it ignores all penalties while squeezing through narrow spaces, and may move through such spaces at full speed. At 12th caster level, it may squeeze through tight spaces at its full speed, and does not lose its Dexterity bonus to AC when doing so. At 18th level, it may use Escape Artist to squeeze through any space large enough to fit one of its fists.

Improved Strength (enhance)

You may *enhance* creatures, letting them calculate their carrying capacity, as well as which weapons they may wield, as if they were one size category larger. This increases to two size categories larger at 7th caster level, and to three size categories at 14th caster level.

Increase Speed (enhance)

You may *enhance* creatures, granting them a +10 ft. enhancement bonus to one movement speed, as well as a +2 enhancement bonus to any Acrobatics, Climb, Fly, or Swim checks they

might make while using that movement speed. These bonuses increase by +10 and +2, respectively, at 5th caster level, and every 5 caster levels thereafter (maximum of +50 ft. and a +10 bonus at 20th caster level).

Magic Sink (enhance)

You may *enhance* creatures or objects, protecting any other magic they might be subject to. Creatures cannot use Counterspell on any other sphere effect of equal or lower caster level the creature or object is subject to without first removing Magic Sink. When this talent is incorporated into a spell, that spell ignores the first attempt to use Counterspell on it; this replaces the normal benefits of Magic Sink.

Make Fragile (enhance)

You may apply an *enhancement* to an item, giving it the fragile quality if it doesn't already have it. In addition, it takes a penalty to its Hardness equal to 1/3 of your caster level (minimum -1; to a maximum of -6 at 18th caster level).

Fragile Armor and Weapon Quality

Fragile weapons and armor cannot take the beating that sturdier weapons can. A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a fragile weapon is already broken, the roll of a natural 1 destroys it instead.

Armor with the *fragile* quality falls apart when hit with heavy blows. If an attacker hits a creature wearing *fragile* armor with an attack roll of a natural 20 and confirms the critical hit (even if the creature is immune to critical hits), the armor gains the broken condition. If already broken, the armor is destroyed instead. Fragile armor is not broken or destroyed by critical threats that are not generated by natural 20s, so if a creature wielding a weapon with a 19–20 or 18–20 critical range scores a critical hit on the wearer of this armor with a roll of less than a natural 20, that critical hit has no chance to break or destroy the armor.

Masterwork and magical fragile weapons and armor lack these flaws unless otherwise noted in the item description or the special material description.

Muffle Sound (enhance)

You may *enhance* a creature or object, muffling any sound it creates. Perception checks made to hear any sounds it makes suffer a penalty equal to your caster level (to a maximum of -20 at 20th level).

Natural Enhancement

You may *enhance* a creature with *enhancements* that normally only apply to weapons or armor. If it applies to weapons, it applies to one of the creature's natural weapons, as well as its unarmed strikes; if it applies to armor, it applies to any natural armor bonus that the creature possesses (creatures without natural armor are considered to have a natural armor bonus of +0).

Pursuant Ammunition (enhance)

You may *enhance* a ranged weapon, granting ammunition fired out of it a rudimentary mind. Ranged attacks with that weapon ignore 2 points of the AC bonus from cover. At 6th caster level, and every 6 levels thereafter, the weapon ignores 2 additional points of AC bonus from cover (to a maximum of ignoring a +8 bonus at 18th caster level). In addition, the wielder may treat creatures behind total cover as if the cover granted a +8 bonus to AC rather than being invalid targets for attack; however, there must be a gap in the cover large enough to fit the ammunition through.

Ragged Edges (enhance)

You may apply an *enhancement* to an item, causing attacks made with it to deal additional bleed damage equal to half your caster level (minimum 1 bleed damage). You may spend a spell point to have the weapon deal additional bleed damage equal to your caster level instead.

Render Clumsy (enhance)

You may *enhance* creatures, forcing them to suffer a -4 penalty on all attack rolls. In addition, they provoke an attack of opportunity whenever they make a 5 ft. step unless they make a successful Acrobatics check against your MSD.

Staunch Resistance (enhance)

You may *enhance* creatures, granting them a +2 bonus to one saving throw. This bonus increases by +1 at 5th caster level, and every 5 caster level thereafter (to a maximum of +5 at 20th level).

Still Tongue (enhance)

You may apply an *enhancement* to a creature or object, rendering it incapable of speech. If it has telepathy or some other means of communicating without speech (including sign language or writing), you may render one such means of communication impossible instead.

Superior Reflexes (enhance)

You may *enhance* creatures, giving them a +1 bonus to initiative and allowing them to make an additional attack of opportunity each round. In addition, they may make attacks of opportunity while flat-footed.

At 5th caster level, and every 4 levels thereafter, increase to bonus to initiative by +1 and the number of additional attacks of opportunity by 1 (to a maximum of +5 and 5, respectively, at 17th caster level).

Supply Vigor (enhance)

You may *enhance* creatures, allowing them to ignore 2 points of ability damage, drain, or penalty they have suffered to one of their ability scores (chosen when using this talent), and reducing any such damage or drain they would suffer by half this amount. This reduction does not affect any ability damage or drain taken as part of a cost. This increases to 4 points at 7th caster level, and to 6 points at 14th caster level.

Section 4

Advanced Magic

The Cholmic people were so enamored of their mastery of Improvement that they made that magic their new faith – why believe in gods who might give power, when you already have that power at your fingertips? For their hubris, the gods cursed their magic – for their pride, they doomed their children to be beasts.

- Gregor Sarcer, Apocryphal Origins of Common Monsters

Advanced Talents

Antimagic Aegis

Prerequisites: Enhancement sphere, Protection sphere, Magic Sink, Spell Ward

Whenever you use Magic Sink on a creature benefiting from your Spell Ward, or vice versa, you may spend an additional spell point. If you do so, any *aegis* or *enhancement* that that creature benefits from is not suppressed by any form of antimagic; the creature is otherwise affected normally by effects such as Antimagic Field or Spell Ward. This protection ends when either Magic Sink or Spell Ward end, whichever comes first.

Ascetic Control

Prerequisites: Enhancement sphere, 5th caster level or higher.

By spending 10 minutes and a spell point, you may downplay the needs of your body until they vanish entirely. While Ascetic Control is active, you do not bleed, and do not need to eat, drink, breathe, or sleep. Ascetic Control lasts one month per use.

Give Magic Life

Prerequisites: Enhancement sphere, Bestow Intelligence, 10th caster level or higher.

Whenever you use a non-instantaneous sphere ability, you may spend 2 spell points to give it the Embodiment of Magic template (see Section 5) instead of casting it normally; if you do so, it is initially friendly towards you, and will die at the end of the effect's duration.

If you also possess Bestow Life, you may use it on creatures created through this talent; doing so increases their potency by 3, and prevents them from dying at the end of the effect's duration.

Referential Enhancements

Prerequisites: Enhancement sphere, Deep Enhancement, Mass Enhancement, 15th caster level or higher.

Whenever you use Mass Enhancement, you may spend 2 additional spell points to have the *enhancement* affect a 30 ft. burst instead. If you do so, the *enhancement's* duration changes to days per level and it affects all valid targets that are within the *enhancement's* area; the benefits fade if the target leaves the area. Upon using this talent, you may exclude targets from the effect based on some visible or audible criterion. This would allow you to, say, have *enhance equipment* affect any swords within the area, or have *render clumsy* apply only to creatures who are not prominently showing a particular badge.

Incantations

Beseeching The Lock

There is a rite, handed down among the priests of Janus god of doorways, by which any lock can be opened, no matter how difficult the lock. This incantation is a closely-guarded secret of the order, as it allows them to bypass even the most intricate dwarven locks with ease.

Sphere: Enhancement; **Level:** 1

Skill Checks: Perform (Oratory) DC 20, 1 success.

Casting Time: 1 minute

Components: S, V

Range: Touch

Target: One touched lock

Duration: 2 hours

Saving Throw: Fortitude (Object), **SR:** Yes

Description

By lavishing praise on a lock while resting your hand against it, with an assistant placing his hands on your shoulders, you may endear a lock to you. While the incantation lasts, the lock unlocks itself for you or any creature that is at least friendly to you, and locks itself for any other creature. It locks or unlocks itself as soon as an appropriate creature places their hand on the handle – as such, it can be unlocked by unfriendly creatures who are careful about where they place their hands.



DEAN SPENCER

Backlash

The incantation is inefficient, and siphons energy directly from you and your assistant to fuel itself. Both you and your assistant become fatigued upon completing the incantation.

Failure

If you fail the Perform (Oratory) check twice in a row, the lock becomes so insulted that the effects are reversed. As such, it locks itself for you or any creature friendly with you, and will unlock itself for any creature with an attitude unfriendly or worse towards you.

Raise the Statue Servant

This particular incantation is more of a prayer to the gods who rule the crafts than anything related to a use of mortal magic. The servant resembles a golem, and is similar in many regards; however, it lacks an animating elemental, being fueled solely by divine will and the power of the Enhancement sphere. Rumors abound of a version of this incantation that could turn castles into armies of statues that march solely at the command of the caster... but such rumors are the products of a diseased mind, and should be ignored.

Sphere: Enhancement; **Level:** 9

Skill Checks in order: Knowledge (Religion) DC 30, 3 successes; Knowledge (Arcana) DC 30, 2 successes, Knowledge (Religion) DC 30, 1 success; Craft (Calligraphy) DC 30, 3 successes

Casting Time: 2 days

Components: S, V, Focus (a scroll of parchment)

Range: Close

Target: A medium or large humanoid statue or corpse

Duration: Instantaneous

Saving Throw: None, **SR:** No

Description

Using a complex set of arguments and prayers, you must convince a god of an appropriate craft on one of their holy days that you are worthy to create a Statue Servant (it may take some... creativity to find the correct god to beseech if you are using a corpse). Then you must compose a short contract between yourself and that deity, which you must then roll tightly and insert into the mouth of the statue or corpse, which may require that you drill a hole first.

The resulting Statue Servant is treated as an animated object of an appropriate size. However, it always has 10 hit dice, a second slam attack, and 5 creation points, regardless of its size. More impressively, it is entirely immune to the effects of other sphere abilities unless the user succeeds on a DC 30 magic skill check. It is, after all, difficult to tamper with the works of the gods.

Optionally, you may incorporate up to 5,000 gp worth of incense and ritual sacrifices while convincing the deity to help you. Every 1,000 gp spent grants it an additional creation point – the gods of crafts are somewhat amenable to bribes.

Backlash

The god you bargained with draws a piece of your soul from your body to fuel your servant. As such, you suffer 3 permanent negative levels when performing this incantation.

Failure

If you fail any two checks in a row while using this incantation, the statue or corpse you desired to animate still becomes a Statue Servant – however, it is not under your control. In this case, the behavior of the Statue Servant is entirely determined by the deity who animated it. In most cases, it simply guards a temple of the god in question – though some deities are not above having it attempt to kill you first.

Stone As Clay

There was an ancient artisan, praised for his sculpture, who claimed his great creations came from a blessing personally bestowed upon him by a feylord of artistry. Upon his death, his students discovered that the 'blessing' was actually a formulae, through which anyone could transform stone with the simplest touch, as if it were clay.

Sphere: Enhancement; **Level:** 5

Skill Checks in order: Craft (Stoneworking) DC 31, 3 successes; Craft (Pottery) DC 31, 3 successes

Casting Time: 2 hours

Components: S

Range: Touch

Target: A 20 ft. cube of stone

Duration: 10 hours

Saving Throw: None, **SR:** None

Description

The incantation must be begun one hour before dawn; you must carefully slit one of your wrist and carve arcane patterns into the surface of the stone, allowing your blood to mingle with the stone dust. At dawn, you must put down your stoneworking tools to continue working with your fingers; as the second hour passes, the stone yields more and more to your fingers as it slowly takes on a consistency halfway between clay and a heavy mist.

While under the effects of this incantation, the stone's hardness is reduced to 0, and it has 1 hitpoint per inch. Any roll made to sculpt it gains a +10 bonus, and it may be moved through as if it were difficult terrain. Movement through a patch of stone under the effects of this incantation leaves a usable tunnel, though it can be concealed with a full-round action. The modified stone is effectively weightless, and cannot support any weight greater than a feather.

Backlash

The voluntary loss of blood necessary to perform this incantation is often enough to leave the performer close to death; at the end of the incantation, you are automatically reduced to -1 hit points.

Failure

If you fail twice in a row on a Craft (Stoneworking) check while performing this incantation, your tools slip on the surface of the stone. Any tools you were using for the Craft (Stoneworking) check break. If you fail twice in a row on a Craft (Pottery) check, the stone hardens again on your hands, petrifying them. While your hands are petrified, you cannot use any skills that require manual dexterity, cannot use them to carry or wield objects, and suffer a -4 penalty to Dexterity.

Section 5

Player Options

Feats

Enhancement magic is an art of perfection – it polishes your skills, elevating you from mediocrity to mastery. It can turn a blundering farmhand into a master swordsman... or can turn a master swordsman into a clumsy oaf, tripping over his own blade. What magic gives, magic can take away.

- Lak Shi-Men, Admonitions

Drawback Feats

Drawback feats present a way of taking advantage of a specific drawback in a manner more specific than just gaining extra spell points. At your GM's option, you may take a drawback feat in place of a boon. An incanter may select drawback feats as bonus feats.

Proxy Feats

Proxy feats represent an enhanced ability to manipulate and take advantage of the *Create Proxy enhancement*, which by default is granted by the Spell Proxy feat. Unless otherwise stated, these feats only apply to *Create Proxy* effects that you created yourself, and only affect creatures under the effects of *Create Proxy* who are within 30 ft. Generally, using a proxy feat immediately ends the *Create Proxy* effect for that creature. An incanter may select proxy feats as bonus feats.

Feat Descriptions

Addictive Power (Drawback)

Prerequisites: Addictive Casting, access to the Enhancement sphere.

Benefits: Your enhancements satisfy your addiction, to a degree; whenever you spend a spell point to relinquish concentration on an *enhancement* targeting yourself, the time until you begin suffering penalties extends to the end of the *enhancement's* duration. In addition, you gain a +1 bonus to all saving throws while you are suffering the penalties from your addiction.

Aligned Object

Prerequisites: Animate Object, must not be True Neutral.

Benefits: Any animated object you create gains the subtypes of your alignment. In addition, you gain access to the following additional ability and flaw:

Aligned Weapons (Su; 1 CP): The animated object's slam attacks deal 1d6 additional damage to creatures whose alignment opposes one of the animated object's alignment subtypes. This ability may be chosen multiple times; its effects stack.

Heavily Aligned (Su; +1 CP): The animated object's hardness is bypassed by weapons and effects that are aligned to an alignment that opposes one of the animated object's alignment subtypes.

Animated Arsenal

Prerequisites: Animate Object, BAB +1.

Benefits: Whenever you create an animated object out of a weapon, you may change the damage type of one slam attack to either piercing or slashing. If you choose to apply the piercing attack or slashing attack abilities to one of the object's other slam attacks, you may choose to have it also apply to the slam attack modified through this feat for no additional cost. Finally, the first application of ranged attack only costs 1 CP.

Backdoor Control

Prerequisites: Bestow Intelligence, Expanded Charm

Benefits: Whenever you use a charm against a creature or object you used Bestow Intelligence on, requests you make that would normally be against their nature are instead treated as things they wouldn't normally do. This increased control extends to creatures you create through Bestow Life or Give Magic Life.

Careful Magic (Drawback)

Prerequisites: Extended Casting, access to the Enhancement sphere.

Benefits: Your slow casting style results in more firmly constructed sphere effects. You add your casting ability score modifier as a bonus to your MSD (minimum +1) for the purposes of



countering or dispelling your sphere effects. You may spend an additional spell point when *enhancing* a creature or object to force any creature attempting to dispel or counter that effect to roll twice and take the worse result.

Complex Animations

Prerequisites: Animate Object.

Benefits: You gain an additional creation point whenever you use Animate Object.

Contingency Tampering

Prerequisites: Enhanced Contingency.

Benefits: You gain the following *enhancements*, which may be used to enhance sphere abilities enhanced by Contingency.

Introduce Flexibility: You may spend 1 spell point to *enhance* a contingency, granting it an additional condition – this additional trigger must be a valid condition, as defined by the Contingency feat. If either condition is met, the contingent sphere ability triggers immediately.

Suppress Triggers: You may spend 1 spell point to *enhance* a contingency, removing its trigger condition for the duration.

You may only target your own contingencies, as well as any other contingencies that you know the trigger condition for.

Defensive Proxies (Proxy)

Prerequisites: Spell Proxy.

Benefits: Whenever you fail a saving throw against a sphere effect, any creature within that is currently under the effects of *Create Proxy* may spend an immediate action to allow you to reroll your saving throw. Doing so causes *Create Proxy* to immediately end for that creature.

Destructive Harmonics

Prerequisites: Access to the Destruction and Enhancement spheres.

Benefits: You may spend an additional spell point when using your *destructive blast* to have it deal +50% damage against creatures that are under the effects of one of your *enhancements*.

Durable Objects

Prerequisites: Animate Object.

Benefits: Whenever you create an animated object, it gains bonus hit points as if it were one size larger. If the animated object already has an effective size of Colossal or greater, it instead gains 30 additional bonus hit points.

Enchanted Animation

Prerequisites: Animate Object, at least one additional talent from any sphere.

Benefits: Whenever you create an animated object, you may spend a spell point to grant it a single use of one of your sphere abilities; if the sphere ability costs spell points to use, you must pay for that cost when granting it. It may use that sphere ability as if you had cast it yourself.

Enhanced Contingency

Prerequisites: Contingency, access to the Enhancement sphere.

Benefits: You may *enhance* a contingency effect. If the contingency creates or summons a valid target for that *enhancement*, the *enhancement* is transferred to that target. Otherwise, the *enhancement* is transferred to the sphere effect once it takes effect. You may spend an additional spell point when applying the *enhancement* to tie it into the Contingency; if you do so, time spent prior to the Contingency triggering does not count towards the enhancement's duration.

Exceptional Ally

Prerequisites: Access to the Conjunction sphere, at least one (enhance) talent.

Benefits: Whenever you summon a companion, you may spend one spell point to *enhance* them as part of the same standard action. If you do so, the *enhancement* lasts for the full duration of the summoning effect.

Link Fate (Proxy)

Prerequisites: Fate Magnet, Spell Proxy.

Benefits: You may treat Fate Magnet as if it were *Create Proxy* for the purposes of your Proxy feats. In addition, whenever you are targeted by a *word*, you may take an immediate action to have it affect a creature under the effects of *Create Proxy* instead. Doing so causes *Create Proxy* to end immediately for that creature.

Maintain Proxy

Prerequisites: At least one Proxy feat.

Benefits: Whenever one of your *Create Proxy* effects would end due to a Proxy feat, you may spend 1 spell point to prevent it from ending prematurely.

Magical Focus (Drawback)

Prerequisites: Focus Casting, access to the Enhancement sphere.

Benefits: Whenever you *enhance* your focus, you may choose to have the effect continue without concentration without spending a spell point.

This feat only applies to the spell point spent to relinquish concentration. If another feat, talent, or class feature grants you the ability to spend more spell points when relinquishing concentration to improve the effects, you still need to spend the additional spell points to gain those benefits.

Magician's Trade

Prerequisites: Counterspell, access to the Enhancement sphere.

Benefits: Whenever you use Counterspell, you may end an *enhancement* affecting yourself to increase the number of magical effects you may end with Counterspell by one. There is no limit on the number of *enhancements* you may cancel to improve your Counterspell; however, you may only use *enhancements* you created yourself to fuel this feat.

Master of Small Magics

Prerequisites: Cantrips, access to the Enhancement sphere.

Benefits: You may use leaked magic from your *enhancements* to improve your Cantrips. Whenever you use Cantrips while under the effects of one of your own *enhancements*, you may either increase the range to Medium, double the duration, or double the amount of matter you can affect at one time. In addition, you may choose to use any creature or object within 30 ft. that is under the effects of one of your *enhancements* as the origin for any Cantrip you use.

Militant Animation (Combat)

Prerequisites: Animate Object, BAB +1.

Benefits: Whenever you create an animated object, you may grant it a single Combat feat it qualifies for as a bonus feat. You may spend an additional spell point when using Animate Object to grant the object an additional bonus Combat feat it qualifies for.

Normal: Animated Objects are mindless, and do not possess any feats.

Mutagenic Enhancements

Prerequisites: Access to the Alteration sphere, at least one (enhance) talent.

Benefits: Whenever you *enhance* a creature, you may also give them a trait of your choice, just as if you had used *shapeshift* on them. Doing so makes the *enhancement* into a polymorph effect. A creature may only be under the effects of one *enhancement* modified in this way; however, the trait they gained does not count towards the limit for your *shapeshift*.

Mystic Choreography (Drawback, Proxy)

Prerequisites: Spell Proxy, at least one of Skilled Casting, Somatic Casting, or Verbal Casting.

Benefits: Whenever you use a sphere ability, any creature currently under the effects of *Create Proxy* may take an immediate action to perform one of your required components for you. As long as that creature meets the criteria for the drawback in question, you may ignore it for the purposes of that sphere ability. Regardless of whether or not this attempt is successful, the *Create Proxy* effect ends immediately.

Mystic Generosity

Prerequisites: Spell Proxy.

Benefits: Whenever you use *Create Proxy* on a creature, you may spend a spell point to grant them the Basic Magical Training feat as a bonus feat while they are under the effects of that *enhancement*. The sphere they gain access to must be one that you also have access to.

Special: If the target of *Create Proxy* doesn't meet the prerequisites for Basic Magical Training, they gain Extra Magic Talent as a bonus feat instead. The bonus talent they gain must be one that you also possess.

Object Familiar

Prerequisites: Ability to acquire a new familiar, Animate Object.

Benefits: When choosing a new familiar, you may select a Tiny animated object in place of a normal creature. An object familiar's type does not change, and it does not gain the ability to speak to other creatures of its kind.

Special: You may apply the benefits of any feats that improve your use of Animate Object to your object familiar. If you later take Improved Familiar, you may select a Small animated object at 5th caster level instead.

Proxy Counterspell (Proxy)

Prerequisites: Counterspell, Spell Proxy.

Benefits: Whenever you use Counterspell, any creature under the effects of *Create Proxy* may spend an immediate action to allow you to end an additional effect. Doing so causes *Create Proxy* to end immediately for that creature.

Proxy Network (Proxy)

Prerequisites: Spell Proxy.

Benefits: Whenever you use a sphere effect with a range of touch, you may choose to have it originate from a creature under the effects of *Create Proxy* instead of yourself. Doing so causes *Create Proxy* to end immediately.

Reforge Object

Prerequisites: Animate Object, Potent Alteration.

Benefits: You do not need to spend an additional spell point when *altering* an Animated Object you've created. In addition, you may freely re-assign a creation point when *altering* an Animated Object in a way that affects its material or shape.

Solid Illusions

Prerequisites: Access to the Enhancement sphere, Illusionary Touch.

Benefits: You may *enhance* illusions you create as if they were actually the creatures and objects they appear to be. Parts of the illusion can be *enhanced* separately - you could use *enhance equipment* to grant an illusionary soldier an enhancement bonus to attack and damage rolls with its non-existent spear.

Spell Proxy

Prerequisites: Circle Casting, access to the Enhancement sphere.

Benefits: You gain access to an additional *enhancement*, which you may use normally:

Create Proxy: You may *enhance* creatures, allowing them to act as aiding casters as if they themselves possessed the Circle Casting feat. They do not need to have any magic talents or a spell pool to do so.

Special: You may incorporate *Create Proxy* into a spell as if it were an Enhancement talent. You may not take Spell Proxy if you have the Personal Magics drawback.

Spell Proxy, Improved

Prerequisites: Spell Proxy.

Benefits: Whenever you use *Create Proxy*, you may also transfer the concentration to maintain one sphere effect to the targets. If they possess spell points of their own, they may spend them in your place to have the effect continue without concentration.

Spell Proxy, Extended

Prerequisites: At least one Proxy feat.

Benefits: The benefits of your Proxy feats apply to creatures within 60 ft.

Normal: Proxy feats only apply to creatures within 30 ft.

Spellthief

Prerequisites: Access to the Enhancement sphere, Counterspell.

Benefits: Whenever you successfully counterspell an effect that targets a creature or object, you may instead choose to reassign the effect's targets. If you do so, you immediately take over concentration for the original caster (if the effect requires concentration), and the original caster cannot choose to prematurely end the effect.

Spreading Magic (Proxy)

Prerequisites: Spell Proxy.

Benefits: Whenever you use a sphere ability that targets a creature, a creature under the effects of *Create Proxy* may choose to become an additional target if they are also within range. Doing so causes *Create Proxy* to end immediately for that creature.

Suffer By Proxy (Drawback)

Prerequisites: Draining Casting, Spell Proxy.

Benefits: Whenever you use a sphere ability, you may choose to have a creature under the effects of *Create Proxy* suffer the nonlethal damage for you. The creature must be within the range of one of your Proxy feats, and must not be immune to nonlethal damage. You cannot choose to split up the nonlethal damage; all of it must be dealt to a single creature.

Tactical Animation

Prerequisites: Animate Object.

Benefits: Whenever you create an animated object, you may grant it a single Teamwork feat it qualifies for as a bonus feat. You may spend an additional spell point when using Animate Object to grant the object an additional bonus Teamwork feat it qualifies for.

Normal: Animated Objects are mindless, and do not possess any feats.

Tactical Proxies

Prerequisites: Spell Proxy, any one Tactical feat.

Benefits: You may treat any creature under the effects of *Create Proxy* as if they shared all of your Teamwork feats. They do not gain the benefits of your Teamwork feats unless they actually have it themselves.

Special: If you also have Improved Spell Proxy, you may choose to grant them the benefits of one of your Teamwork feats instead of transferring concentration.

Casting Traditions

When I was a child, I worked with a child's materials. I whittled wood and wove yarn into cloth, practicing the crafts with my hands. Now that I am older, I work with the tools of a grown woman. I weave cloaks of magic, and I crush stones into efficacious powders. If you asked me which craft was simpler, I would tell you that it is my current one – I never was quite skilled enough with a penknife.

- From a fragment of a diary.

Sphere-Specific Drawbacks

Consciousness Linked (Enhancement)

Your *enhancements* are linked to you even after you spend a spell point to have them continue without concentration. If you fall asleep, are stunned, or fall unconscious, all of your *enhancements* immediately end.

Constructor (Enhancement)

You cannot use any effect of the Enhancement sphere that does not create a creature or mind. You must use the bonus magic talent from this drawback to select either Animate Object or Bestow Intelligence; you cannot take this drawback if you possess any other drawback that only affects effects of the Enhancement sphere that this drawback prevents you from taking.

Definquent Enhancements (Enhancement)

You cannot concentrate on abilities from the Enhancement sphere. In other words, you must spend a spell point or have them end after one round (unless this is otherwise extended by abilities such as the Lingering Enhancement talent).

Enhancement Dependency (Enhancement)

Your body has become dependent on enhancement magic. You suffer a -2 penalty to Fortitude saves as long as you are not under the effects of an *enhancement*.

Marking Enhancements (Enhancement)

A mark appears on any creature or object you *enhance*. This mark always appears on a body part or portion of the object where it is easily visible. The mark can be easily removed; it can be rubbed away as a Standard action (which requires a touch attack and provokes an attack of opportunity if the creature is not willing), or fades away after being exposed to water or another solvent for one minute. Once the mark has been removed, the *enhancement* ends prematurely.

Narcotic Magic (Enhancement)

You find your magic to be intoxicating; you suffer a -2 penalty to Will saves as long as you are under the effects of one of your own *enhancements*, or are in physical contact with an object you've *enhanced*. You must choose an (enhance) talent that can affect creatures as your bonus talent.

Obvious Enhancements (Enhancement)

Your enhancements are incredibly obvious to anyone paying attention. This can be due to anything from small sparks of magic jumping from the nostrils of an enhanced creature to an odd greasy sheen that coats anything you *enhance*. Regardless, any creature within 30 ft. knows that the creature or object is enhanced, and is considered to have automatically succeeded on a Spellcraft check to determine its effects.

Restricted Enhancement (Enhancement)

You may only *enhance* a specific category of creatures, drawn from the ranger's favored enemy list, chosen upon taking this drawback. If your GM approves, you may instead select a category that is roughly as narrow as a ranger's favored enemy, such as "members of my own tribe". You must already possess the Bodily Enhancement drawback to select this one.

Special Delivery (Enhancement)

Whenever you use an *enhancement* that targets a creature, you create a number of lozenges equal to the number of targets in the palm of your hand or in a container you are touching. Any valid creature may consume a lozenge to receive the effects of the *enhancement*, which uses the same action as drinking a potion. Time spent in pill form counts towards the *enhancement's* duration; a pill created due to Special Delivery possess an aura as if it were the original target of the effect.

Boons

Draw Magic

You gain a +1 bonus to your caster level whenever at least 3 creatures under the effects of your sphere abilities are within 30 ft. of you. This bonus increases to +2 if there are at least 6 such creatures within 30 ft.

Overwhelming Power

Creatures under the effects of at least 1 of your sphere abilities suffer a -1 penalty to their saves against your other sphere

abilities. This penalty increases to -2 if they are under the effects of at least 3 of your sphere abilities.

Casting Traditions

Each of the following casting traditions require access to the Enhancement sphere to select.

Apothecaries

Apothecaries are masters of tinctures and tonics, who are capable of turning mere bottles of water or pinches of salt into potions and magic powders. Unlike the academic alchemists of the larger cities, apothecaries usually set up shop in country towns, learning as much from experimentation and tradition as they do from their teachers. An Apothecary gains an additional spell point at first level, as well as an additional spell point for every 3 levels gained in a casting class.

Drawbacks: Material Casting, Special Delivery (requires Enhancement), Skillful Casting (Profession: Apothecary or Craft: Alchemy)

Boons: None

Ascetics

This peculiar tradition consists of hermits and monks striving for the perfection of their own bodies. Introspective to the point of solipsism, ascetics focus on magic as a means of self-improvement.

Drawbacks: Consciousness Linked (requires Enhancement), Personal Magic (requires Enhancement)

Boon: Easy Focus

Cholmic Traditionalist

A tradition that dates back to the long dead Cholmic civilization, the methods of their cultural magic have been lost to all but a few liches and fragments of old, rotten tomes. While the methods themselves are cursed by the very gods, that curse has also decayed over the years – while the magic would have originally hideously harmed the caster and the recipient, nowadays most of the curse decays into grey light and the noise of vast bells. Cholmic Traditionalists get an additional spell point, as well as an additional point for every 6 levels gained in a casting class.

Drawbacks: Magical Signs, Narcotic Magic (requires Enhancement), Obvious Enhancement (requires Enhancement)

Boon: Overwhelming Power

Nomad Shamans

Another oral tradition, the nomad shamans are members of nomadic tribes who have honed their connection to the natural world through ritual deprivation. Their long and harsh training is often necessary for the survival of their tribe, allowing their people to subsist in areas too harsh for normal survival.

Drawbacks: Bodily Enhancement (requires Enhancement), Magical Signs, Nature Spirit (requires Nature), Restricted Enhancement (Tribe members; requires Enhancement), Verbal Casting

Boons: Draw Magic

Scion of the Crown

In a small Western kingdom, the princes and princesses are taught a unique casting tradition that draws on the symbolism of permanence through ponderous recitations of their family line back generations and straight-backed demonstrations of their authority. Throughout centuries of marriages, alliances, and usurpations, this tradition has spread throughout the land – however, competition with foreign traditions and the requirement of noble blood has left it as more of a curiosity than anything else.

Drawbacks: Extended Casting, Focus Casting (a crown or coronet), Skillful Casting (Knowledge: Nobility), Verbal Casting

Boons: Careful Magic (Drawback), Magical Focus (Drawback)

The Sustained

Practitioners within this tradition generally pursue magic as a way to bolster their own failing bodies. As such, they tend to need Enhancement magic to pursue a normal life, suffering from painful side effects and sickening withdrawal symptoms if they spend time without the power they have come to crave.

Drawbacks: Addictive Casting, Delinquent Enhancement (requires Enhancement), Enhancement Dependency (requires Enhancement)

Boons: Addictive Power (Drawback)



Section 6

Bestiary

Those that fear the natural world more than man are fools - for what monsters are more terrible than the ones we have created through our own two hands? More vicious than human tools set to hunger for blood?

An extract from a tract advocating for the illegalization of Animate Object and similar magic.

Animated Objects

Some exceptionally potent casters can animate objects on the scales of small hamlets or mountains; the following stat blocks are here for the convenience of such casters.

COLOSSAL+	CR 12
Init -2 Senses darkvision 60, low-light vision; Perception -5	
DEFENSE	
AC 24, Touch 0, Flat-Footed 24 (-2 Dex, +24 natural, -8 size)	
hp 188 (HD 16d10 + 100)	
Fort +5 Ref +3 Will +0	
Defensive Abilities Hardness 5 Immune Construct traits	
OFFENSIVE	
Speed 30 ft.	
Melee Slam +30 (4d6+33)	
STATISTICS	
Str 54 Dex 6 Con - Int - Wis 1 Cha 1	
Base Attack +16 CMB +46 CMD 54	
SQ 7 construction points	
COLOSSAL++	CR 14
Init -2 Senses darkvision 60, low-light vision; Perception -5	
DEFENSE	
AC 31, Touch 0, Flat-Footed 31 (-2 Dex, +31 natural, -8 size)	
hp 224 (HD 19d10 + 120)	
Fort +6 Ref +4 Will +1	
Defensive Abilities Hardness 5 Immune Construct traits	
OFFENSIVE	
Speed 30 ft.	

Melee Slam +37 (4d8+39)

STATISTICS

Str 62 **Dex** 6 **Con** - **Int** - **Wis** 1 **Cha** 1

Base Attack +19 **CMB** +53 **CMD** 61

SQ 8 construction points

COLOSSAL+++ **CR 16**

Init -2 **Senses** darkvision 60, low-light vision; Perception -5

DEFENSE

AC 39, Touch 0, Flat-Footed 39 (-2 Dex, +39 natural, -8 size)

hp 271 (HD 22d10 + 150)

Fort +6 **Ref** +4 **Will** +1

Defensive Abilities Hardness 5 Immune Construct traits

OFFENSIVE

Speed 30 ft.

Melee Slam +44 (6d6+45)

STATISTICS

Str 70 **Dex** 6 **Con** - **Int** - **Wis** 1 **Cha** 1

Base Attack +22 **CMB** +60 **CMD** 68

SQ 9 construction points

Embodiment of Magic (CR Varies)

This is a template applied to a sphere effect, granting it intelligence, life, and a motive force. The Embodiment of Magic is naturally invisible; effects that can see magical auras reveal that it appears to be an aura shaped into the vague likeness of the caster, with visual tweaks corresponding to the effect it was created from.

Creating an Embodiment of Magic

Embodiment of Magic is an acquired template that can be applied to any sphere ability with a duration longer than instantaneous. For the purposes of this template, a sphere ability's "potency" is equal to its spell point cost plus the number of sphere effects it incorporates.

Challenge Rating: An embodiment of magic has a challenge rating equal to two-thirds of its hit-dice, plus one-fourth of its potency minus one, rounded down.

Size and Type: An embodiment of magic's size is Medium by default; however, every 6 caster levels the effect has past the 1st increases its size by one, to a maximum of Huge. Its type is aberration (incorporeal).

AC: An embodiment of magic possesses a Deflection bonus to AC equal to its potency plus its Charisma modifier (minimum potency + 1).

Hit Dice: An embodiment of magic has hit dice equal to its caster level. Its hit dice are d8s.

Alignment: An embodiment of magic has the same alignment as its caster.

Defensive Abilities: An embodiment of magic is incorporeal, possesses damage reduction bypassed by magic equal to its potency, and spell resistance equal to 10 plus its hit dice.

Speed: An embodiment of magic has a 30 ft. base land speed.

Attacks: An embodiment of magic possesses an incorporeal touch attack that deals Force damage equal to 1d6 + its Charisma modifier for a Medium embodiment, 1d8 + its Charisma modifier for a Large embodiment, and 2d6 + its Charisma modifier for a Huge embodiment.

Special Attacks: An embodiment of magic created from an effect that targets creatures or objects possesses Mystic Touch; if it was created from an effect that affects an area, it instead has Mystic Aura:

Mystic Touch (Su): The embodiment of magic may use Embodiment Casting as part of an incorporeal touch attack made as a standard action. If they do so, they must target the creature they are attacking.

Mystic Aura (Su): The embodiment of magic possesses an aura that duplicates the effects of the sphere effect it was created from, centered on itself. If the area of effect can be moved, it reverts to centering on the embodiment at the beginning of its turn.

Abilities: As an incorporeal creature, an embodiment of magic lacks a Strength score. Three abilities have a score of 10 + its potency, while the rest have scores of 7 + one-half its potency, rounded up. These scores are given for a Medium embodiment of magic; adjust its Dexterity and Constitution scores accordingly.

Skills: An embodiment of magic possesses 4 + Int skill points, and treats the following as class skills: Acrobatics, Climb, Escape Artist, Fly, Intimidate, Knowledge (Arcane), Perception, Spellcraft, Stealth, Survival, and Swim.

Special Qualities: All embodiments of magic possess Embodiment Casting and Dispel Vulnerability. If the sphere effect was a positive effect that targets creatures, it also possesses Magical Nature.

Embodiment Casting (Su): The embodiment of magic may cast the sphere effect it was created out of as if it knew all of the required talents. It does not receive the benefits

of any metamagic that was incorporated into the original effect and reduces any non-optional spell point costs to 1 if they are not already lower.

For all other purposes, the embodiment of magic has a spell pool equal to its potency, uses Charisma as its casting ability score, has a caster level equal to its hit-dice, and calculates its MSB and MSD as if its hit-dice were levels in a spellcasting class. This ability is considered to be the casting class feature for the purposes of prerequisites.

Magical Nature (Su): The embodiment of magic is permanently under the effects of the sphere effect it was derived from.

Dispel Vulnerability (Ex): Whenever an embodiment of magic is targeted by a dispel effect, it takes 1d6 damage per point of MSB of the dispel effect, which bypasses the embodiment's damage reduction; in addition, it must make a Will save or have its supernatural abilities suppressed for 1d4 rounds. For the purposes of supernatural abilities that duplicate a sphere effect, they are considered to be recast on the turn they resume.

Environment: Any

Organization: Unique

Treasure: None

Example Embodiments of Magic

CALLER

CR 1/2

This wispy figure looks like an elderly humanoid with strange threads extending from its fingers and trailing into the air.

XP 200

TN Medium aberration (incorporeal)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 12 (+2 deflection)

hp 3 (1d8-1)

Fort -1, **Ref** +0, **Will** +1

Defensive Abilities incorporeal; **DR** 1/magic; **SR** 11

Weaknesses dispel vulnerability

OFFENSE

Speed 30 ft.

Melee incorporeal touch +0 (1d6 force damage)

Special Attack: Embodiment casting

STATISTICS

Str - **Dex** 11 **Con** 8 **Int** 11 **Wis** 8 **Cha** 11

Base Attack +0; **CMB** +0; **CMD** 10

Feats Alertness

Skills Knowledge (Arcane) +4, Perception +5, Sense Motive +1, Stealth +4

Languages Aklo

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Embodiment Casting (Su):

Spell Pool 0; *MSB* +1; *MSD* 11

Summon (CL 1; one companion)

Callers are wisps of Conjunction magic bound into a living form. They are gullible, and easily fall for tricks - spellcasters with the means to control them almost always use them more for distractions than as a servant or guard.

ASPECT OF WISDOM

CR 5

If it weren't for its translucent flesh and prodigious size, you'd mistake this creature as an orcish shaman. It stands, watching you through knowing eyes.

XP 1600

LG Large aberration (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 12, touch 12, flat-footed 12 (+5 deflection, -2 dexterity, -1 size)

hp 52 (7d8+21)

Fort +5, **Ref** +0, **Will** +9

Defensive Abilities incorporeal; **DR** 4/magic; **SR** 17

Weaknesses dispel vulnerability

OFFENSE

Speed 30 ft.

Melee incorporeal touch +2 (1d8 force damage)

Special Attack magical nature, mystic touch

STATISTICS

Str - **Dex** 7 **Con** 16 **Int** 18 **Wis** 18 **Cha** 9

Base Attack +5; **CMB** +4; **CMD** 12

Feats Alertness, Combat Medic, Cosmopolitan (Heal and Sense Motive), Improved Initiative

Skills Diplomacy +6, Heal +14, Knowledge (Arcane) +11, Knowledge (History) +14, Knowledge (Local) +11, Perception +16, Sense Motive +16, Spellcraft +14

Languages Aklo, Common, Celestial, Draconic, Orc, and Undercommon

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Embodiment Casting (Su):

Spell Pool 4; *MSB* +7; *MSD* 17

Mental Enhancement (Dual Enhancement) (CL 7; +4 Int and Wis)

Magical Nature (Su): An aspect of wisdom permanently gains the benefits of its *Mental Enhancement*. The bonuses have already been applied to the aspect's ability scores.

Aspects of wisdom are the result of bringing a combination of the Mental Enhancement and Dual Enhancement talents to sentience. It is nonviolent by nature, and is mostly uninterested in anything other than acquiring and sharing knowledge.

THE HORROR OF IDENFORD

CR 11

This titanic figure appears to be a young woman formed almost entirely from flames. Her face is coiled into a hideously inhuman snarl of hatred.

XP 12800

CE Huge aberration (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +18

Aura mystic aura (20 ft.; DC 24)

DEFENSE

AC 33, touch 33, flat-footed 29 (+19 deflection, +4 dex)

hp 201 (13d8+143)

Fort +14, **Ref** +10, **Will** +12

Defensive Abilities incorporeal; **DR** 13/magic; **SR** 23

Weaknesses dispel vulnerability

OFFENSE

Speed 30 ft.

Melee incorporeal touch +13 (2d6+6 force damage)

STATISTICS

Str - **Dex** 19 **Con** 31 **Int** 14 **Wis** 14 **Cha** 23

Base Attack +9; **CMB** +15; **CMD** 29

Feats Ability Focus (mystic aura), Blind Fight, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Acrobatics +20, Bluff +19, Climb +11, Escape Artist +20, Intimidate +24, Perception +18

Languages Aklo, Infernal

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Embodiment Casting (Su):

Spell Pool 13; *MSB* +13; *MSD* 23

Inferno (CL 13; isp)

The horror of Idenford represents the legacy of a particularly vengeful sorceress. It was formed from a CL 13 Inferno spell and solidified with Bestow Life; it is as brutal and single-minded as it is cunning, and prefers to get up close and personal with its victims.

Appendix

Expanding Animated Objects

Many students question the idea that the creation of mind and motion belong with a sphere that mostly deals with the intensification or removal of properties. And yet it belongs there – this has certain troubling implications. Does this mean that the very stones have a spark of life? That the earth and rivers possess the seeds of a cunning and alien mind? But these questions are for the philosophers and priests, not for a practical magician.

- An extract from *The Magician's Primer*

Animated objects are one of three sources for magical minions that are available to sphere users. However, the scope for which objects can be animated is rather narrow – the variety when it comes to creation points is rather slim. This appendix seeks to remedy this problem, both by expanding certain pre-existing options, as well as introducing new abilities and flaws.

Other Materials

By default, the only options for an animated object's Metal ability are "common" metal, mithral, and adamantine. Similarly, the Stone ability offers a choice of generic stone or crystal. However, the Pathfinder Roleplaying Game has introduced a vast number of special materials over the years; therefore, the following ability is introduced to cover any of those materials.

Special Materials (Ex; 1+ CP)

The animated object's hardness is equal to the hardness of the Special Material it is made from. In addition, the animated object gains a natural armor bonus equal to the CP cost of this ability.

This ability costs 2 CP for every +5 increase to hardness gained from this ability, rounded up. If the special material has a hardness less than 10, it costs 1 CP instead.

If the material the animated object is created from has a hardness less than 5, use the Fragile flaw instead.

Elemental Objects

Currently, the sole form of energy damage you may add to the slam attacks of an animated object is fire. This makes sense for animated candlesticks, but what about animated flasks of acid or more exotic objects? As such, you may choose to replace the fire damage from the Burn ability with another type of energy damage when animating objects that are potentially dangerous due to some elemental hazard.

Animating Structural Features

As it stands, *Animate Object* abruptly stops scaling at approximately level 10 for anyone who wants to bring the animated object into a dungeon or other enclosed space with them. While there are ways around this problem (such as the Fluid ability, or using Alteration to shrink an animated object down to size), they ultimately cut into some of the fun of making a house smack people.

With this variant rule, *Animate Object* can be used on portions of structures, allowing casters to animate a hallway within a castle or the front door of a cottage. Objects animated in this way always have the Immobile flaw. Additionally, such objects are rigidly attached to the rest of the structure, reducing its Reach as if it were two size categories smaller than it actually is.

In exchange for this limitation, the animated portion of the structure may attack creatures that are within reach of any of its surfaces, and is immune to any effect that would move it that couldn't also move the structure it is a component of.

Objects of Exceptional Size

By default, the maximum size of objects that may be animated is Colossal. However, Drop Dead Studios has used three

sizes past Colossal in previous products - namely Colossal+, Colossal++, and Colossal+++.

This variant expands the higher end of what's possible with animated objects as follows:

Caster Level	Size	Hit Dice	Maximum Construction Points
30	Colossal+	16d10+100	7
36	Colossal++	19d10+120	8
42	Colossal+++	22d10+150	9

For your convenience, the statistics for animated objects of such large sizes are found in the Bestiary chapter.

New Abilities

Armor (Ex; 1 CP)

The object is a suit of armor. When worn by another creature, it ceases to act as a creature of its own. Instead, any damage the wearer takes is dealt to the object instead; if the object loses all of its hit points, then the armor bonus it grants is reduced to +0. While worn, it grants its armor bonus to AC, as well as the benefits of any special qualities, as normal. As long as the object is still animated, it may be donned as a full-round action and removed as a swift action.

Durable (Ex; 1 CP)

The object is exceptionally durable. It gains 5 additional hit points for each size category it has beyond Tiny, to a maximum of 30 additional hit points for Colossal animated objects. This can be applied multiple times, and its effects stack.

Fluid (Ex; 1 CP)

The animated object is unusually fluid; it may squeeze through tight spaces as if it were two sizes smaller than it actually is.

Garrote (Ex; 1 CP)

The object strangles creatures it grapples - it gains the Strangle special attack (the object must have Grab before it can select this ability).

Graft (Su; 1 CP)

The object can serve as a replacement limb for a creature two size categories larger than it. While attached to a creature, the object ceases to act as a creature of its own. Instead, the creature benefiting from the graft ignores any penalties due to missing that limb, and gains one of the object's natural attacks. If the object possesses any Special Attacks modifying that natural attack, the beneficiary of the graft gains it as well, using their size in place of that of the object.

An object with graft may be attached to a creature with a DC 20 Heal check.

Hollow (Ex; 1 CP)

The animated object gains the Swallow Whole special attack with its Slam attacks; creatures swallowed by the object do not automatically take damage (the object must have Grab before it may select this ability). This can be applied multiple times, each time increasing the object's size category for the purposes of what creatures and objects it can grab and swallow by one.

Magic Item (Su; 1 CP)

The object is some description of magic item. It may activate itself as if it were holding or wearing itself. Magic weapons may apply their enchantments to one of their natural attacks (for example, an animated +1 *Dragon-Bane* longsword would have a +1 *Dragon-Bane* slam attack).

Material Properties (Ex; 1 CP)

The object's natural attacks are considered to be weapons made from the object's special material. The object must have Metal or Special Material before it may select this ability.

Toxic (Ex; 1 CP)

The object is coated with a contact or injury poison. It gains the Poison special attack with its Slam attacks. The crafter may spend an additional CP to have that poison apply to all of its natural attacks instead.

New Flaws

Aberration (Ex; +2 CP)

The object is made from squirmy flesh instead of inorganic substances; change its type to Aberration, give it a Constitution score equal to its Strength score, replace Construct Traits (Ex) with Amorphous (Ex) and Darkvision 60 ft., and replace its Hardness with an equal amount of DR bypassed by magic. It is still Mindless.

Centralized (Ex; +2 CP)

The object has weak points, and loses its immunity to critical hits.

Immobile (Ex; +2 CP)

The object has a base land speed of 0 ft., and may not have abilities or flaws applied which alter its base land speed or grant it new movement speeds.

Fragile (Ex; +1 CP)

The object gains vulnerability to bludgeoning damage.

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The Enhancer's Handbook

The Enhancer's Handbook is an expansion to the Enhancement sphere from the Spheres of Power magic system. Inside these pages you'll find new talents, new feats, new magic items, expansions and explanations of telekinetic mechanics, new rituals and incantations, and more to help make the most out of this great branch of magic.

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