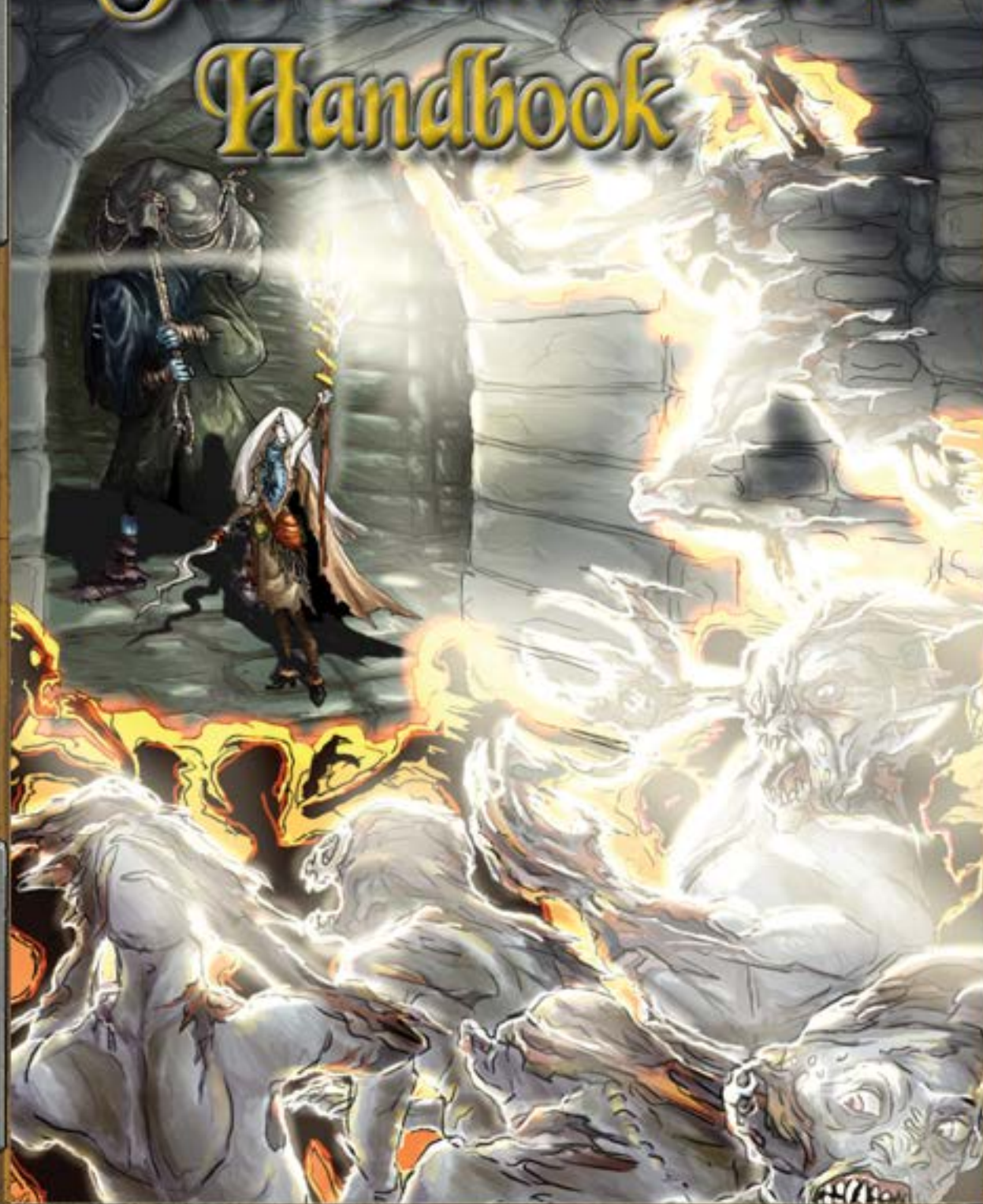


The Illuminator's Handbook





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Section 1

Introduction

"Light is a strange thing," Blackthorn said, pacing the room lightly. "It illuminates, meaning it allows one to see what is really there. But in excess it can also be used to blind, or even to obscure or misdirect. A bright light sometimes hides more than it reveals."

"Very charming," Ousa said from the floor, twisting against the ropes that bound her hand and foot. "What in the world does this have to do with me?"

The Blackthorn knelt in front of his captive and gently tapped the black mask from which he got his name. "You are that light, honorable warden. Your masters shine you outward toward the populous. Toward me. But in all your years of trying to illuminate behind my mask, have you ever thought what might be hiding in the darkness behind you?"

Ousa sighed.

Ousa had been held captive before. As the chief warden of the Elfwood, she had spent countless years working her way up to her position. She was a high-profile figure, and this sort of opposition was expected. The first time she'd been kidnapped in the line of duty, she'd felt scared. The second time, she'd felt angry.

Now, she was just bored.

"The Woodguard are not a story, Ousa," the Blackthorn said, standing up. "They are not a myth cooked up by me and my people. They exist, they are here, and they are your true enemy. Every time you redouble your efforts to expunge me, you give them even more cover to infiltrate all levels of society. At this rate, it won't be long before the king's court are entirely converted."

"Of course," Ousa said, propping herself onto her side to stare the blackthorn in the eye. "It's all a conspiracy. You're actually the hero of this story, and every law you've broken has been completely justified. No, you never broke any law, it was all the work of the 'woodguard', and you're just a concerned citizen doing his duty. Is that about right?"

"All I'm asking," the Blackthorn said, reaching into a pocket sewn on the inside of his long, black cloak, "is that you look behind the light."

The Blackthorn withdrew his hand and threw something into the air. A small sphere flew into the sky and hung there, momentarily suspended in the air. The sphere suddenly lit up like a miniature sun, illuminating the area around them for the first time.

Despite all her years, Ousa gasped. They weren't in a small, darkened room like she'd anticipated, but were instead inside a large cavern. The walls were covered in bookshelves and arcane markings, only a few of which Ousa recognized. The floor of the cavern was carved with deep lines that formed circles and words radiating outward from a central spot, upon which sat a dark altar, carved with symbols Ousa recognized as fiendish prayers.

The Blackthorn reached down and picked the chief warden up, ropes and all, and stood her up so she could see.

"This cave is located directly underneath the royal palace," he said, watching her sideways as she studied the room. "It's new; you can still see the craftsman's tool marks on the walls. I haven't scouted out every tunnel, but the entrance we used is located behind a bookcase in the royal wing. One of the few places in elfwood closed off to you, is it not?"

Something made a clang, and the Blackthorn cursed. He reached out his hand and the sphere suddenly fell into it, its light vanishing, but already the light of torches were visible approaching their location from multiple directions.

The blackthorn slung the chief warden over his shoulder and turned to the approaching burn of torchlight. With his other hand, he threw something Ousa couldn't see, and suddenly the area blazed again with light. From behind them, Ousa heard yelps of pain from pursuers who'd been momentarily blinded by the dazzling display.

As the Blackthorn carried her off to make their escape, Ousa slumped her head down in thought. She would never trust the Blackthorn, but he'd gone out of his way to show her this, and provided directions so she could follow up on an investigation herself. If there was even an inkling of truth in what he was saying..

Blood and fire, she preferred it when she was bored.

Light is so pervasive that you take it for granted without even noticing. It is what brings you warmth from the sun, it is the power that causes the plants to grow and give you food. It is the light that allows you to see, to perceive much of the world we live in. And yet, light can scorch the earth and make it barren, can blind you with its intensity, can shrivel your body and leave it a crippled husk. The magic of light is a tool like no other.

-An excerpt from Scholar Radha's *The Forms of Magic*

The *Illuminator's Handbook* is a supplement for *Spheres of Power*, an alternate magic system released for the Pathfinder Roleplaying Game. This book is specifically an expansion of the Light sphere, providing new archetypes, magic talents, feats, and other options designed for light themed characters, even those who are not *Spheres of Power* spellcasters.

Navigating this Book

Section 2 - Class Options: This section is devoted to new archetypes and class options with light themes.

Astrology: Astrology is a new tradition for the hedge- witch class which draws inspiration from the heavens and projects mystical auras that empower your allies.

Glass-eye Gunmage: A gunslinger archetype that dabbles in light-bending magics, increasing their powers of perception and giving them deadly aim.

Radiant Protean: Shifters with this archetype are talented with light magic, and learn to weave bioluminescence and shifting colors into their forms.

Sun Warrior: This mageknight archetype focuses on becoming an icon of beautiful and terrible glory, combining the martial skill of the mageknight with self-focused light magic to strengthen itself and decimate enemies.

Section 3 - Player Options: Under player options you will find new feats, traits, and drawbacks for characters making use of the Light sphere or simply interested in light related powers. Included are feats that combine Light sphere effects with the powers of other spheres, feats and traits that grant light themed abilities to non-casters, and feats that improve Light sphere talents and abilities.

Section 4 - Basic Magic: New talents for the Light sphere are found in this section, including the new (lens) and (nimbus) talent categories which allow you to bend or alter light and shape the light your magic radiates, respectively.

Section 5 - Advanced Magic: More powerful and unusual magic for the Light sphere is included in the advanced magic section, ranging from the ability to turn into a form of pure light to the power to create wild and deadly prismatic effects.

Section 6 - Equipment: In the equipment section you can find new special abilities for armor and weapons and unique magic items including *radiant tattoos*, slotless magical items that radiate light and produce a variety of additional effects.



Section 2

Class Options

As a single ray of light can split into countless colors, a single sphere of magic can be split into endless forms.

-A magician's proverb

Astrology (Hedgewitch Tradition)

Class Skills: Knowledge (Geography), Knowledge (Planes), Perception.

You draw power and inspiration from the stars and heavens, channeling their light and interpreting their movements.

Tradition Benefit: You gain the Light sphere as a bonus magic talent.

Tradition Power: You gain the ability to channel the power of celestial objects, projecting different celestial auras to aid your allies. You may only project a single celestial aura at a time. Projecting a celestial aura is a swift action, and its effects last until you dismiss it as a free action or you activate a different aura. The effects of your auras apply to all allies (including yourself) who are currently within 30 ft. In addition to any other benefits, all auras increase the light level within the area by one step to a maximum of normal light. This ability functions only while you are conscious, not if you are unconscious or dead.

You gain two auras of your choice from the following list:

Moon: Moonlight is the light of revelry and lunacy, lending strange invigoration and vitality to all bathed within it. This aura provides a +1 bonus to Fortitude saves, and increases by +1 for every 5 hedgewitch levels you possess. In addition, the aura provides one temporary hit point, plus an additional temporary hit point for every two hedgewitch levels you possess. These temporary hit points automatically refresh at the start of your turn. These temporary hit points only persist on allies who remain within the area of this aura.

Planet: Drawing on the resilience of the planets and their atmospheres, you gain the ability to avoid the cold of space and deflect the heat of the stars. This aura provides resistance equal to 5 plus your hedgewitch level to either cold or fire damage, chosen when the aura is projected.

Star: You call on a guiding star, its light illuminating your path and keeping you alert, fixated on the goal ahead. This aura grants a +1 bonus to Perception and initiative checks, and increases by +1 for every 5 hedgewitch levels you possess.

Sun: By channeling the power of the blazing sun, you project an aura that grants a bonus 1d4 fire damage to weapon damage rolls, and increases by an additional 1d4 damage for every 5 hedgewitch levels you possess.

Tradition Secrets

Extra Aura: You gain a celestial aura from the tradition power list. If you do not possess the tradition power, you may use this aura as if you do. You can take this secret multiple times, gaining a new aura each time you select it.

Celestial Revelation: You gain one oracle revelation from the heavens mystery, using your hedgewitch level as your effective oracle level and your casting ability modifier in place of Charisma when meeting its prerequisites or determining its effects.

Heaven's Reach: The radius of your celestial aura increases by 10 ft. You can take this secret up to two times, and the effects stack.

Wax and Wane: You have greater control over the light of your celestial aura. As a free action you can adjust the light level it provides, increasing the level of light by up to two steps up to a maximum of normal light or shedding no light at all.

Tradition Grand Secrets

Syzygy: You learn to mimic the alignment of the heavens, bringing to bear multiple celestial powers on a single point. You may project two different auras at a time instead of one.

Tradition Mastery: Increase your effective hedgewitch level by 5 when determining the strength of your celestial auras. In addition, you can project and change your aura once per turn as a free action instead of a swift action.

New Hedgewitch Secret

This secret is added to the list of secrets any hedgewitch may select.

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

Glass-Eye Gunmage (Gunslinger Archetype)

A keen and discerning eye is a valuable trait, but even the keenest eye is rarely enough for a gunslinger. While most use scopes and sights to supplement their aim, the glass-eye gunmage turns to magic and bends light to create precision lenses that give an unparalleled view of even the furthest targets. Experienced glass-eye gunmages take this skill still further, allowing them to see around cover, track by heat, or even warp the sight of their enemies.

Class Skills: A glass-eye gunmage adds Knowledge (arcana) and Spellcraft to his list of class skills and removes Knowledge (local) and Sleight of Hand from his list of class skills.

Deeds: A glass-eye gunmage swaps a pair of deeds for the following. He may choose to swap out any deed he would normally gain from his class at the same level, as specified in the new deed descriptions.

Lens Array (Su): At 1st level the glass-eye gunmage uses his magic to become more perceptive, enhancing his vision with magic lenses. As long as the glass-eye gunmage has at least 1 grit he gains a +2 bonus to Perception checks.

In addition, the glass-eye gunmage can spend 1 grit point as an immediate action to reroll a Perception check. He must choose to reroll before the result of the original roll is known, and must take the result of the reroll even if it's worse than the original roll.

This replaces any one deed gained at 1st level.

Constant Vigilance (Ex): At 3rd level, the glass-eye gunmage is never caught off guard. As long as he has at least 1 grit, he ignores penalties to Perception checks for being distracted or asleep. In addition, he can spend 1 grit point at the beginning of a battle (even during a surprise round) to not be treated as flat-footed before he has had a chance to act.

This replaces any one deed gained at 3rd level.

Lens Prodigy (Sp): At 4th level and every four levels thereafter, the glass-eye gunmage gains a single (lens) talent of his choice from the Light sphere. For the purposes of this talent his glass-eye gunmage levels are treated as casting class levels when determining MSB and MSD. He is treated as having a caster level equal to his glass-eye gunmage level and uses the ability that determines his grit points for his casting ability modifier (usually Wisdom). This stacks normally with caster levels gained from other sources. If a specific use of this talent would require one or more spell points, he may spend an equal number of grit points instead.

This ability replaces the gunslinger's bonus feats.

Radiant Protean (Shifter Archetype)

By emulating the firefly, the anglerfish, and creatures far stranger, a skilled shifter can learn to incorporate light into her own body. These shifters take forms shot through with glowing veins or bearing burning eyes, mesmerize with subtly shifting colors, or fade into the background unseen as they blend in with their surroundings.

Class Skills: A radiant protean adds Bluff to her list of class skills and removes Handle Animal from her list of class skills.

Luminous Shapeshifter: At first level, the radiant protean gains the Light sphere as a bonus magic talent. The radiant protean uses her class level as her caster level for this sphere. This stacks normally with caster levels gained from other sources. In addition, she gains the Touch of Light drawback. This drawback does not grant an additional talent and may be bought off as normal. If the radiant protean already possesses the Light sphere, then she does not gain the Touch of Light drawback nor a bonus magic talent.

This replaces the wild empathy class feature.

Bioluminescent Transformation: At 3rd level the radiant protean gains Bioluminescent Transformation as a bonus feat. If she already possesses that feat, then she may gain any feat she meets the prerequisites for instead.

This replaces the endurance class feature.

Prismatic Hide: At 8th level, the radiant protean gains access to the following unique traits which she can add to her *shapeshift* forms:

Camouflage: So long as the creature moves no more than half its normal speed, it gains a bonus on Stealth checks equal to half your caster level.

Threat Display: With a sudden, intense shift and focus of its coloration, a creature may use the demoralize function of Intimidate as a swift action.

This replaces the immunity to poison class feature.

Sun Warrior

(Mageknight Archetype)

The sun is a powerful icon, ancient and unending. Its light can bring hope, illuminate the dark corners of the world and warm the soul, but it can also be a merciless eye that scorches the earth and sears all those beneath its gaze. A warrior who wields the magic of light can learn to channel the strength of the sun, shedding its brilliance effortlessly and standing as a testament to its terrible glory.

Class Skills: A sun warrior adds Intimidate to her list of class skills and removes Handle Animal from her list of class skills.

Casting: A sun warrior must choose Charisma as her casting ability modifier.

Magic Talents: A sun warrior must choose the Light sphere with the magic talent she gains at first level, unless she already possesses the Light sphere.

Solar Brilliance: A sun warrior gains the Glory talent as a bonus talent, and uses her class level as her caster level on *glows* benefiting from Glory. This stacks normally with caster levels gained from other sources. In addition, she may choose whether or not any (light) talents she applies to a *glow* placed on herself affect her.

This replaces resist magic.

Solar Radiance: Whenever a sun warrior would gain a mystic combat ability or bonus combat feat, she may select one of the following solar radiance abilities instead.

Expanded Glory: When you create bright light with the Glory talent, you can shed bright light in a 10 ft. radius instead of a 5 ft. radius.

Flickering Glory: When you would apply the effects of a (light) talent from a glow placed upon yourself or your equipment, you may choose not to affect any number of creatures within the area of the glow.

Light Focus: Gain an additional talent from the Light sphere. You may take this solar radiance multiple times, gaining a different talent from the Light sphere each time you select it.

Reflected Light: You may project the effects of your light onto other people. Whenever a glow benefitting from your Glory talent applies a (light) effect, you may choose to treat a target within the radius of bright light shed by your Glory as the target of the glow rather than yourself for the purposes of the (light) effect that turn.

Searing Presence: (Requires the Searing Light talent) As a free action you may apply the Searing Light talent to the radius of bright light shed by your Glory, regardless of whether you have applied any other (light) talents to the same glow. You may also choose to remove the effects of Searing Light from your Glory with a free action. Even if you cause the glow effect to shed bright light in a larger area, Searing Light applied in this manner only affects the smaller radius of bright light created by Glory.



Section 3

Basic Magic

I took a moment to watch what I thought were two craftsmen displaying their wares to unusually large crowd, but my misconception cleared quickly. What I had taken to be sculptures of glass and mirrors shifted slowly and purposefully from one shape and form to the next as the two made rhythmic gestures, brilliantly glowing colors spilling through their hands in mesmerizing patterns. Later I was told I had witnessed a style of public performance common in the city.

-A passage from Trader Sahja's journal

The following section presents new talents and rules for the Light sphere, usable by any character with access to the sphere.

Glow

The following errata has been applied to the Light sphere *glow* ability:

When you create a *glow* you may cause it to shed bright light as part of the same action, but otherwise follow the normal rules for causing a *glow* to shed bright light.

Lens Talents

Light talents listed with the (lens) tag are talents that do not create light, but instead bend it or alter its properties. The caster may place a *lens* as a standard action on any target within the same range as their *glow*. This requires a melee or ranged touch attack on unwilling targets. A *lens* lasts as long as you concentrate, but you may spend a spell point to allow a *lens* to remain for 1 hour per caster level without concentration.

Nimbus Talents

Some Light talents are designated (nimbus), which notes a talent that alters the area of light shed by your *glow* effects, changing the area in which light is increased as well as where the effects of (light) talents are applied. You may only apply a single (nimbus) talent to a *glow* at a time but may switch between them and the normal area of your *glow* as a free action, though any (light) talents affect only one area in a round. The Illuminate talent is considered a (nimbus) talent.

Aiming Scope (Lens)

The target of this *lens* fires with more precision. They treat targets of their ranged attacks as being one range increment closer for all effects, such as when determining penalties for firing at a longer range. In addition, they gain a +1 competence bonus to all ranged attack rolls.

For every ten caster levels you possess, the target ignores an additional range increment and their competence bonus to ranged attack rolls increases by 1.

Beam (Nimbus)

When you cause a *glow* effect to shed normal or bright light, you can focus this light into a line as a free action, quadrupling the affected distance. For normal light this creates a 10 ft. wide, 80 ft. long line, while bright light creates a 10 ft. wide line with a length of 120 ft. + 10 ft. per caster level. This also quadruples the distance to which light is increased one step to a maximum of normal light, creating a 20 ft. wide and 160 ft. long line of increased light for normal light, and a line of increased light for bright light that is 20 ft. wide and has a length of 240 ft. + 20 ft. per caster level. You may change the direction the line projects from the *glow* as a free action.

Bend Radiance

You may bend the light produced by your *glows*, allowing you to create spaces untouched by their light. When you cause a *glow* to shed normal or bright light, you may choose a number of 5 ft. cubes in the area of light it produces, up to a maximum of one 5 ft. cube per odd caster level. These cubes do not need to be contiguous. The selected area is unaffected by your *glow*; its light level does not change, and it is not subject to the effects of any (light) talents applied to the *glow*. If the *glow* moves, this omitted area moves with it. You may alter what areas are affected and unaffected by your light as a free action.

Black Light

As a free action you may cause any *glow* within your range to shed non-visible light. While shedding non-visible light, a *glow*



does not outline a creature with light, impose a Stealth penalty, or increase light levels within its radius. However, (light) talents applied to the *glow* still function as if it was shedding light in its normal area.

A *glow* shedding non-visible light functions normally in even magical darkness and does not hinder the function of magical darkness in the same area. No magical skill check is made when a *glow* under the effects of Black Light interacts with magical darkness.

Chameleon (Lens)

You can cause light and color to shift around a target, granting it the ability to blend in with its surroundings. The target gains a circumstance bonus to Stealth checks equal to your casting ability modifier. An object hidden in this way requires a Perception check to notice (DC 10 + the object's size modifier + your casting ability modifier). In addition, the target gains the ability to hide even while being observed, though the target must move no more than half its speed each round to use this benefit.

Dim Light (Lens)

You cause a target to suffer no ill effects from light. The target of this (lens) talent is immune to the negative effects of your *glows*, including the effects of any (light) talents applied to them. It also gains no visibility related penalties from your *glows*, acting as if they did not exist in the area.

Disorienting Patterns (Light)

You may create bright light that covers an area in confusing colors and designs. All squares in the area of this bright light become are considered difficult terrain, counting as two squares when determining how far a character moving through the area can move.

By spending a spell point you can make the patterns of the bright light even more intricate and confusing. Each round a creature is within the area, it must make a Will save or fall prone.

Blind creatures (or creatures that have closed their eyes) and creatures that do not rely on sight are immune to the effects of this talent.

Doubled Nimbus

By increasing the casting time of your *glow* by one step or by spending a spell point you may apply two (nimbus) talents to a single *glow* effect, causing it to shed light in the area defined in both (nimbus) talents. Alternatively, you may choose to apply a single (nimbus) talent while also shedding light in the normal radius of your *glow*, or apply a single (nimbus) talent twice. Creatures in overlapping areas are still only affected by (light) talents and other effects of your *glow* once.

Dual Light

By spending a spell point you can simultaneously apply two (light) talents you possess to your *glow*. You may even apply the same (light) talent twice, though this is not always beneficial.

The effects of each talent is resolved separately. If the (light) talents you apply have spell point costs each cost must be paid, although other costs (such as for metamagic or maintaining bright light without concentration) are only incurred once.

This talent may not be used in conjunction with the Daylight advanced talent.

Flare

As a swift action you can expend one of your *glow* effects within range of your *glow* ability, causing it to blaze up momentarily before dying completely, ending the effect. The target of the *glow* effect takes 1d4 untyped damage per odd caster level, while all creatures within 5 ft. of the target take half that damage. Affected creatures may attempt a Reflex save for half damage. If the target of your *glow* is Large or larger, choose one of its squares and the secondary damage affects creatures within 5 ft. of that square.

Flash

You may choose to apply the effects of (light) talents at any point during your turn as a free action instead of only at the end of your turn. You may still only apply the effects of (light) talents once per round.

As a swift action you may spend a spell point to apply the effects of a (light) talent an additional time in a single round. This additional application may be activated separately from any other application of your (light) talents. This allows your (light) talent to affect a different area if the *glow* has moved or the area of its light has changed, but does not let you affect any given area more than once per round.

Flicker (Light)

You may create bright light that partially assimilates a *glowing* creature, allowing them to momentarily shed their physical form. A creature under this effect can choose to move through solid objects as long as there are no factors that block normal sight (such as concealment from darkness or fog). This allows them to pass through transparent barriers like glass or through impossibly small gaps (such as a keyhole).

Glory

As a free action you may cause any *glow* placed on yourself or an item in your possession to shed bright light in a 5 ft. radius, activating the effects of (light) talents and other abilities that require bright light. You do not need to concentrate to maintain this smaller area of bright light, nor do you need to spend a spell point. You may still follow the normal rules for causing your *glow* effects to shed bright light in order to shed bright light in a larger area. If you have multiple *glow* effects that could benefit from this talent, you may only cause one of them to shine bright light this way, but may switch which one Glory affects as a free action once per turn. An item that leaves your possession (such as by being thrown or disarmed) loses the benefits of this talent until you recover it.

Infravision (Lens)

You may slightly shift the spectrum of light, granting the target the ability to see heat. This allows them to ignore the miss chance for less than total concealment on living creatures. In addition, the target is capable of tracking living creatures by the heat they leave in their tracks. So long as the trail is no more than an hour old, the ground condition is never treated as worse than soft ground (DC 10), though strong temperature conditions (such as winter snow or a desert noon) can negate this benefit.

Intensity Control

You may add up to 10 ft. from the radius of your normal and bright light, as well as the distance to which light is increased by one step, or subtract any distance from the radius of your light. If you possess talents that would alter the area of your light such as the Illuminate talent, this increased or decreased radius is added in before the area is multiplied. You may alter the area of your light as a free action, but for the purpose of (light) talents you may only affect one area per round.

Alternatively, so long as you do not apply any (light) talents to your *glow*, you may increase the radius of your normal light to 40 ft. and the radius of your bright light to 60 ft. + 5 ft. per caster level, and change the distance to which light is increased to the same amount.

You may not alter the area of bright light shed by the Glory talent with Intensity Control.

Irradiance (Light)

Your *glow* sheds ionizing radiation along with visible light. When you cause a target to *glow* you may choose to make it sickened, giving it a -2 penalty to attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

By spending a spell point to create bright light you can increase the intensity of the radiation. All creatures in the area of this bright light must make a Fortitude save or be nauseated for one round. They must make this saving throw each round they are within this area. Creatures that succeed on their saving throw are still sickened for that round.

Lingering Glow

When you cause one of your *glow* effects to shed bright light by concentrating on it, you may choose for it to continue shedding bright light for two rounds even after you stop concentrating.

Lure Light (Light)

You may create an area of bright light that lures creatures towards it. All creatures in the area of your light must make a Will save or be compelled to move towards the source of the *glow* on their turns. An affected creature capable of movement must make at least one move action towards the source of the *glow* each turn, and cannot intentionally move away from it unless they must backtrack to get closer to it. A creature may attempt a new Will save each turn they are in the light of the *glow*, and after successfully saving once they are immune to your use of this talent for 24 hours. If a creature is in the

area of multiple Lure Lights, they move towards the closest, or towards the glow of their choice if they are equidistant. A creature will not intentionally harm themselves when moving towards a lure. They will not throw themselves off cliffs or into lava to pursue a *glow*, though they will move as close as possible without risking themselves.

The effect of this (light) talent is considered a mind-affecting effect.

Obscure (Lens)

You allow light to partially pass through your target and move in strange ways around them, making it difficult to perceive their exact position. Once per round when the target is attacked, but before the attack is rolled, they can choose to have the attacker roll twice and take the lower result. For every ten caster levels you possess you may cause this to happen an additional time per round.

Opponents that rely solely on non-visual senses (such as blind-sight) or that cannot see the target ignore this penalty.

Periscope (Lens)

By altering the path of light you can see from unusual positions. You may place and see from a sensor in any unoccupied space within your range that you can draw an unobstructed line to. This line may have one angle of up to 90 degrees, plus an additional angle of up to 90 degrees per ten caster levels you possess, but must otherwise be straight, and have a length no longer than the range of your (lens) talents. You may see from the position of the sensor as if you stood in the space it occupies. These sensors can be detected (Perception DC 20 + your caster level) and dispelled.

Style

Your *glows* may be composed of multiple colors, allowing you to outline or highlight specific portions of a *glowing* object or create art. When you cause your *glow* to shed light, you may also create patterns and different colors in the light it sheds, casting intricate designs on surfaces. These patterns may be highly detailed and complex, though creating art of high craftsmanship requires you to succeed on an appropriate Craft check, usually Craft (Art). You determine and create the pattern as part of making the *glow* or light, but may change it as a free action once per turn.

As a standard action you can cause one of your *glows* that is shedding light to stain a surface with its light, painting its current pattern on any portion of the *glow's* area. The ability to stain a surface is an instantaneous effect, so the resulting stain is non-magical and functions as a mundane dye that cannot be dispelled, though it may be cleaned off or painted over. Unwilling targets may make a Reflex save to avoid being stained, and a 5 ft. cube may be cleaned of these stains with a full minute of work.

If you also possess the Dancing Lights talent, you may alter the shape and appearance of your light. It may be as large as a full 5 ft. cube, or as small as a mote of dust, though its size has no impact on the light it sheds. Regardless of how intricate or

well shaped your Dancing Light is, it is impossible to mistake as anything other than a magical light.

Sunstroke (Light)

When you place a *glow* effect on a creature, you may choose to deal it 1d4 nonlethal damage per odd caster level. The creature takes this damage each round the *glow* is in effect. A successful Fortitude save negates the damage for that round, while two consecutive Fortitude saves ends the effect.

If you cause this *glow* to shed bright light, the target also becomes fatigued the next time they take nonlethal damage from this effect. If they are already fatigued, they instead become exhausted. This fatigue or exhaustion cannot be recovered from until the target has been healed of the nonlethal damage taken from this effect.

Telescope (Lens)

You give the target the ability to magnify incoming light, granting them a circumstance bonus to sight-based Perception checks equal to your casting ability modifier. In addition, the DC for the target's sight-based Perception checks increases by +1 per 50 ft. instead of +1 per 10 ft.

In addition, the target may focus on a specific sight as a full-round action, making a Perception check as if intentionally searching for stimulus. The DC for that Perception check increases by +1 per 100 ft. instead of +1 per 10 ft.

Trail (Nimbus)

When causing a *glow* effect to shed normal or bright light, as a free action you may cause it to trail light behind it rather than radiate light normally. The *glow* sheds normal or bright light in any square it passes through during the round, and the light 20 ft. away from any square of this area (or 30 ft. + 5 ft. per 2 caster levels away if shedding bright light) is increased by one step to a maximum of normal. If you return the light's area to normal

or change between (nimbus) talents, any trail left behind is removed.

Visual Overload (Light)

When you cause a creature to *glow*, you may spend a spell point to overwhelm the target of the *glow* with visual stimulation. The target must make a Will save each round the *glow* is in effect on them or be staggered for one round. When causing a *glow* to shed bright light the target must make a Will save every round the bright light persists or become dazed for one round instead of staggered.

Two consecutive successful Will saves against the *glow* ends the effect.

Weird Radiance (Nimbus)

When causing a *glow* effect to shed normal light or bright light, you may shape this light into strange shapes as a free action. It illuminates an area that you form of a number of 5 ft. cubes, with each cube placed adjacent to the target of the *glow* or another cube. For normal light you may place up to 20 5 ft. cubes, and with bright light you may place up to 30, plus another for each 2 caster levels you possess. The light 20 ft. away from any square of this area (or 30 ft. + 5 ft. per 2 caster levels away if shedding bright light) is increased by one step to a maximum of normal. With the Intensity Control talent you may add an additional 5 ft. cube per 5 ft. of

radius you would add to your area, and increase or decrease the radius in which light is increased by 10 ft. You may change the light's area or return it to its normal area as a free action, but for the purpose of (light) talents you may only affect one area per round.



Section 4

Advanced Magic

As I watched, a light blossomed in the night sky. At first it was only a tiny, gleaming mote, but it grew swiftly, its brilliance waxing moment by moment. Soon a blazing radiance covered the battlefield, illuminating every corner and leaving nowhere to hide, nowhere to run. The fell army that opposed us wailed in terror and defiance but that light shone upon them as fierce and merciless as the noon sun. Countless died instantly, and the rest were robbed of power and allies. In that one moment, the battle was won.

-From the account of the Battle of Bluebend Valley

Advanced Talents

Constellation (Nimbus)

Prerequisites: Light sphere, Dancing Lights, 5th caster level or higher.

By spending a spell point when you create a *glow* effect, you may cause it to take the form of a number of motes equal to your caster level. Each of these motes sheds normal light in a 5 ft. radius, and light 5 ft. beyond that is increased by one step to a maximum of normal. If you cause the *glow* to shed bright light, then they shed bright light in a 5 ft. radius, and increase light 5 ft. beyond that by one step to a maximum of normal. Each of these motes acts like a *glow* effect created with the Dancing Lights talent, except that you may direct and affect all of them as a single *glow* effect for all purposes. Overlapping areas of bright light from motes do not stack their effects for purposes other than increasing light level. Unlike other (nimbus) talents, Constellation may only be applied when a *glow* effect is created, and you cannot switch to other (nimbus) talents once it has been applied.



Diffuse Body

Prerequisites: Light sphere, Flicker, 7th caster level or higher.

Your Flicker talent becomes more nuanced and refined. Rather than allowing someone to simply turn into a single body of light, you give them the ability to split themselves into multiple reflections. When a creature under the effects of your Flicker takes a move action, they may choose to move in two separate directions and end their move in two different locations. When they take their next action or the next time they are attacked or targeted at one of these locations, whichever is sooner, they must decide which of these positions they are actually in.

Everglow

Prerequisites: Light sphere, Lasting Light, 1st caster level or higher.

By spending a spell point you can make a *glow* permanent, so long as it is not placed on an unwilling target. This also transfers control over the *glow* effect to anyone who holds the object, or the creature affected, allowing them to choose when to shed light or to simply *glow*. They may also turn the *glow* off completely as a move action, or turn it on again as a standard action.

These permanent glows cannot be caused to shed bright light, and cannot have (light) talents applied to them. Any alterations of the *glow*'s area or other qualities must be applied and determined when it is made permanent and cannot be changed; a permanent *glow* may only possess one unchangeable Style that cannot stain its surroundings, and may only have one (nimbus) talent applied, which cannot be changed after the *glow* is created, though the direction of talents such as Illuminate and Beam can be altered as a free action normally.

Incarnate Glow

Prerequisites: Light sphere, Flicker, 15th caster level or higher.

When using the Flicker (light) talent, you can spend two spell points to more completely assimilate the target, turning them into a form composed of pure light. In addition to the normal effects of the Flicker talent, the target gains the following benefits:

- Immunity to nonmagical attack forms. Even when attacked with magical abilities and magic weapons, the target takes only half damage from any corporeal source. Corporeal effects that do not deal damage only have a 50% chance of working. Force effects work on the target normally.
- The target loses any natural armor bonus it possesses, but gains a deflection bonus equal to your casting ability modifier.
- The target can move in any direction with its base land speed, effectively gaining a fly speed with perfect maneuverability. In addition, the target passes through water and operates in it as easily as it does in

air, becomes weightless and cannot fall or take falling damage.

- The target moves silently and cannot be heard with Perception checks if it does not wish to be heard. Nonvisual senses such as scent or blindsight are ineffective in regards to the target.

Tight Speed

Prerequisites: Light Sphere, Flicker, Incarnate Glow, 15th caster level or higher.

While a target is under the effects of Incarnate Glow, they can take advantage of their near-light state to move at much greater speeds. Whenever the target takes a move, run, withdraw or 5-foot step action, as long as they move in a straight line and there are no factors that block normal sight (such as concealment from darkness or fog), they may move five times the normal distance they would travel.

In addition, the target may briefly move at light speed. This functions as a single run action, following the normal rules for run and movement, except the target may not pass through factors that block normal sight (such as concealment from darkness or fog), but may otherwise run 100 miles per caster level in a line as part of a single action. After taking this action, the *glow* and all its effects (including the effects of Flicker, Incarnate Glow, and Light Speed) immediately end.

Prismatic Radiance (Light)

Prerequisites: Light sphere, Searing Light, Style, 15th caster level or higher.

By spending three spell points to create bright light, you cause your *glow* to shed a dazzling array of beautiful and deadly colors. Each round a creature is within the area of this bright light, roll 1d8 to determine what effect the light has on them.

1d8	Color	Effect
1	Red	1d4 fire damage per caster level (Reflex half)
2	Orange	1d6 acid damage per caster level (Reflex half)
3	Yellow	1d8 untyped damage per caster level (Reflex half)
4	Green	Poison (Frequency: 1/rd. for 4 rd.; Effect: 1d2 Con damage; Cure: 2 consecutive Fort saves)
5	Blue	Dazed for 1d2 rounds (Fortitude negates)
6	Indigo	Confused for 1d4 rounds (Will negates)
7	Violet	Each round for one minute, 50% chance to take no actions (Will negates)
8	Multicolor	Roll twice more, ignoring any further results of 8

Radiation (Light)

Prerequisites: Light sphere, Irradiance, 10th caster level or higher.

When you spend a spell point to create bright light with the Irradiance talent, you may spend an additional spell point to create higher energy radiation. Creatures in the area who fail the Fortitude save against nausea also contract radiation sickness, which functions as a poison that deals 1d2 Constitution damage and 1 Constitution drain, has no onset time, has a frequency of one day, and can be cured with two consecutive saves. Radiation sickness has a Fortitude save DC equal to the save of the *glow* effect that inflicted it.

Star Genesis

Prerequisites: Light sphere, Intensity Control, 10th caster level or higher.

When you use the Intensity Control talent you may spend a spell point to increase the radius of your normal and bright light (as well as the distance at which light is increased by one step) by 25 ft. + 5 ft. per 2 levels instead of just by 10 ft.

If you exercise this option, you may also spend an additional spell point when creating bright light to cause the central 30 ft. + 5 ft. per 2 caster level radius to be equivalent to daylight for all purposes, including for creatures that are damaged or destroyed by such light.

Rituals

Beacon Pillar

Sphere: Light; **Ritual Level:** 0

Casting Time: 1 minute

Components: S, M (any highly reflective or luminescent object worth at least 1 gp)

Description: This ritual alters the material component into a bubble of radiant magic which lasts for 24 hours before losing its power and collapsing into ash. At any time during that duration it can be thrown (treat it as a thrown weapon with a 10 ft. range increment) or crushed as a standard action, expending the bead and releasing the magic within. Using the bubble this way creates a column of bright light that has a 5 ft. radius and a height of 300 ft. that can be easily seen for miles. This column of light lasts for one minute.

Reflection / Refraction

Sphere: Light; **Ritual Level:** 2

Casting Time: 10 minutes

Components: V, S, M (a well made glass prism worth 50 gp)

Description: You can alter the reflective and refractive properties of an inanimate object. You can change the coloration of an object, make its surface reflective, glossy, or dull, or even make it more or less translucent or transparent (though you cannot make an object invisible in this way, or remove invisibility). Your alteration does not have to be uniform, allowing you to simultaneously paint a wall and give it a clear window, or create other patterns, though you must make appropriate skill checks to create complex or artistic designs. This is an instantaneous effect as you are directly changing the properties of the object, so it does not have a duration and cannot be dispelled. This ritual can affect up to one 5 ft. cube of material.

Section 5

Player Options

The nature of light is strange, and so the magic of light is similarly strange. When it is further mixed with other forms of magic it becomes utterly alien and bizarre. Almost any discipline can benefit from dabbling in light and making use of its properties.

-An excerpt from Scholar Radha's *The Forms of Magic*

Feats

Dual Sphere Feats

Skilled magicians can learn to combine different fields of magic, allowing them to produce new effects or wield multiple forms of magic simultaneously. While the results are powerful, doing so requires great skill and concentration. Only the effects of one Dual Sphere feat can be applied to any given use of sphere abilities.

Aurora (Dual Sphere)

Prerequisites: Light sphere, Weather sphere.

Benefit: When you use *control weather*, you may also choose to increase the light level by one step in the same area, up to a maximum of normal light. At 10th caster level, you may increase the light level by an additional step. Areas of magical darkness in range of this effect are unaffected, their light levels remaining unchanged.

Beam Propulsion (Dual Sphere)

Prerequisites: Light sphere, Telekinesis sphere.

Benefit: By amplifying and focusing the tiny pressure exerted by light with your powers of *telekinesis*, you can move a target with the force of light alone. When you cause a target to *glow*, you may increase the casting time by one step to also lift it with your *telekinesis* as part of the same action. You may also concentrate to maintain concentration on the bright light of your *glow* and your *telekinesis* with a single action, though this increases the action needed to maintain concentration by one step (usually from a standard action to a full-round action).

Bioluminescent Transformation (Dual Sphere)

Prerequisites: Alteration sphere, Light sphere.

Benefit: When you *shapeshift* a target, you may also cause that target to *glow*. In addition you may maintain concentration on the *shapeshift* and the bright light of the *glow* with a single action. If you apply a (light) talent to a *glow* created and maintained this way, it counts against the number of traits you may grant with your *shapeshift*.



Defiant Radiance

Prerequisites: Light sphere.

Benefit: You add +2 to your MSB and MSD for the purposes of Light sphere effects. Double this bonus when making an opposed magic skill check against magical darkness effects.

Destructive Radiance (Dual Sphere)

Prerequisites: Destruction sphere, Light sphere.

Benefit: Whenever you use your *destructive blast*, you can choose to have it take on the properties of light. A *destructive blast* modified in this way no longer requires line of effect to its targets, but is blocked by factors that affect normal sight (such as concealment). For example, you could fire your *destructive blast* through a glass window or a *barrier*, but it would be blocked by opaque walls, fog or darkness.

Hard Light (Dual Sphere)

Prerequisites: Creation sphere, Light sphere.

Benefit: When you *create* an object, you may make it out of hardened light instead of matter. Objects you create this way naturally shine, shedding bright light as if by your *glow* effect. Otherwise, an object created out of hardened light has the properties of any one material you can normally *create*, except that it has half its normal weight.

Photosynthesis

Prerequisites: Con 13, Survival 3 ranks, Light Sphere.

Benefit: After a long period of meditation, you have learned how to harness the power of light. If are in an area of bright light, you can regain hit points equal to your character level as a move action. This ability can only be used once per minute, and can only heal you up to half your normal maximum hit points; any excess healing is lost.

In addition, so long as you spend at least one full hour in an area of bright light you gain all the nourishment you need, and do not need to eat or drink that day.

The benefits of this feat are a supernatural ability.

Searing Brilliance

Prerequisites: Caster level 5th, Light sphere, Searing Light.

Benefit: Your Searing Light now deals 1 point of untyped damage per caster level per round in addition to its fire damage. Undead, oozes, and creatures harmed by daylight take 2 additional points of untyped damage per caster level per round instead.

Sense Light

Prerequisites: Perception 5 ranks, Light Sphere.

Benefit: Through intense rituals and training you have become capable of sensing light by touch. By spending a swift action, you retain your normal visual abilities for a round when your eyes are closed, and are immune to the effects of the blinded and dazzled conditions, and all gaze attacks. You do not, however, retain the benefits of sight-based abilities (such

as darkvision or low-light vision). You must be in area of dim or brighter light to gain the benefits of this feat.

The benefit of this feat is a supernatural ability.

Shining Stars

Prerequisites: Light sphere, Dancing Lights, Glory.

Benefit: You may apply the effects of your Glory talent to *glow* effects you create as Dancing Lights as if they were placed on yourself, though you may still only apply the effects of Glory to a single *glow* at a time.

Traits

Aura (Religion)

Benefit: You shed light as a torch, illuminating a 10 ft. radius with normal light and increasing light by one step (to a maximum of normal) 10 ft. beyond that. This light is a supernatural ability, and you may turn this light on or off as a standard action. In addition, you gain a +1 trait bonus on Knowledge (Religion) checks, and Knowledge (Religion) is a class skill for you.

Daysense (Magic)

Benefit: You can sense the positions of the celestial bodies, even when you are underground or they are out of sight. This allows you to always know the precise time and the direction of true north. In addition, you gain a +1 trait bonus on Knowledge (Geography) and Survival checks, and one of these skills (of your choice) becomes a class skill.

Minor Bioluminescence (Race)

Benefit: Your skin (or a patterned portion of it) shines with a strange luminescence that many find to be mesmerizing. You shed light as a candle, increasing the light level by one step 5 ft. around you, and may turn this light on or off as a free action. So long as the light is on, you gain a +1 bonus on Bluff checks. In addition, Bluff is a class skill for you.

Special: A member of any race may select this trait, representing distant ancestry to celestial or other light based creatures, or an atypical mutation of some kind.

Photosynthetic Magic (Magic)

Benefit: The light of the sun is powerful, and you can harness it for your own magic. After spending at least one hour in true sunlight over the course of a day, you gain an additional spell point that can only be spent on talents and effects related to the Light sphere. Time spent in the sun does not need to be consecutive. You cannot gain more than one spell point a day this way.

Sun Worship (Religion)

Benefit: By dedicating yourself to the sun, you have become inured to its effects and attuned to its nature. You are immune to the dazzled condition. In addition, you may qualify for the Photosynthesis and Sense Light feats as if you possessed the Light Sphere.

Sphere-Specific Drawbacks

Lens Focus: (*Requires Light*) You cannot create *glow* effects. You may only select (lens) talents and talents that augment (lens) effects, and must select a (lens) talent with the bonus talent gained from this drawback.

Nimbus Focus: (*Requires Light*) You may only cause your *glows* to shed light in a specific shape. You may not gain any (nimbus) talents, except with the bonus talent gained from this drawback, and must always apply its effects to light shed by your *glows*.

Roving Glow: (*Requires Light*) You cannot place *glow* effects on objects or creatures. You must select the Dancing Lights talent with the bonus talent gained from this drawback.

Alternate Racial Traits

Fey Motes (Gnome): Through natural talent or by training one aspect of their magic to the exclusion of other magics, some gnomes master their ability to create roving, trickster lights. They gain Basic Magic Training in the Light sphere as a bonus feat, with the Roving Glow drawback and Dancing Lights as their bonus talent. This replaces the obsessive and gnome magic racial traits.

Light Attuned (Aasimar): Occasionally an aasimar is more attuned to the magic and power of light. They gain Basic Magic Training in the Light sphere as a bonus feat. This racial trait replaces the darkvision and spell-like ability racial traits.

Torchlight (Ifrit): Fire is a natural source of light, and some ifrit master this secondary characteristic. They gain Basic Magic Training in the Light sphere as a bonus feat, with the Touch of Light drawback and Searing Light as their bonus talent. This racial trait replaces the fire affinity and spell-like ability racial traits.



Section 6

Equipment

The city's latest fashion is tattoos, tattoos of all shapes, colors and sizes. A clever artist who goes by the name Brand introduced a form of magical ink that shines brightly even under the skin, and Brand's technique has become lauded and much appreciated; by night the streets glow with a thousand colors, not from lamplight, but from the gleaming ink-work worn by the populace.

-A passage from Trader Sahja's journal

Light Generation

Light is often a byproduct or sign of an item's magical power: a magical sword shines when it is unsheathed, or a shield's mystic runes glow ominously. Below are different forms of light that magic items might shed, expanding on the light generation rules for magic weapons. While weapons are the most common items to shed light, any magic item that costs at least 1,000 gp can be created to glow in the same manner; items that cost less than 1,000 gp may still be created to glow, but only shed light as a candle and cannot use any of the alternate light generation methods below. Creating an item that generates light does not affect the price or creation item, but the decision cannot be changed once the creator makes it. Only a single form of light generation can be chosen per item. A single use or limited charge item (such as a scroll or wand) that runs out of uses or charges no longer generates light.

Celestial: This form of light generation is tied to a time of day. During either the day or night, the item sheds normal light in a 30 ft. radius, and increase the level of illumination by one step (to a maximum of normal) in a 60 ft. radius. At the opposite time of day it only sheds light as a candle. The time of day the item is attuned to is chosen when it is made, and cannot be changed.

Lantern: The item sheds normal light in a 40 ft. cone, and increases the level of illumination by one step (to a maximum of normal) in an 80 ft. cone. You may change the direction of the cone as a free action once per turn.

Line: The item sheds normal light in an 80 ft. long, 10 ft. wide line, and increases the level of illumination by one step (to a

maximum of normal) in a 160 ft. long, 20 ft. wide line. You may change the direction of the line as a free action once per turn.

Motes: The item sheds light as a candle. In addition, it generates four small motes that also shed light as a candle that hover wherever the wielder directs. These motes can be placed anywhere within a 100 ft. radius as a free action once per turn.

Strobe: Whenever this item is used as part of a standard or longer action (such as attacking with a weapon), or brandished as a move action, it sheds light as a torch until the beginning of your next turn.

Trail: Any square the item passes through sheds normal light in a 5 ft. radius for one round, and increases the level of illumination by one step (to a maximum of normal) in a 10 ft. radius.

Variable: The amount of light that the item generates can be adjusted. It can shed normal or dim light in a 10 ft. or smaller radius, and you may choose whether or not it also increases the light level up to the same level in a radius twice that size. You may even cause the item to shed no light at all. Adjusting the light the item sheds is a standard action.

Warning: Select a creature type (if you select humanoid or outsider, you must also select one subtype). The item sheds light as a torch whenever that category of creatures comes within 100 ft. of it.

Magic Item Properties

Radiant Edge: This special ability may only be placed on melee weapons. A *radiant edge* weapon projects deadly light from its edge when wielded correctly, allowing its wielder to make attacks as if their reach was 5 ft. longer than normal. However, it takes specific motions and precise setup to use this effectively and so this does not increase the wielder's threatened area, only their reach when making attacks on their own turn.

In addition, you can use a *radiant edge* weapon much like a torch. It sheds normal light in a 20 ft. radius and increases the light level for an additional 20 ft. by one step, up to normal light. You may turn this light on or off as a free action.

Faint evocation; CL 5th; Craft Magical Arms and Armor; Light sphere; Price +2 Bonus

Sunset: This special ability may only be placed on a staff of the Light sphere. When the wielder of a staff with this property causes one of their *glow* effects to shed bright light by concentrating on it, they may choose for that bright light to persist one round after they stop concentrating on it.

If the wielder of this staff also possesses the Lingering Glow talent, the effects stack, allowing bright light to persist for three rounds after they stop concentrating on it.

Faint evocation; CL 4th; Craft Staff, Light sphere, Lingering Glow; Price +1 Bonus

Specific Magic Items

Dimlight Veil

Aura Faint evocation; **CL** 5th

Slot head; **Price** 1,500 gp; **Weight** —

A *dimlight veil* cuts the glare of light and the sun, shielding the eyes. The wearer is immune the dazzled condition, and suffer no ill-effects from light sensitivity. In addition, the wearer gains a +2 bonus on saving throws against light effects.

Construction Requirements: Craft Ring, Light sphere, Dim Light; **Cost** 750 gp

Gleam Brush

Aura Faint evocation; **CL** 3rd

Slot —; **Price** 200 gp; **Weight** —

A *gleam brush* takes the form of a handheld brush with a wooden handle decorated with colored whorls and spirals. This magic brush is considered a masterwork tool for appropriate Craft skills (such as calligraphy or painting) and creates ink of any color, changing to any color the user imagines as a free action; the ink glows, increasing the light level by one step 5 ft. around it. The ink created by a *gleam brush* is nonmagical and permanent, and may be cleaned up or removed from surfaces as normal ink can. A *gleam brush* never runs out of ink.

Different styles of brush can be found and produced, ranging from fine tipped ink brushes to wide, thick paintbrushes, but they are always small enough to be held in one hand.

Construction Requirements: Craft Rod, Light sphere; **Cost** 100 gp

Miniature Orrery

Aura Faint divination; **CL** 4th

Slot —; **Price** 1,000 gp; **Weight** 1lb

This small brass sphere fits easily into the hand, and with a command becomes transparent, revealing the motes of light moving within it. Each mote represents a celestial body, and put together the lights of a *miniature orrery* accurately depict their current positions in the sky. Using a *miniature orrery* you can always determine the precise time and which direction true north lies in relation to yourself. In addition, it grants a

+4 circumstance bonus on Survival checks made to avoid getting lost, and with a DC 20 Knowledge (geography) check you can determine your approximate location in the world and the current date.

Construction Requirements: Craft Rod, Divination sphere, Light sphere; **Cost** 500 gp

Radiant Tattoos

These tattoos are created from a magical, shining ink that radiates light even from under the skin. No matter the pattern or type of tattoo, *radiant tattoos* shed normal light in a radius of up to 20 ft. (called the primary radius for the purpose of tattoo effects), and increase the light level by one step to a maximum of normal at an equal range. The bearer of a *radiant tattoo* can choose the radius at which they shed light within the maximum length freely as a free action, even turning it off entirely (or turning it back on). The shape of a tattoo and the color of its light (or multiple colors) are chosen when it is made, but these details may vary even between tattoos of the same effect.

A tattoo is a slotless, weightless item, but a single creature can possess no more than three radiant tattoos.

Dancing Tattoo

Aura Moderate evocation; **CL** 6th

Price 7,000 gp

Often worn by performers, a *dancing tattoo* normally takes some sinuous shape like a snake or ribbon, and is often multicolored. As part of making a Perform (act) or Perform (dance) check, you may hypnotise anyone in the primary radius of your light who can also see your performance, causing them to gain the fascinated condition for the duration of the performance. Performing this way takes a full-round action each round it lasts. Affected creatures do nothing but sit quietly and watch your performance, and take a -4 penalty to Perception checks. Each creature affected by this may make a Will save (DC 10 + 1/2 your ranks in perform + Cha modifier) on each of their turns to throw off this effect. Obvious threats and hostile actions automatically breaks the effect. A successful save provides immunity to your *dancing tattoo* for 24 hours.

Construction Requirements: Forge Ring, Light sphere, Hypnotic Pattern; **Cost** 3,500 gp

Icon Tattoo

Aura Moderate evocation; **CL** 10th

Price 10,000 gp

An *icon tattoo* often takes the form of a holy symbol or religious imagery, with coloration appropriate to the image or deity. This tattoo can be designed to count as a holy symbol and divine focus for characters that require one (such as characters with the Focus Casting drawback). In addition, all allies within the primary radius of your light gain a +1 morale bonus on all saving throws.

Construction Requirements: Forge Ring, Light sphere, Beacon of Hope; **Cost** 5,000 gp

Inquiry Tattoo

Aura Faint evocation; **CL** 5th

Price: 3,000 gp

Inquiry tattoos are most commonly eyes, and stark shades of white and black are frequently used for the light they cast. The light of an *inquiry tattoo* casts unusual shadows whose movements give clues as to how a creature is feeling and what it is thinking. You gain +4 circumstance bonus on Sense Motive checks against any creature in the primary radius of your light.

Construction Requirements: Forge Ring, Divination sphere, Light sphere; **Cost** 1,500 gp

Lantern Tattoo

Aura Faint evocation; **CL** 1st

Price 1,500 gp

A *lantern tattoo* is frequently of celestial objects such as the sun, moon or stars, or sometimes of torches or lighthouses. All shades of yellow and white are normally selected for its coloration and glow. A *lantern tattoo* grants you greater control over the light it sheds, allowing you to focus it into a cone of up to 40 ft., or a line of up to 80 ft. as a free action instead of shedding light in all directions.

Construction Requirements: Forge Ring, Light sphere, Illuminate, Beam; **Cost** 750 gp

Sanguine Tattoo

Aura Moderate evocation; **CL** 8th

Price 9,000 gp

A *sanguine tattoo* generally depicts scenes of battle and conquest, or of blood and bones; often its light is a shade of red, or sometimes ivory or gray. It grants you a +4 competence bonus to Intimidate checks so long as the tattoo is shedding any amount of light. In addition, you may attempt to demoralize an enemy within the primary radius of your light as a move action.

Construction Requirements: Forge Ring, Light sphere; **Cost** 4,500 gp

Serene Tattoo

Aura Moderate evocation; **CL** 10th

Price 24,000 gp

A *serene tattoo* typically uses imagery of water or nature, favoring soft blues and greens in its coloring. So long as your *serene tattoo* sheds any amount of light, it grants you a +4 competence bonus to Diplomacy checks. In addition, allies in the primary radius of your light have any fear, confusion, or rage conditions suppressed so long as they remain in the primary radius of your light.

Construction Requirements: Forge Ring, Light sphere, Beacon of Hope; **Cost** 12,000 gp

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The Illuminator's Handbook

