

The Initiate's Handbook



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Section 1

Introduction

"People just don't get it- you can't just throw around power and hope it works out. You need to control it. Force it to work how you want it to."

- Archmagus Alduin Peregrov, on his first lecture over the principles of magic

Foreward

While other spheres of magic focus on the harnessing of all the different sorts of magical energies in the world, the Mana sphere is the study, practice and theory that all magic is linked together by some invisible line, allowing it to be directly manipulated by skilled spherecasters. The abilities of the magic of mana focuses upon draining, bolstering and limiting the magical potential of other users of magic, even to the point of conquering their prowess and claiming it from them. The Mana sphere is considered to be a global and universal strain of magic, and can be equated to the universal school of magic of the core Pathfinder system of magic (such as when using the sphere transparency rules found in Ultimate Spheres of Power).

This handbook is designed to be used as a companion book with the updated Spheres of Power system of magic from the Ultimate Spheres of Power book.

Navigating This Book

Section 2 – Archetypes and Class Features: This section provides new archetypes and class options based around the Mana sphere and related concepts.

Arcanopulser: An elementalists who relinquishes the Destruction sphere in favor of weaponizing bolts of magic.

Corteggiare: A bard who relies on her allies to perform with her, and links their magical aptitude together

Spellvampire: A shifter who learns to drain the form, magic and even powers of creatures they bite.

Section 3 – Basic Magic: This section introduces the new Mana sphere.

Section 4 – Advanced magic: Powerful talents and incantations for customizing your game.

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

Section 6 – Equipment: Introduces two new magic items.

Section 7 – Bestiary: New monsters related to the Mana sphere.

Section 8 – Wild Magic Table: for use with Drop Dead Studio's Wild Magic.

Section 2

Archetypes and Class Features

Arcanopulser (Elementalist Archetype)

"Let's make something perfectly clear. You use magic. I control magic. Allow me to illustrate the difference."

Izaar "Magebreaker" Dezano, addressing an elemental.

Elementalists have always channeled the raw power of the elements, but hardly have they done so in a way that united their skill with their martial prowess. Those few known as arcanopulsers take an even more primal approach, learning to manipulate the raw power of magic itself, and forming it into a deadly weapon. While they may lose some diversity from this choice, their confrontations with those who rely on magic often show that they are a force to be reckoned with.

Blended Training: Whenever an arcanopulser would gain a magic talent from his class levels (not the 2 bonus talents gained when first gaining the casting class feature), he may instead choose to gain a combat talent. An arcanopulser uses his casting ability modifier as his practitioner modifier.

This alters magic talents. This archetype may be combined with other archetypes that replace magic talents; you cannot gain a combat talent in place of a magic talent the other archetype loses.

Weapon and Armor Proficiency: An arcanopulser is only proficient with all simple weapons and light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

Weave Magic: An arcanopulser gains the Mana sphere as a bonus magic talent and uses his class level as his caster level with the Mana sphere. This stacks normally with caster levels gained from other sources.

This replaces weave energy.

Pulse Shot (Su): At 1st level, an arcanopulser develops a weapon uniquely crafted from his own mastery over magic. He can create orbs of magical energy that can be slung at an enemy, or used to strike an enemy to deal damage.

A pulse shot can be a melee or ranged weapon, requiring the target to either be in reach, or can be made as a ranged attack with a range increment of 30 feet. A pulse shot deals 1d6 points of bludgeoning damage, +1 additional damage per four arcanopulser levels, and uses the arcanopulser's casting ability modifier in place of his Strength modifier determining damage made with melee pulse shots. Pulse shots only materialize when making attacks, if the arcanopulser is not making an attack with a pulse shot, his hands are considered free unless he is otherwise holding an item.

Pulse shots are considered to be a light weapon and they can be used for two-weapon fighting (with each hand creating one shot) as well as feats and abilities that apply to weapon attacks (such as Deadly Aim, Power Attack, and Weapon Focus). The arcanopulser may also choose to combine both of his pulse shots into one weapon, treating it as a two-handed weapon and increasing its damage dice to 1d10, although this decision must be made at the start of his turn and lasts until the start of his next turn. When a feat or ability is used to add a bonus to a weapon type, such as Weapon Focus (pulse shot), it applies to

both melee and ranged pulse shots, as long as they otherwise qualify for the feat. The arcanopulser threatens within reach of his melee pulse shot, but only if he has a hand free.

Beginning at 4th level, the arcanopulser can spend a spell point as a swift action to empower all pulse shots (of any element) he makes for 2 rounds, +1 additional round at 6th level and every two levels thereafter. As long as they are empowered, the arcanopulser's melee pulse shots become touch attacks, and he may add his casting ability modifier to the damage dealt by his ranged pulse shots. At 10th level, his ranged pulse shots become ranged touch attacks while empowered. Empowered pulse shots gain additional benefits from the pathways of the pulse magic class feature.

Note: Pulse shots and pulse shields can be enhanced further through special wondrous items. See Section 6 for more details.

This replaces the combat feats gained at 2nd and 6th level.

Pulse Shield (Su): At 3rd level, the arcanopulser learns to utilize his pulse magic in a defensive way. He can conjure a shield of magic in an open hand as a free action during his turn by spending a spell point, and may dismiss it as a free action. This shield can be treated as either a steel buckler, a steel light shield or a steel heavy shield, chosen at the time of creation. The ability grants a shield bonus as normal, but instantly disappears as soon as it is no longer within the arcanopulser's hands, including when disarmed. The shields last for 1 hour per arcanopulser level at a time.

If the arcanopulser empowers his pulse shots, the shield grants the arcanopulser DR/piercing or slashing equal to the shield's armor class bonus. This does not function if the arcanopulser uses an alternative shield granted to him by the pathways of pulse magic feature.

This replaces elemental defense.

Pulse Bond (Su): Beginning at 4th level, once per turn as a swift action made after hitting a creature with a pulse shot, the arcanopulser may attempt a magic skill check against that creature (against 11 for creatures without levels in casting classes). On success, he may create a *manabond* from the Mana sphere between himself and his target.

Additionally, the arcanopulser gains a +1 bonus to all attack rolls made with pulse shots against any creature with which he has an active *manabond*, and may treat any such creatures as if they were adjacent to the arcanopulser for the purpose of making melee attacks with pulse shots, ignoring any cover (but not concealment) that would apply. The bonus to attack rolls increases by an additional +1 at 8th level and every four levels thereafter.

This replaces dodge bonus.

Pathways of the Pulse Mage (Su): At 5th level, the arcanopulser may begin following a new path that allows him to further improve his pulse shot, including mastering new energy types as well as increasing the power of his original pulse shot. He selects a single path, and gain the powers from its first selection. At 10th level and every five levels thereafter, the arcanopulser may choose to either further follow a path he has selected and gain the next powers listed in each entry, or select a new path and gain the initial powers from it, with the further option of following it further at later levels.

Each time a path is selected, the pulse shot related to that pathway, and the basic, neutral pulse shot increases its damage dice by one step (1d6 to 1d8 to 1d10 to 2d6 to 2d8 to 3d6). Pulse shots unique to other paths do not benefit from investing into a path that is not their own.



BrinLee

An arcanopulser may invest further into a path even when it does not grant additional abilities for doing so. Each time he does, he increases the damage dice step of the pulse shot related to that pathway as normal.

The various pathways are listed at the end of this archetype. Any ability that calls for a saving throw uses the arcanopulser's Mana sphere DC for its DC.

This replaces favored element.

Pulsemage's Form (Su): At 7th level, the arcanopulser learns to utilize his prowess to briefly enter a new state of being. He can spend 3 spell points as a full-round action to begin his ascension, granting himself additional abilities. When he begins his ascension, the arcanopulser gains a +4 dodge bonus to his armor class until the beginning of his next turn, but cannot make attacks of opportunity until his next turn.

At the start of his next turn, the arcanopulser becomes ascended for 1 minute. While ascended, all of his pulse shots are considered to be empowered, and he gains certain benefits based off which pathways he has taken, as listed under each path. Additionally, he may reform his pulse shield at any time as a free action that can be taken outside of his turn without paying its spell point cost. After his ascension is over, he becomes exhausted for 1 minute and may not ascend again for 1 hour.

At 13th level, his ascension reaches a higher limit. The arcanopulser may become ascended as a standard action, but does not gain a dodge bonus and is not prevented from making attacks of opportunity. The arcanopulser no longer becomes exhausted when he ends his ascension, regardless of how he began it, and may begin another ascension at any time.

This replaces elemental movement.

Final Form (Su): The arcanopulser reaches the peak efficacy of his training. He must make a decision, and choose one of the following abilities:

Zenith Form: The arcanopulser masters his ascended form. He can enter his ascended form at any time as a free action that can be taken outside of his turn without spending spell points, and it lasts indefinitely. He may exit his ascended state as a free action.

Ultracognition: The arcanopulser learns every possible way to utilize his pulse magic. He is treated as if he has learned all the various pathways and their secondary abilities, and may benefit from them all when entering his ascended form.

This replaces energy body.

Pathways

The following pathways are available to an arcanopulser.

Path of the Arcane

The first time this path is selected, the arcanopulser masters his pulse shot's intrinsic magical qualities. He learns to make arcane pulse shots which deal force damage.

When an arcanopulser creates a pulse shield, he can cause it to become a force shield. A force shield applies its shield bonus against incorporeal creatures, and negates any force effects that target him, although it only negates portions that affect him.

Once per turn when using empowered arcane pulse shots, the arcanopulser may activate an (expunge) talent from the Mana sphere he knows as a free action on any target he successfully strikes, although they must still be within range of his *expunge*'s normal range. He must still pay the spell point cost that he may incur from using an *expunge*.

The second time this path is selected, the arcanopulser's vibrant arcane forces interfere with other magical auras. Any creature struck by an empowered arcane pulse shot must attempt a Fortitude save. On failure, all harmless magical effects that are on the creature are suppressed for 1 round. A creature struck by multiple attacks in the same round only needs to attempt one saving throw.

Ascension Benefit: As long as the arcanopulser is ascended, he becomes resistant to magic. He gains spell resistance equal to 11 + his class level (which he can lower as a free action during his turn, or raise it as a free action that can be taken outside of his turn), and additionally he transcends the border between the Material world and the Ethereal world. He treats his pulse shots (even non-force pulse shots) and all of his equipment as if they possess the ghost touch special ability, and becomes capable of seeing invisible creatures as if they were visible normally.

At 13th level, while ascended, the arcanopulser gains the effects of the True Seeing advanced Divination talent.

Path of the Caustic

The first time this path is selected, the arcanopulser learns to coat his magical energy in corrosive elements to erode his enemies. He learns to make acidic pulse shots, which deal acid damage. Acidic pulse shots always deal full damage to objects, rather than half for being energy attacks (or ranged attacks). An acidic pulse shot may also be shot at a 5-foot square (against an armor class of 5), doing so causes that square to be considered difficult terrain for 24 hours. A mending spell or the Repair ability from the Creation sphere can restore it to normal before this time.

When an arcanopulser creates a pulse shield, he can cause it to become an acidic shield. Acidic shields grant the arcanopulser 10 resistance against acid damage.

When using empowered acidic pulse shots, their potent chemical erosion wears away at the enemy he strikes. When striking a creature that has an armor bonus or natural armor bonus to their armor class, he may apply a -2 penalty to that creature's armor class for 1 round. Each extra hit with an empowered acidic pulse shot increases the penalty by another -1, up to a maximum of half the arcanopulser's class level (minimum -3) and refreshes the duration.

The second time this path is selected, the arcanopulser becomes an expert at destroying material. He ignores all hardness when attacking unattended objects with empowered acidic pulse shots, and always deals maximum damage. When making a sunder attack with an empowered pulse shot, he adds his casting ability modifier as a bonus to the attack roll.

Ascension Benefit: As long as the arcanopulser is ascended, his body becomes coated with a thick acid. He becomes immune to all acid damage, and any creature that strikes him with an unarmed attack, natural attack or melee weapon that does not possess reach suffers damage equal to his acidic pulse shot. A Reflex save halves this damage.

At 13th level, while ascended, the arcanopulser gains a burrow speed equal to his base land speed.

Path of the Corrupt

The first time this path is selected, the arcanopulser learns to make unholy pulse shots that deal negative energy damage. These pulse shots are capable of healing creatures healed by negative energy, and damaging those vulnerable to negative energy, but they may only heal creatures up to half of their maximum hit points. Willing creatures may be touched without an attack roll, but ranged attacks must still make an attack against an effective armor class of 5 to strike willing creatures.

A creature is only healed by the full amount of healing by the first unholy pulse shot they are hit by each round, and any additional pulse shots only heal half as much. When using empowered unholy pulse shots, he may heal a creature up to their maximum health.

When an arcanopulser creates a pulse shield, he can cause it to become an unholy shield. Unholy shields grant the arcanopulser a +2 deflection bonus to his armor class against good creatures, and prevent any creature summoned by a good creature from attacking him or targeting him with abilities. If the arcanopulser attacks the

summoned creature, the creature may attack and target him normally.

The second time this path is selected, the arcanopulser learns to apply a catastrophic decay in a creature's life force with his pulse shots. As a special attack action, he can make a single unholy pulse shot, and apply a single (ghost strike) talent from the Death sphere he knows to the attack. He must still pay any spell point costs from the Death sphere talent. Alternatively, he can increase the attack's base damage dice to 3d8. Targets struck by this special attack action, whichever method is used, suffer a -2 penalty on all saves against any Death sphere abilities used by the arcanopulser for a number of rounds equal to his casting ability modifier.

Ascension Benefit: As long as the arcanopulser is ascended, his body becomes blackened by undeath. The arcanopulser becomes immune to all effects from the Life sphere, and heals from negative energy (as well as positive energy, if they normally do). He becomes immune to energy drain, poisons and diseases. This does not affect poisons and diseases that he already suffers from, although if he is suffering from any, they are suppressed until he is no longer ascended.

At 13th level, while ascended, he gains a 30-foot aura that bestows a -2 penalty to all attack rolls, saving throws, skill checks and ability checks on nearby enemies. If a creature in this aura dies from negative energy, he may spend an immediate action to drain their life force, healing the arcanopulser for 2 hit points per Hit Dice of the dying creature. If multiple creatures die at the same time, he drains all of their life forces, pooling their Hit Dice together when calculating his healing.

Path of the Eruption

The first time this path is selected, the arcanopulser learns to utilize the inner flames buried within all spellcasters to empower his attacks. He learns to make flaming pulse shots, which deal fire damage. Flaming pulse shots increase their dice step by an additional step upon taking this path, and may set fire to objects.

When an arcanopulser creates a pulse shield, he can cause it to become a fire shield. Fire shields grant the arcanopulser 10 resistance against fire damage.

When using empowered flaming pulse shots, any creatures struck by him must succeed at a Reflex save or catch on fire. A creature struck by multiple attacks must attempt multiple saving throws, although a creature cannot catch on fire if they are already on fire. A creature on fire takes damage equal to the flaming pulse shot's damage dice at the start of their turn, and they remain on fire until they extinguish the flame by taking a full-round

action to attempt another Reflex save. The creature may drop prone and roll on the ground as part of this action to grant themselves a +5 bonus on this save. Failure indicates they remain on fire.

The second time this path is selected, the arcanopulser learns to utilize a creature's flaming body to cause them to explode with flames, and his flaming pulse shots increase in damage by an additional step. When the arcanopulser strikes a creature who is on fire with an empowered flaming pulse shot, that creature bursts fire from their skin, dealing damage equal to the arcanopulser's flaming pulse shot to that creature and any creatures other than the arcanopulser within 10 feet of the struck creature. Creatures that are damaged by this explosion which are not on fire also catch on fire. A creature can only explode in this way once per turn, but may suffer damage multiple times from nearby explosions of other creatures.

Ascension Benefit: As long as the arcanopulser is ascended, his body is coated in deadly lava. He becomes immune to all fire damage, and creatures struck by his flaming pulse shot are coated in lava, filling all squares they occupy with lava. Any creature that beings their turn on lava suffer 2d6 fire damage per round of exposure. The lava disappears when the ascension ends.

At 13th level, while ascended, the arcanopulser's flaming pulse shots erode a creature's resistance against fire. When he strikes a creature that has fire resistance, he reduces their fire resistance by an amount equal to his class level. This reduction can only be applied once per creature at a time and lasts for 24 hours. Additionally, fire immunity only reduces his damage by half, rather than completely negating it.

Path of the Frostborn

The first time this path is selected, the arcanopulser learns to sap the heat away from his projectiles, creating frosty orbs of magic. He learns to make frozen pulse shots, which deal cold damage. Frozen pulse shots are capable of freezing up to a 5-foot cube of liquid with each attack, which melts back to normal over the course of an hour in average temperature conditions.

When an arcanopulser creates a pulse shield, he can cause it to become an ice shield. Ice shields grant the arcanopulser 10 resistance against cold damage.

When using empowered frozen pulse shots, the arcanopulser freezes deeply into the target creature's body, inhibiting their capability to react properly, or resist further cold effects. A creature struck by an empowered frozen pulse shot suffers a -2 penalty to all Reflex saves and all saves against cold effects for 1 round. Each extra hit with

an empowered frozen pulse shot increases the penalty by another -1, up to a maximum of half the arcanopulser's class level (minimum -3) and refreshes the duration.

The second time this path is selected, the arcanopulser becomes capable of fully freezing even living creatures. While he is empowering his pulse shots, he can spend a spell point to make a special attack action with his frozen pulse shot to attempt to freeze an enemy. If the attack hits, the target must attempt a successful Fortitude save. On failure, the target suffers an additional 3d8 points of cold damage, and the target is frozen in a cube of ice. Being frozen causes the target to become paralyzed and unconscious, but it does not need to eat or breathe while the ice lasts. The ice has hit points equal to the arcanopulser's level, and remains for 1 minute per class level in average temperature conditions. The creature can be freed from the ice by destroying it, although the creature is staggered for 1d4 rounds if freed using this method. Using this ability ends the arcanopulser's current empowerment (this cannot end the arcanopulser's ascension, however).

Ascension Benefit: As long as the arcanopulser is ascended, his body is surrounded by an absolute frost. The arcanopulser can choose to freeze any square that he moves over part moving over it, as well as spaces filled with thick gases such as fog or smoke, freezing the squares in slippery ice as he moves. He can walk over all slippery surfaces (such as ice or grease) without attempting an Acrobatics check, and becomes immune to all cold damage.

At 13th level, while ascended, the arcanopulser gains the amphibious monster quality, and gains a swim speed equal to his base land speed. Additionally, he may now freeze the air he walks over, allowing him to leave a trail of slippery ice as he flies or jumps through the air.

Path of the Pure

The first time this path is selected, the arcanopulser learns to make holy pulse shots that deal positive energy damage. These pulse shots are capable of healing creatures healed by positive energy and damaging those vulnerable to positive energy, but they may only heal creatures up to half of their maximum hit points. Willing creatures may be touched without an attack roll, but ranged attacks must still make an attack against an effective armor class of 5 to strike willing creatures.

A creature is only healed by the full amount of healing from a holy pulse shot by the first pulse shot they are hit by each round, and any additional pulse shots only heal half as much. When using empowered holy pulse shots, he may heal a creature up to their maximum health.

When an arcanopulser creates a pulse shield, he can cause it to become a holy shield. Holy shields grant the arcanopulser a +2 deflection bonus to his armor class against evil creatures, and prevent any creature summoned by an evil creature from attacking him or targeting him with abilities. If the arcanopulser attacks the summoned creature, the creature may attack and target him normally.

The second time this path is selected, the arcanopulser learns to utilize his holy energy with that of proper magic. As a special attack action, he can make a single holy pulse shot, and apply a cure, invigorate or restore effect that targets a single creature from the Life sphere to the attack. He must still pay any spell point costs needed for the sphere effect. Alternatively, he can increase the attack's base damage dice to 3d8. Targets struck by this special attack action, whichever method is used, suffer a -2 penalty on all saves against any Life sphere abilities used by the arcanopulser for a number of rounds equal to his casting ability modifier.



Ascension Benefit: As long as the arcanopulser is ascended, his body glows of pure vitality. He becomes immune to all effects from the Death sphere, death effects, poisons and diseases. This does not affect poisons and diseases that he already suffers from, although if he is suffering from any, they are suppressed until he is no longer ascended.

At 13th level, the arcanopulser emits a 30-foot aura that grants all allies within range fast healing equal to his casting ability modifier, and a +2 sacred bonus on all attack rolls, saving throws, skill checks and ability checks.

Path of the Storm

The first time this path is selected, the arcanopulser learns to utilize electric energies to mix with his own magic. He learns to make electric pulse shots, which deal electricity damage.

When an arcanopulser creates a pulse shield, he can cause it to become an electric shield. Electric shields grant the arcanopulser 10 resistance against electric damage.

When using empowered electric pulse shots, the potent kinetic energies allow the attack to instantly reach its destination rather than be flung as a projectile. Attacks made with empowered electric pulse shots have a range of medium (100 feet + 10 feet per class level) and can only be made within that range. Additionally, attacking targets primarily made of metal, or that are wearing metal armor, grants the arcanopulser a +3 bonus on attack rolls made against them.

The second time this path is selected, the arcanopulser's inner electric powers begin to disperse in deadly ways on his target. Any creature struck by an empowered electric pulse shot must succeed at a Fortitude save or become staggered for 1 round. A creature struck by multiple attacks in the same round only needs to attempt one saving throw.

Ascension Benefit: As long as the arcanopulser is ascended, his body becomes as fast as lightning. He constantly benefits from the effects of the Time sphere's Improved Haste ability, and becomes immune to all electricity damage.

At 13th level, while ascended, the arcanopulser gains a flight speed equal to his base land speed with perfect maneuverability.

Corteggiare (Bard Archetype)

"You think music itself isn't magic? Come with me, then, and I'll show you exactly why you're wrong!"

Isabella Reveria, The Everlasting Minstrel, as she meets with a professor of the Invisible Academy

A corteggiare is a special type of bard who forms a deep, often emotional bond with their closest friends and allies, allowing them to come together in a display of magical entertainment, connecting their powers together and uniting to defeat any obstacle they might come across. This archetype requires sphere bard.

Music is Magic: The corteggiare learns how to perfectly blend his magical powers with that of his performance. He gains the Mana sphere as a bonus magical talent at 1st level, and may create a *manabond* with one creature that would benefit from his performance as part of starting his performance. If he possesses the Magical Conduit talent, he may create as many *manabonds* as he desires with creatures that would benefit from his performance. The corteggiare uses his class level as his caster level for the Mana sphere. This stacks normally with caster levels gained from other sources.

Choir Performance: The corteggiare is trained in performing with other allies. His bardic performance does not need to be audible or visible to grant its benefits to allies he has an active *manabond* with (though he may still use the ability normally). The corteggiare's bardic performance is less compelling when performed alone, he treats his bard levels as if they were equal to his level -2 (minimum 1) when calculating the benefits his performance grants.

The corteggiare's allies may participate in his performance as long as they have an active *manabond* with him by spending a move action on their turn joining him in whatever sort of performance it is. Doing so allows the corteggiare to treat his bard levels as 2 higher for each ally participating for the purpose of calculating what benefits his performances grant. Additionally, he has no limit on the maximum bonus he grants based off of his bard levels. An ally must spend a swift action at the start of their turn in order to continue participating in the performance, and the corteggiare cannot treat his effective bard level as being higher than twice his corteggiare level. A creature must have at least half the corteggiare's level in Hit Dice to contribute to his performance, otherwise they are considered too unskilled or lacking in presence to assist his performance.

At 6th level, the ways his allies may participate in his performance expands. If an ally takes a move or standard action that allows them to move at least 10 feet on their

turn, they are considered as if they had spent a swift action to continue participating in the performance. At 12th level, allies who attempt a Dexterity- or Strength-based skill check for any purpose on their turn are considered as if they had spent a swift action to continue participating in the performance. At 18th level, an ally participating in the performance may take a free action to continue participating, instead of a swift action.

This alters bardic performance.

Magical Flourish: When an ally currently participating in the corteggiare's performance uses a sphere ability with a duration of instantaneous, the corteggiare can expend 1 round of bardic performance as an immediate action to make that ally flourish, granting them a +2 competence bonus to their caster level and magic skill defense, but only for that use of the sphere ability. At 7th level and every six levels thereafter, this bonus increases by 1. This ability benefits from choir performance as normal.

This replaces countersong.

Wonderful Harmony: The corteggiare's performance allows all the actors to sync their magical potential. When an ally currently participating in his performance uses a sphere ability, they may spend 1 spell point to instead use the caster level with that sphere of another ally also participating in the performance with that sphere ability. The caster who's caster level is being used must still possess the base sphere being used in order to allow the other ally to use their caster level. This ability allows temporary, class- or item-based bonuses to caster levels to be transferred, but replaces any bonuses the beneficiary may have had.

This replaces the versatile performance gained at 6th level.

Miracle Melody: By forging a tighter bond with their magical aptitudes, the corteggiare learns to share their innate magical talents with those he performs with. At 12th level, he can begin a special performance. He picks one magical sphere he possesses, for the duration of his performance, he shares all magical talents (and advanced talents at the GM's discretion) he knows with that sphere with all of his allies (even ones not participating in his performance), allowing any of his allies to utilize those talents as if they had possessed the sphere themselves, using the corteggiare's caster level with that sphere and sphere-specific drawbacks he has with that sphere. This performance is particularly difficult to continue, and requires 2 rounds of bardic performance to start and maintain each round. The Mana sphere and Conjunction sphere cannot be granted with this ability.

This replaces soothing performance.

Spellvampire (Shifter Archetype)

"Is that your trick? You don't mind if I... have a taste of it, do you?"

Ooram "Redtooth" Nimari, moments before a battle.

Spellvampires are a rare and obscure class of shapeshifters, belonging to an ancient form of magic stemming from the same sort of power inherent within doppelgangers and similar creatures. However, where other practitioners of magic learned to perfectly copy a form upon sight, the spellvampire relies on stealing shreds of a creature's essence before fully imitating them, and in doing so, learns to steal more than just their visage.

Hunger Within (Ex): At 1st level, the spellvampire gains the bite bestial trait. When dealing damage with this bite attack, she may choose to reduce the damage she deals to 0.

This alters the bestial trait gained at 2nd level.

Quick Study (Sp): A spellvampire gains the Mimicry talent from the Alteration sphere as a bonus magical talent. She may always study a creature as a swift action without spending a spell point, and may spend a spell point to study a creature as a free action that can be taken outside of her turn. If the spellvampire would gain a talent she already knows, she instead can apply an extra trait when transforming into the (transformation) talent gained, and increases her caster level by 1 when shapeshifting into it.

This replaces quick transformation.

Theft-bound: A spellvampire gains the Alteration sphere as a bonus magic talent, and she uses her class level as her caster level when shapeshifting into a (transformation) talent she has gained from the Mimicry talent, even with traits added from talents not gained from the Mimicry talent.

This alters shapeshifter.

Empress of the Essences: At 3rd level, a spellvampire gains the Mana sphere and the Manasurge Strike talent as bonus magical talents. She gains the Weapon-Bound drawback, but she may only use her bite attack to utilize Mana sphere effects.

This replaces endurance.

Face Stealer (Sp): At 4th level, the spellvampire begins to learn how to utilize her innate shapeshifting prowess. When she makes a bite attack as part of an attack action on a creature she has studied, she may spend a spell point to shapeshift as a free action that can be taken outside of her turn, although she must use the talent gained from the Mimicry talent. When shapeshifting in this way, the

shapeshift remains without concentration, as if she had spent a spell point.

This replaces lingering transformation.

Fang-fueled Language: A spellvampire may only use her steal language ability by first biting a creature. The same limitation exists for her boundless communication and endless communication features, but she may permanently communicate with such creatures after biting them.

This alters steal language, boundless communication and endless communication.

Mind Stealer (Sp): At 8th level, the spellvampire learns to steal more than just a creature's visage. She learns to make a special *expunge* that she may only deliver through her bite attack. The creature must attempt a Fortitude save against her Mana sphere DC. On failure, the spellvampire can choose between one of two effects: She may immediately drain 1d2 spell points from the creature, removing that many spell points from the creature and gaining as many spell points (but not temporary ones) that were removed. This increases by one dice step at 12th level and every four levels thereafter. Alternatively, she may steal the knowledge of one magical talent that creature knows for 24 hours. For this duration, the creature loses the ability to utilize this magical talent, and the spellvampire can use it as if she possessed it, using the creature's caster level with the sphere (up to a maximum of the spellvampire's class level). If the spellvampire does not possess the base sphere needed to learn that talent, she instead gains the base sphere. If the spellvampire does not possess the required prerequisites, she gains instead one of the prerequisites she qualifies for. If she does not qualify for any talent, she gains no talent.

The spellvampire can only attempt to use mind stealer once per day per creature, and can only drain additional spell points every day equal to half her class level. She may only retain knowledge of two talents, plus an additional talent at 12th level and every four levels thereafter. Any additional use requires her to lose a stolen talent that she does not use as a prerequisite to any other talent.

This replaces the bestial talent gained at 8th level.

Power Stealer (Sp): Starting at 12th level, when the spellvampire utilizes her mind stealer ability on a creature and the creature fails its save, she may instead choose to steal one of that creature's natural attacks, immunities, or extraordinary abilities. The exact abilities that can be chosen are up to the GM's discretion, but should be abilities such as the barbarian's rage ability, the rogue's sneak attack ability, or a dragon's breath weapon. Such abilities can only be retained for 1 minute, and the spellvampire can only retain the use of one such ability at a

time. Abilities with a specific number of rounds uses instead only lose uses equal to the spellvampire's level, and the spellvampire may utilize them for that many rounds. Natural attacks that are stolen adjust their damage dice to fit the spellvampire's size, reducing them or increasing them as normal.

The spellvampire cannot use this ability on creatures with a higher CR than her class levels.

God Stealer (Sp): Starting at 16th level, when the spellvampire utilizes her mind stealer ability on a creature and the creature fails its save, she may instead choose to steal any of that creature's supernatural or spell-like abilities, retaining use of them for half the uses the creature had remaining of them, or for 24 hours. The spellvampire may now use her caster level when utilizing any magical talents she has stolen and additionally and may now retain extraordinary abilities, immunities or natural attacks for 24 hours.

The spellvampire may use power stealer and god stealer on creatures up to CR 20.

Forever Evolving: At 20th level, the spellvampire reaches the pinnacle of her thievery. The spellvampire may spend a spell point to retain any magical talent, supernatural ability, extraordinary ability, immunity, or natural attack at the start of each day for an additional day. She may keep any such abilities indefinitely as long as she spends a spell point for each ability at the start of each day. Additionally, she no longer has a limit of how many magical talents she may store, or how many spell points she may drain each day. The original creature does not regain the use of any stolen abilities as long as the spellvampire retains them.

The spellvampire may use power stealer and god stealer on creatures on any CR.

Incanter Specialization

Mana Master: The incanter's mastery over magic is unmatched by any other. At 3rd level, he gains a +2 bonus on all Spellcraft and Knowledge (arcana) checks. Additionally, his magic skill bonus and defense both increase by +1. These bonuses increase by 1 at 7th level and every four levels thereafter.

Reinforce Magic: At 8th level when an ally within close range of the incanter casts or attempts to dispel a sphere effect, as a free action that may be taken outside of his turn he may reinforce that magical effect. This grants the ally the benefits of his mana master ability, but only for

that specific use of the sphere effect. He may use this ability a number of times per day equal to 3 + his casting ability modifier.

Impossible Magic: The incanter's magic will forever be unimpeded, and his mastery of antimagic provides him with a defense against it. At 20th level, when the incanter casts a sphere effect, he may spend up to 10 additional spell points when casting it to reinforce the sphere effect. The sphere effect is unimpeded by any attempt to counterspell it (which fails automatically) and penetrates any antimagic effects originating from creatures with a magic skill bonus lower than twice the amount of additional spell points used to reinforce the sphere effect.

Prodigy Imbue Sequence

Inject Dissonance (imbue): When the prodigy strikes a creature with an attack action, they gain a dissonance point, which bestows a cumulative -1 penalty to the creature's caster level, magic skill bonus and magic skill defense. Creatures whose caster level would be reduced to or below 0 are unable to cast spells, spell-like abilities, and sphere effects as if they were inside an antimagic zone. A creature can rid themselves of dissonance points with the use of the restore soul option of the restore ability from Life sphere (treating it as if it was ability damage), or by spending a spell point as a move action to remove 1 point. Dissonance points expire after 1 minute after the last dissonance point is applied on a creature.

Whence They Came (finish): As a 3 link finisher, the prodigy may make a special attack action to implode a creature's dissonance points. Doing so deals damage as normal, and forces the creature to attempt a Fortitude save. On failure, the creature suffers 1d8 untyped damage for each dissonance point they have, and all dissonance points are removed. If the sequence has at least 7 links, the creature additionally loses 1 spell point (if they have any) for each dissonance point they had.

Section 3

Basic Magic

Mana Sphere

The Flow of Magic

Some talents or abilities in the Mana sphere, as well as some other spheres, grant temporary spell points. Only temporary spell points from different sources stack together. Temporary spell points from any source may never be used to cast Mana sphere effects. Temporary spell points granted by the Mana sphere only last 1 round per caster level if not specified otherwise. Temporary spell points must always be spent first, and are always lost first when a creature loses spell points from any effect. Finally, any effect with a non-instantaneous duration cast with temporary spell points expires when the temporary spell points would expire, even if their duration would otherwise be longer. If an effect uses temporary spell points with different remaining durations, use the shortest remaining duration to determine the duration of effects cast with them.

When attempting a magic skill check against a creature that does not have a magic skill defense, treat their magic skill defense as if it were 11.

Sphere Restrictions: Unless otherwise specified, animal companions, cohorts, Conjunction sphere companions, drake companions, eidolons, familiars, followers and other similar companions or pets cannot gain this sphere or talents from this sphere.

Expunge

As a standard action, you may *expunge* the energy from a creature within close range, applying the effects of a single (expunge) talent that you possess upon the creature. When you gain the Mana sphere, you gain the following (expunge) talent:

Spellburn

You may spend a spell point and attempt a magic skill check against your target. If successful, you burn a number of spell points from the target's spell pool, removing it from their spell pool as if they had used the spell point themselves (although this does not trigger effects that rely on spell points being spent, such as drawbacks from the target's casting tradition, or the triggering of wild magic). The amount of spell points burned starts 1d3 and increases at 5th level and every four caster levels thereafter to a maximum 3d6 at 25th caster level, as listed under **Table: Burn Dice**.

Table: Burn Dice

Caster Level	Burn Size
1st	1d3
5th	1d4
9th	1d6
13th	2d4
17th	2d6
21st	3d4
25th	3d6

Note: The *expunge* ability is created with the intention of being used upon other spellcasters that utilize the Spheres of Power system of magic, but can be made to work with other systems of magic as well. When used

against a spellcaster that utilizes the core system of magic in the Pathfinder Roleplaying Game, a GM may allow it to burn spell slots or spells prepared. To calculate which spells are affected, total the number of spell points burned. The caster suffering from the Spellburn talent may then choose an amount of spell slots or prepared spells to lose. They must choose an amount of spells that amount to the points cost, following this list to determine the value of each spell level in spell points:

Level 1-2: 1 spell point, **Level 3-5:** 2 spell points, **Level 6-8:** 3 spell points, **Level 9:** 4 spell points.

If there is an amount of spell points remaining that the spellcaster cannot sacrifice spells of a level to make up for without going above the amount (for example, only losing 1 spell point but not having any 1st or 2nd level spell slots/prepared spells left), they may ignore the remainder without sacrificing additional spell slots. When used on creatures with psionic manifesting (*Psionics Unleashed* by Dreamscarred Press), the creature loses a number of power points equal to the number of spell points that would have been lost multiplied by 1 + its Hit Dice/4.

Manipulation

You learn to bend the rules of magic to your advantage. As a standard action, you may use any (manipulation) that you possess, up to a range of close. You must remain within this range when maintaining a (manipulation) through concentration. When you gain the Mana sphere, you gain the following *manipulation*:

Shuffle

You may *manipulate* an area within range, altering the rules of magic within a radius of up to 10 feet + 5 feet per 10 caster levels. You may select a single modification to make to the *manipulated* area at the time of casting, listed below. This area remains for as long as you concentrate, to a maximum of 1 round per caster level, but you may always spend a spell point to allow the effect to remain without concentration for its maximum duration. All spells cast in or into the affected area, or that pass through the area (such as a ray) are subject to this ability's effects.

Only one shuffle can be in effect in an area at a time, with any attempt to overlap areas requiring a magic skill check against the MSD of the initial shuffle effect. If you succeed, the initial shuffle effect is dispelled, but on a failure you fail to cast the shuffle effect.

You may modify the rules of magic in the following ways:

Elemental Rewiring: Select a single energy type from the following list: acid, cold, electricity, or fire. You convert all energy damage from magical and supernatural

effects that are affected by your shuffle into the selected type, but only if they are energy types that are on the prior list of energy types. At 7th caster level, you add sonic to this list. At 12th caster level, you add force to this list. At 17th caster level, you add negative and positive energy to this list.

Protective Rewiring: Select a single saving throw between Fortitude, Reflex and Will. Whenever a creature within the area of your shuffle must attempt a saving throw against a magical or supernatural effect, they must instead use the modifier of the saving throw you chose. The saving throw is still treated as the original type required by the magical or supernatural effect (i.e., evasion still works when switching from Reflex to Fortitude), and any conditional modifiers that apply to the original



type still apply, but not from the new type. The caster of a sphere effect changed by this ability may attempt a magic skill check against your Mana sphere DC to stop creatures from utilizing this effect against that specific sphere effect.

Manabond

As a swift action made as part of successfully using an *expunge* or (manipulation) that targets a creature, or as a move action made by spending a spell point to touch a creature, you can create a *manabond* between yourself and the targeted creature for as long as you concentrate, to a maximum of 1 minute per caster level. Concentration on a *manabond* only requires a swift action, with the action required being unable to be lowered by any means other than the Magical Conduit talent. When creating a *manabond*, you may add a single (manabond) talent that you possess to the effect.

A *manabond* is a direct, invisible and intangible line of energy that connects you and your target, and remains active up to close range, beyond which the *manabond* breaks, and the effect ends. As long as you have a *manabond* with a creature, you may always pinpoint their exact location (although this does not negate any concealment they may have).

When creating a *manabond*, you are considered the host of the *manabond*, with the targeted creature considered the recipient. A creature can only be the host of a single *manabond*, and cannot be the recipient of multiple *manabonds* at the same time. If a second *manabond* would be cast on a creature, the caster must attempt a magic skill check against the MSD of the currently active *manabond* on the target. If the caster succeeds, the other *manabond* is suppressed, causing it to remain active and ongoing as long as it is maintained, but having no effect on the recipient until the suppressing *manabond* has ended. If the caster fails, their *manabond* becomes suppressed, with the original *manabond* remaining active. Even when suppressed, a host may still pinpoint the location of the recipient.

When you gain the Mana sphere, you gain the following (manabond) talent:

Mystical Bond

You can assist the recipient of your *manabond* in their spherecasting, or hamper their efforts. When creating this *manabond*, you can choose to apply either a penalty or a competence bonus to their caster level, but only for a single sphere, decided at the time of casting. This bonus or penalty begins at 1, and increases by 1 every eight caster levels you possess. The penalty cannot reduce a creature's caster level below 1.

Mana Talent Types

Some talents are marked (expunge). These grant you additional ways to *expunge* energy.

Some talents are marked ((manipulation)). These grant you additional ways of manipulating energy.

Some talents are marked (manabond). These grant you additional ways of using your *manabonds*.

Mana Talents

Defensive Bond

When you are the target of a magical sphere effect or supernatural effect, you may spend a spell point as an immediate action to create a *manabond* between yourself and another creature within *manabond* range. If the creature is unwilling, you must succeed on a magic skill check to create the *manabond*.

Draining Spellburn

When you utilize your Spellburn *expunge* ability, you may cause the spell points burned to be treated as if the spellcaster had spent them normally (if a caster level is required, use your caster level), causing them to trigger effects that occur when they spend spell points such as certain Mark talents, drawbacks or similar abilities.

Explosive Expunge

By spending 2 additional spell points you may use your (*expunge*) talents in an area, targeting every creature within a 15-foot radius burst centered within your *expunge* range. If the ability requires a magic skill check or attack roll, make a single roll and compare it to the magic skill defense of every creature affected. Otherwise, they each roll their save as normal. The caster is unaffected by this ability if they are within the area of effect.

If you possess the Magical Conduit talent, you can create a *manabond* with all creatures affected by this talent; otherwise, you may only create a *manabond* with one.

Hardened Bond

When creating a *manabond*, you may spend a spell point to allow your *manabond* to manifest as a physical cord connecting yourself and the target creature, although you must have line of effect to the target. These physical bonds are tough, durable chains made of raw energy that inhibit movement. The two creatures connected by such a *manabond* cannot move further than the maximum range for the *manabond* without either destroying the tether (hardness equal to your caster level, hit points equal to twice your caster level + 5, AC 10), or by

making a Strength check to burst it with a DC equal to your Mana sphere DC. Destroying the tether does not end the *manabond*, but does cause it to lose its physicality, removing any effects granted by this talent. When moving past the maximum range of the *manabond*, a creature affected by this talent may make a drag attempt as a free action made as part of any movement they make, allowing them to pull the creature in the direction they move, up to a maximum amount of distance determined by the drag attempt. The host of a hardened bond may use their caster level + their casting ability modifier in place of their combat maneuver bonus, and gain a bonus equal to twice their caster level to their combat maneuver defense on drag attempts made against them using the hardened bond.

In addition, you may create shorter *manabonds* than normal. When creating one, they can be as short as 5 feet, or as long as your normal maximum range, but they must be measured in 5 feet increments. You can shorten or lengthen them as part of the action made to concentrate on them, although if the cord is not long enough to reach the target creature after shrinking it will break and end the effect.

Magical Conduit

You have achieved mastery over opening magical windows between yourself and others. You can now create new *manabonds* as a free action as part of casting your other Mana sphere abilities, rather than a swift action. In addition, you can now become the host for multiple *manabonds* (but not benefit from being the recipient to multiple). When you spend a swift action to concentrate on a *manabond*, you count it as if you were concentrating on all currently active *manabonds* you have created and linked to yourself. You may also spend a spell point as part of creating a *manabond* to allow it to remain for 1 minute per caster level without concentration, although you may still activate effects that otherwise require concentrating on the *manabond* as a swift action.

Manasurge Strike [strike]

As a standard action, you can make one ranged or melee attack using a weapon. If the attack successfully hits, you may choose to trigger an *expunge* or *manipulation* normally cast as a standard action or less, and that only targets the creature you hit as a free action even if they are normally out of range or the talent allows to affect more than one creature.

Special: If you have the Counterspell feat, you may use it as part of using this talent, treating the counterspell as if it were an (*expunge*) talent.

Manavore

Whenever you would gain spell points (whether temporary or not) from any effect, you can instead choose to consume the spell points, fueling your vitality. Each spell point consumed this way heals you for an amount of health equal to the caster level of the originating effect, plus your casting ability modifier.

Overpowering Expunge

You may either increase the casting time of your *expunge* by one step (normally from a standard to a full-round action) or spend an additional spell point in order to apply the effects of two (*expunge*) talents.

Ranged Mana [range]

Your *manabond*, *expunge*, and (manipulation) abilities have a range of medium instead of close.

If a creature is beyond close range for your *manabond*, but still within their maximum range, the creature may attempt a concentration check against your Mana sphere DC at the end of each of their turns in order to end the *manabond*.

You can take this talent a second time, increasing the range from medium to long.

Retained Imbuement

Temporary spell points you grant from any Mana sphere effect last for 1 minute per caster level rather than 1 round per caster level.

Reactive Shuffle

You may use your Shuffle ability as an immediate action in response to a sphere effect being cast, or a supernatural effect being used, but you must spend 2 spell points to do so, and the ability only affects that particular casting or use of the ability.

If you use this talent to modify your own spells as they are cast, or that of a willing creature, you instead only need to spend 1 spell point.

Sudden Empowerment/Weakening

When the recipient of your Mystical Bond casts a sphere effect, you may, as a free action that can be taken outside of your turn, end your Mystical Bond in order to empower or hinder that spellcasting, applying double the effect of Mystical Bond for that specific casting.

The use of this talent allows your Mystical Bond to reduce the caster level of a sphere effect to below 1. If this reduces the ability to a caster level below 0, the manifested ability fails and any spell points used are lost.

Expunge Talents

Disorient (Expunge)

As an *expunge*, you may damage the target creature's control over their magic. The target must succeed at a successful Will save; on failure they suffer a -2 penalty to their caster level for the next sphere ability they use during the duration of this ability. If this reduces the ability to a caster level below 0, the manifested ability fails and any spell points used are lost. This penalty is increased by an additional 1 for every four caster levels you possess. This ability lasts for up to 1 minute per caster level, or until the target uses a sphere ability.

Ignition (Expunge)

As an *expunge*, you set ablaze the magical powers a creature holds, damaging them and potentially causing them to lose their magic. You must make a ranged touch attack on a creature within range of your *expunge*. If you strike, the creature suffers 1d8 untyped damage, plus an additional 1d8 damage at 4th caster level and every 3 levels thereafter. For every 5 damage the creature suffers, they lose a spell point and suffer a -1 penalty to their magic skill defense for 1 round plus an additional round at 10th caster level and every ten levels thereafter. This talent only functions on creatures that have a spell pool, whether or not they have any spell points remaining.

Special: If you possess the Transfer talent, you can utilize this talent on creatures that cannot normally store spell points. If you do, instead of losing spell points or suffering a penalty to their magic skill defense, they instead suffer a penalty to the next saving throw they make against a magical effect equal to the penalty they would have suffered to their magic skill defense, for the same duration.

Mark Of Incompetency (Expunge)

As an *expunge*, you may force the target to attempt a Will save. If they fail this save, their magical potency is limited to a degree. You may bestow one of the following general drawbacks on your target: Draining Casting, Magical Signs, Painful Casting, Rigorous Concentration, Unstable Storage, Verbal Casting, or Vulnerable Spellcaster. The target gains the selected drawback for the next 24 hours, but does not gain extra spell points from them. At 5th caster level, you may also grant them the following drawbacks: Center of Power, Emotional Casting, Variant Wild Magic. At caster level 6th, and every five caster levels thereafter, you may apply an additional drawback to the target. A creature can only suffer from one instance of this ability at a time and any creature suffering from this

talent is aware of the drawbacks they are affected by. At the GM's discretion, other drawbacks not listed may be granted with this talent.

Mark Of Instability (Expunge)

As an *expunge*, you may force the target to attempt a Fortitude save. If they fail this save, they become unable to voluntarily spend spell points on any effect for 1 round, plus an additional round at 5th caster level and every four caster levels thereafter. Creatures suffering from this ability may spend a standard action to attempt another Fortitude save against this effect to remove it. This does not stop the target from using magical abilities that do not require a spell point to use. This mark can be used on undead, constructs and other creatures normally immune to Fortitude saves.

Mark Of Lifeburn (Expunge)

As an *expunge*, you may force the target to attempt a Fortitude save. If they fail their save, their internal spell point reservoir becomes dangerous to tap into. Every time the target expends a spell point, they take 1d8 non-lethal damage for every spell point they use (though this does not cause the caster to attempt concentration checks). At caster level 3rd, this increases to 2d8, and by an additional 1d8 damage every two caster levels thereafter. The target may voluntarily release a number of spell points equal to your casting ability modifier as a standard action (which does not damage them) in order to end this effect, otherwise it lasts for 1 minute per caster level.

Manipulation Talents

Bulwark (Manipulation)

You may *manipulate* your magic around a creature, spending a spell point to form a bulwark of magic around the target that absorbs damage. The target of this talent gains a temporary spell point, and they gain DR 4/-, but this damage reduction only persists for as long as they retain temporary spell points from this talent. If the target would suffer damage more than twice the amount of damage the bulwark absorbs from a single attack, the bulwark is damaged and the target loses a temporary spell point granted by this talent. For every 12 points of damage absorbed by the bulwark in one round, the target loses a temporary spell point granted by this talent. If the creature has no more spell points granted by this talent, the shell shatters at the end of the creature's next turn, ending the effect. You may spend an additional spell point as part of casting this ability for every 4 caster levels you possess, granting the target an additional temporary spell point for every extra spell point spent and allowing the shell to suffer more damage before shattering.

At 5th caster level, this damage reduction increases to 8/-, and the amount of damage a bulwark can reduce each round before losing a spell point increases by 12. These bonuses increase by 4 and 12 respectively every 5 caster levels thereafter.

Essentialize (Manipulation)

You may *manipulate* an ongoing magical effect that still holds most of its magical power to fuel yourself. You may target a creature within range that is currently under the effects of a harmless sphere effect, causing the effect to end. If the effect had a duration greater than 1 minute, and at least half or more of its original duration remaining, you convert it into raw energy, granting yourself temporary spell points equal to half the effect's cost in spell points (minimum 1). If the effect cost no spell points to cast, or was cast using temporary spell points (either partially or in full), you gain no spell points. At 10th level, you instead gain spell points equal to its full cost, but only if the duration was greater than 1 hour.

Targeting yourself with this ability only requires a swift action, and targeting an unwilling creature requires you to attempt a magic skill check against the effect, with a -2 penalty on the attempt. If you possess the Counterspell feat, you reduce this penalty to 0. If you fail to use this ability on a magical effect, you may not try to dispel that effect again for 24 hours.

Gift Of Knowledge (Manipulation)

You may *manipulate* your magical essence, and grant others access to your own magical knowledge. By spending a spell point and targeting a creature, you may choose a single talent you possess that the target does not, or a single base sphere that you possess that the target does not. The target may use this talent or base sphere ability once, using your caster level at the time this ability is cast (not including temporary bonuses or bonuses gained from items) and related sphere-specific drawbacks. They must use this ability within an hour per caster level, otherwise the ability is wasted. They must pay any spell point costs as normal. If you attempt to grant a talent to a target that already knows that talent, this effect fails and any spell points spent are wasted.

Relinquish Magic (Manipulation)

You learn to *manipulate* the magic of a sphere effect that is currently affecting you. You may grant any amount of creatures the effects of any harmless sphere effect with a non-instantaneous duration currently active on you, ending the effect on yourself and dividing the duration of the effect across the creatures you touch (including yourself). The duration must be divided in the same increments

the original ability's duration is granted in (for example, an aegis must be divided in 1 hour increments).

You may also use this ability to transfer non-harmless effects on creatures, but you must spend a spell point and succeed at a magic skill check on the effect, and your target gets a Will save to resist this if they are unwilling. This talent cannot be used on curse effects.

Transfer (Manipulation)

Rather than manipulating magic, you can instead bestow your magical fuel to a creature other than yourself. You grant your target 2 temporary spell points. At 5th caster level, and every five caster levels thereafter, the amount of temporary spell points granted increases by 1. After the casting of any sphere effect that costs at least 1 spell point, all temporary spell points granted by this ability are removed, even if the sphere effect did not utilize all of them.

Alternatively, you may grant your target a normal spell point, rather than a temporary one, but the amount you transfer never increases. Using this talent requires 1 spell point, and unwilling creatures may make a Will save to resist being granted spell points.

You may grant spell points to creatures that otherwise do not have a method of holding spell points by temporarily granting them access to a spell pool for as long any spell points grant them last (if they are not temporary, they expire after 24 hours).

Note: Occasionally, a setting might have different sources of magic that are mutually incompatible, or a GM might wish to separate how magic can be transferred across characters. In games like this, the GM may be encouraged to add restrictions to how the Transfer and Flow talents can be used. For example, they might rule that an arcane caster cannot grant spell points to a divine caster, or that spherecasters of a specific tradition cannot grant spell points to any other tradition. GMs are encouraged to examine how magic works in their games and arbitrate what, if any, limits on transferring magic might exist.

Manabond Talents

Control Resistance (Manabond)

As a *manabond*, you can create a connection that attempts to bolster or reduce a creature's spell resistance for as long as your *manabond* holds. If the recipient of this *manabond* has spell resistance, you can reduce or raise it by an amount equal to 2, +1 per two caster levels. If the recipient does not have spell resistance, you can spend a spell point to grant them spell resistance equal to 11 + your caster level for as long as the *manabond* holds.

Flow (Manabond)

As a *manabond*, you can create a magical stream between yourself and the recipient. Each round, as part of maintaining your *manabond*, you may choose to either funnel or sap the recipient of this *manabond*.

When you funnel, you spend a spell point in order to grant the recipient a single spell point. If the creature is unwilling to be granted a spell point, you must succeed at a magic skill check. If you fail, no spell points are spent and the target does not gain spell points.

When you sap, you must attempt a magic skill check against the recipient. On a success, they lose 1 spell point, as if you had used the Spellburn *expunge*, and you gain 1 temporary spell point.

As long as a creature is a recipient of this *manabond*, you may choose to pay any spell point costs that a recipient may incur from using their class features or casting sphere effects with your own spell points, either partially or in whole. Any spell points granted from this talent stack with themselves.

If you possess the Magical Conduit talent, you can grant any spell points gained from sapping to any other creature that is a recipient of your *manabonds*.

Magical Misdirection (Manabond)

As a *manabond*, you can create a connection between yourself and another creature that confounds targeted magical effects. As long as the *manabond* holds, any time you or the recipient is targeted by a single-targeted sphere effect that requires a Fortitude or Will save, or any harmless effect, you may redirect such an effect to yourself or the recipient as an immediate action. If the recipient is unwilling to have the magical effect redirected to or away from them, they may attempt a Will save to stop the effect from being redirected. In addition, when you or a willing recipient is targeted by a single-targeted harmless effect, you may instead have it affect the other creature as a free action that can be taken outside of your turn. The redirected sphere effect can be redirected multiple times across multiple willing recipients, so long as all creatures affected have a *manabond* of this type linking them.

Soulmate (Manabond)

As a *manabond*, you can create a warm bond between yourself and a willing creature. When you (but not the recipient of this *manabond*) are targeted by a harmless magical effect that lasts for at least 2 rounds that does not require concentration, you may choose to clone the magical effect and allow the recipient of this *manabond* to benefit from that magical effect for 2 rounds, but may not last more than a number of rounds equal to half the duration that the effect is placed upon you. At 10th level and every ten levels thereafter, the magical effect lasts for an additional round on your ally.

Additionally, when you are healed for any amount of hit points originating from a magical effect (and not from sources such as fast healing, regeneration or similar), you can redirect any amount of that healing to the recipient of this *manabond* as a free action that can be taken outside of your turn. As the healing is redirected and not merely transferred, the healing is still limited by any effects that limited the original healing (such as not being able to heal creatures above half health, or even being used to damage creatures that are damaged by the healing you would receive.)

Destruction Sphere

If you possess the Mana Siphon (blast type) talent, you may create *manabonds* on any creature you drain spell points from while using it, treating it as if it was an *expunge*. Additionally, temporary spell points gained from Mana Siphon benefit from the Retained Imbuement talent. Mana Siphon always drains real spell points, not temporary ones.

Divination Sphere

Alternate Divination - Divine Mana Capacity

If you possess the Mana sphere, you may divine for the amount of spell points a creature has. Each round while divining for mana capacity, you may choose one creature you can see within range each round to learn their current amount of real spell points, temporary spell points (as well as when they end), and maximum spell point pool capacity.

Section 4

Advanced Magic

Advanced Mana Sphere Talents

Cruel King

Prerequisites: Mana sphere (Flow, Vassalize), caster level 15th.

When using the Vassalize advanced talent, you may target creatures that do not normally possess a spell pool. When doing so, your sphere effects are fueled by their mental capacity: On a failed save, they suffer a -1 penalty to all of their mental ability scores for each spell point needed to cast your sphere effect for 24 hours, and you may cast the sphere effect without paying its regular cost. You may use this talent as long as none of the creature's mental ability scores would become be penalized to 0 due to the penalties bestowed. Any attempt to utilize this talent in such a way causes the effect to fail, and the action to be wasted.

Curse Of Mana [curse]

Prerequisites: Mana sphere, caster level 10th.

When you use a 'Mark' *expunge* talent, you can spend an additional 3 spell points to have the effects duration be increased to permanent. Marks that grant additional consecutive saving throws no longer grant them. This is a curse effect. This can be only be dispelled using the Break Enchantment Life talent, break enchantment, miracle, remove curse, wish, or similar effects.

Infinite Bond

Prerequisites: Mana sphere (Ranged Mana x2), caster level 10th.

Your *manabonds* no longer have a maximum range when used on willing targets, and stays activated so long as the creature is on the same plane as you. If the creature you are bonded to leaves the plane you are on or vice-versa, the effect expires after 1 minute unless they or you return to the same plane within this time limit and you cannot activate or use the effects of your *manabond* unless they or you return to the same plane before it expires. If you applied Permanent Bond, the *manabond* does not expire, but still can only be used if you and the recipient are on the same plane.

Knowledge Drain

Prerequisites: Mana sphere (Manathief, Gift Of Knowledge), caster level 1st.

Your knowledge and experience in stealing the mana from others has pushed you to a new discovery; stealing their prowess in the magical arts. Whenever you successfully drain spell points from a target using Manathief, the target must additionally attempt a Will save, with a penalty to this save equal to the amount of spell points they lost from the triggering effect. On a failure, you steal the use of a single magic talent you are aware they can cast (or base sphere, if they possess a sphere with no additional talents invested). The target cannot use that sphere or talent until they rest to regain spell points, and you gain access to the talent stolen. If you do not possess the base sphere when stealing a talent this way, you instead only gain access to the base sphere. You retain use of it for 24 hours, however you may spend a spell point to retain it for another 24 hours, but each extra 24 hours adds a cumulative extra spell point cost to retaining the ability. You may only gain knowledge of one talent or sphere this way at a time, although you may choose to replace the talent you have retained an additional use of this talent. At caster level 10th, you may retain up to two talents at

a time, and an additional talent every ten caster levels thereafter.

Manathief (Expunge)

Prerequisites: Mana sphere, caster level 1st.

As an *expunge*, you may attempt to drain the target's spell points rather than merely burn it, however doing so limits your destructive potential. On a successful magic skill check, the target loses a single spell point and you gain a real spell point. For every 5 caster levels you possess, the number of spell points drained increases by 1. Attempting to drain the spell points of creatures with less than half your magic skill bonus results in no spell points being drained.

Additionally, when using the Flow talent, you gain real spell points from a creature while using the sap ability rather than temporary spell points.

Permanent Bond

Prerequisites: Mana sphere (Magical Conduit), caster level 10th.

When you create a *manabond*, you can spend 3 spell points to increase the duration to permanent. If you otherwise would need to concentrate to activate the effects of such a *manabond*, you can instead activate it once per turn on your turn as a free action. Unwilling creatures may attempt a new save every day at the start of the day, to try and break permanent *manabonds*.

If a bonded creature moves outside of the range of your *manabond*, the effect deactivates and cannot be used until they are once again within range.

Vassalize

Prerequisites: Mana sphere (Flow), caster level 7th.

When casting a sphere effect while having a creature linked to you with the Flow talent, you can attempt to utilize that creature's spell pool to cast your own magic. The creature is granted a Will save. On failure, they must pay any spell point costs you would have incurred otherwise. If the creature does not have enough real spell points to do so, they take ability damage to their casting ability modifier equal to the amount of spell points they lacked to fully cast the sphere effect, and you must fuel the spellcasting with your own spell points. If you lack the spell points to cast the sphere effect, any spell points you have are wasted and the sphere effect fails. Willing creatures may automatically fail this save, and as with the Flow talent, this ability always drains real spell points, not temporary ones. The creature must be able to hold a spell pool naturally in order for this ability to be used on them.



Section 5

Player Options

Feats

Deep Spellburn

Prerequisites: Mana sphere, caster level 9th.

Benefit: You can spend 1 additional spell point when using Spellburn to create a powerful version of it that eradicates magical essences. Roll double the amount of dice when determining how many spell points you burn when using the Spellburn ability.

Forged Arcana

Prerequisites: Spellcraft 1 rank, Mana sphere.

Benefit: Studies into the magical arts have allowed you to master a specific angle of how magic works. Choose either *expunge*, *manipulation* or *manabond*. When using the selected ability, you gain a bonus to your magic skill bonus and caster level equal to half your ranks you have in the Spellcraft skill, rounded up. This cannot increase your magic skill bonus or caster level above your Hit Dice.

Mark Of Magical Ineptitude

Prerequisites: Mana sphere (Mark Of Instability, Mark Of Incompetency), caster level 7th.

Benefit: Whenever you use your Mark Of Instability talent, your target may not cast any magic based off their spherecasting as well as being prohibited from spending spell points.

Mind Juggle

Prerequisite: Mana sphere.

Benefit: Even those trained in martial techniques lose their grip under your power. When you use a Mana sphere talent to cause the loss of spell points in a target that has martial focus, you can forego the spell point loss to

instead cause the target to lose their martial focus. The target can make a Will save against your Mana sphere DC to resist this effect.

At 10th level, you can stomp out a creature's ability to utilize their focus. If you spend an additional spell point when using this feat, you can instead cause your target to be unable to expend or regain their martial focus for a number of rounds equal to your casting ability modifier.

Pacified Strike (Drawback)

Prerequisites: Mana sphere, Weapon-bound drawback, caster level 3rd.

Benefit: When making a Manasurge Strike with a *manipulation* that targets an ally, you may choose to not deal any damage with the attack. Doing so provides you with a bonus to the attack roll equal to your caster level.

Rhythmic Chaos (Wild Magic)

Prerequisite: Mana sphere.

Benefit: Whenever you use an (*expunge*) talent on a creature that can use spells or sphere effects, you can spend an additional spell point to destabilize their magic, causing them to have a 20% chance to trigger a wild magic event every time they use magic. The target gets a Will save against your Mana sphere DC to resist this effect, and it lasts for a number of rounds equal to your casting ability modifier. The chance to trigger a wild magic event increases by 10% per additional wild magic feat you possess, to a maximum chance of 60%.

For information regarding wild magic events and the wild magic system, see *Wild Magic* by Drop Dead Studios.

Spellshock Admixture (Admixture)

Prerequisites: Destruction sphere (Admixture), Mana sphere.

Benefit: When using Admixture, you may spend an additional spell point to affect one target damaged by the blast with an *expunge* or a (manipulation). If you possess Explosive Expunge, you may apply the *expunge* or (manipulation) to all targets damaged.

Sphere-Specific Drawbacks

Conservationist

You prize the value of mana, and hate to see it disappear. You cannot use the Spellburn option of the *expunge* ability. You may not utilize any ability from a talent that grants you the ability to waste, remove or burn spell points. Abilities that transfer them (such as Manathief) are still able to be used.

Exploitative Bond

Your *manabond* clumsily ties together your magic with another's, causing you to become susceptible to their powers, as well as obviously outlining your position. You suffer a -2 penalty to your AC and all saving throws when targeted by a creature under the effects of your *manabond*. You must select a (manabond) talent with this drawback.

Incompatible: Incongruent

Incongruent

You lack a source of magical empathy. You cannot gain or use (manabond) talents or create *manabonds*, but you may still be targeted by *manabonds* created by other creatures.

Incompatible: Exploitive Bond, Selfish Caster

Selfish Caster

Your source of magic is unstable, and interacts poorly with the mana within other spellcasters. You may not use *manipulations*, and may not take talents that allow you to grant spell points or talents to other creatures.

Incompatible: Incongruent

Weapon-bound

Your Mana sphere talents fizzle without a physical vessel to deliver them. You may only deliver an *expunge* or a (manipulation) through the use of the Manasurge Strike talent. You must select the Manasurge Strike talent when you take this drawback.

General Drawbacks

Unstable Storage

The methods you have developed to store your magical potency are improperly practiced, dangerous, or otherwise fragile to others. You have some sort of obvious indicator of the levels of your magical reserves that alert any creature who can see you of how many spell points you have in reserve. The exact indicator varies across different casters, ranging from crystalline growths on their body that fade after magical use, to their skin color and tone draining the lower their spell point pool is.

Additionally, your spell point pool also serves as a bridge to your vitality. When you have less than 1/2 of your total capacity of spell points (rounded down), you are fatigued. When you have less than 1/4 of your total spell point capacity, you are exhausted. When you have no spell points remaining, you must attempt a concentration check (DC 15 + your caster level, +2 for every check succeeded, which resets when you rest to regain spell points) every hour and when you cast sphere effects or otherwise fall asleep. These conditions may only be cured by gaining spell points (including temporary ones) above the thresholds whether via use of Mana sphere, consumables, or rest. This drawback counts as two drawbacks when determining the number of spell points gained.

Vulnerable Spellcaster

Your magical capabilities are directly linked to your physical state. When suffering from a condition or effect that bestows an attack penalty (or penalty, ability damage or ability drain to any physical ability score), you apply the largest penalty (counting ability damage or drain as a penalty) to your caster level. These penalties stack if you have multiple conditions, although they may not reduce your caster level below 1. Other penalties to your caster level may reduce your caster level to below 1, in which case any attempt to cast a sphere effect automatically fails, and the spell points are wasted. Additionally, you may not utilize magic while suffering from the frightened or panicked conditions.

If your caster level is brought below the requirement needed to cast certain advanced magic, rituals, incantations or to qualify for certain feats, you cannot make use of them while your caster level is reduced under the amount needed to cast the sphere effect or qualify for the feat.

Note: Under the GM's discretion, other effects that would penalize the caster in a physical way may apply a similar penalty to their caster level.

Traditions

Vitalist

Where some spellcasters learn their magical talents through their blood or through study; some unfortunate spellcasters were born with a soul intrinsically tied to magic. These people may never notice their magical powers until they grow of age, suddenly and spontaneously utilizing magic when at their healthiest- and notably feeling much more exhausted afterwards. Vitalists are spellcasters whose magical forces are tied directly with the health of their hearts, and who's bodies serve as a physical vessel for their mana; even small disturbances such as illnesses or diseases can inhibit their magic.

Casting Ability Modifier: Charisma

Drawbacks: Magical Signs, Unstable Storage, Vulnerable Spellcaster.

Boon: +1 spell point per odd level.

Unified Traditions

Pulsemage

Mages throughout the world practice how to weaponize their magic, but only a few manage to convert their will into proper weapons of magic, that they then utilize just as a warrior would use a sword, or an archer a bow. A pulsemage gains an additional spell point at every odd level.

Martial Training: *Equipment:* Unarmored Training, Critical Genius (Pulse Shot or Unarmed Attack)

Feats: Spell Attack

Variable: A pulsemage may choose the Dual Wielding sphere or the Barrage sphere

Casting Ability Modifier: Charisma

Bonus Magic Talents: Mana sphere, Destruction sphere

Drawbacks: Somatic Casting (2x), Magical Signs (glowing energy around hands, body), Vulnerable Spellcaster

Boons: Overcharge



Section 6

Equipment

Crafting Magic Items

Power and Complexity for the Mana Sphere

Expunge

Range: Close

Duration: Instantaneous

Effect: Apply the Spellburn talent to the target, as the base Mana sphere.

Complexity

Alternate Expunge: Instead of applying the Spellburn talent, you may apply the effects of an (*expunge*) talent. This increases the complexity by 1.

Enhanced Expunge: You may apply the effects of a talent that modifies the *expunge*, such as Explosive Expunge. This increases the complexity by 2.

Manabond: Applying the effects of any *manabond* talent to the item increases the complexity by 2, and an additional +1 if the *manabond* requires an additional spell point.

Manipulate

Range: Close

Duration: 1 round

Effect: A targeted area with a radius of 10 feet + 5 feet per 5 caster levels is affected by a single effect as listed under the Shuffle base ability. This lasts for 1 round, but you may spend a spell point to allow the effect to last 1 round per caster level.

Complexity

Alternate Manipulation: Instead of applying the base *manipulate* ability, you may apply the effects of another (manipulation) talent. This increases the complexity by 1, and the item must have another talent to be granted to grant a talent through Gift Of Knowledge. You may not apply the effects of the Transfer talent.

Enhanced Manipulation: You may apply the effects of a talent that modifies *manipulate*, such as Retained Imbuement. This increases the complexity by 2.

Manabond: Applying the effects of any *manabond* talent to the item increases the complexity by 2, and an additional +1 if the *manabond* requires an additional spell point.

Specific Items

PULSEMAGE'S GLOVE OF CHANNELING

Aura strong Mana; **CL** 3rd;

Slot None; **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5), 72,000 gp (+6), 128,000 gp (+8), 162,000 gp (+9), 200,000 gp (+10) **Weight** 1lb.

This special, mithral and silver laced glove allows a creature to create and empower pulse shots, as a 1st level arcanopulser. The glove is worn over one hand and pulse shots can only be created in the hand it is worn on.

The glove may be purchased with an enhancement bonus, bestowing the bonus to all attack and damage rolls made with the pulse shots. Alternatively, the glove can grant melee or ranged weapon special abilities. Special abilities count as additional bonuses for determining the market value of the gloves, but do not modify attack or damage bonuses. A pulsemage's gloves of channeling cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10, and may not have an enhancement bonus higher than +5 (prices for gloves higher than that require any bonus above +5 to be spent on special ability bonus equivalents). A pulsemage's gloves of channeling must have a +1 enhancement bonus to grant a weapon special ability. Ranged special abilities only apply to ranged pulse shots, and melee special abilities only apply to melee pulse shots.

An arcanopulser who utilizes this item can apply the enhancement bonuses and weapon special abilities to any pulse shots made with the hand it is worn with.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons and Armor, Mana sphere **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 64,000 gp (+8), 81,000 gp (+9), 100,000 gp (+10)

PULSEMAGE'S GLOVE OF PROTECTION

Aura strong Mana; **CL** 8th;

Slot None; **Price** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 64,000 gp (+8), 81,000 gp (+9), 100,000 gp (+10) **Weight** 1lb.

This thick, adamantine-lined glove allows a creature to create pulse shields, as a 1st level arcanopulser. The glove is worn over one hand and pulse shields can only be created in the hand it is worn on.

The glove may be purchased with an enhancement bonus, bestowing the wearer a shield enhancement bonus to their armor class as long as the pulse shield is active. Alternatively, the glove can grant a shield special ability. Special abilities count as additional bonuses for determining the market value of the gloves, but do not grant an additional shield enhancement bonus. A pulsemage's gloves of protection cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10, and may not have an enhancement bonus higher than +5 (prices for gloves higher than that require any bonus above +5 to be spent on special ability bonus equivalents). A pulsemage's glove of protection must have a +1 enhancement bonus to grant a shield special ability.

An arcanopulser who utilizes this item can apply the enhancement bonuses and shield special abilities to any pulse shields made with the hand it is worn with.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons and Armor, Mana sphere **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5), 18,000 gp (+6), 32,000 gp (+8), 40,500 gp (+9), 50,000 gp (+10)



Section 7

Bestiary

Raw Magic Elementals

Hailing from a place more primordial than even the Elemental Planes, raw magic elementals appear as floating clouds glittering in an array of impossible colors. Pure embodiments of raw energy, they are thankfully extremely rare on the Material Plane, only encountered when summoned by practitioners of magic. Even then, most mages prefer using elementals of the classical four elements, since raw magic elemental are all but immune to most of the usual methods of control, making them formidable allies against other magic users, but also lethal adversaries should they slip whatever means of control the original summoner has over them.

All raw magic elementals gain the following abilities:

Bond Happy (Sp): The elemental can create a *manabond* as a free action with any creature it hits with its slam attack. It gains a +1 bonus to attack and damage rolls for every 3 Hit Dice it possesses against creatures it has an active *manabond* with, and can make melee attacks against those creatures as if they were in adjacent to it.

Raw magic elementals are able to create *manabonds* as if they possessed every (manabond) talent.

Immunity to Magic (Ex): The elemental is immune to spells, spell-like abilities or sphere effects that allow spell resistance. Certain spells and effects function differently against it, as noted below:

The elemental is vulnerable to antimagic. It can be targeted by effects that can attempt to dispel magic (such as the dispel magic spell or the Counterspell feat), using its Hit Dice + 11 as its magic skill defense. A successful dispel attempt deals damage to the elemental equal to 1d10 per Hit Dice it has.

Expunge effects from the Mana sphere can bypass its immunity to magic, and additionally slow the elemental (as per the Improved Slow talent from Time sphere) for 3 rounds, with no saving throw.

Manipulation effects from the Mana sphere bolster the elemental, negating the effect but immediately healing it as per the Mana Fueled ability, and causing the elemental to become hasted (as per the Improved Haste talent from the Time sphere) for 3 rounds.

Mana Fueled (Su): The elemental is fueled directly by magical energies. If the creature is targeted by or moves onto a magical effect with a caster level equal to or lower than its Hit Dice, it is immediately subject to a Counterspell effect (as the Counterspell feat), using the elemental's Hit Dice as its magic skill bonus, with an additional +4 racial bonus. If the effect is dispelled, the elemental heals 2 hit points per caster level the effect had

SMALL RAW MAGIC ELEMENTAL CR 1

XP 400

N Small outsider (elemental, native)

Init +6 **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 Dex, +3 natural, +1 size)

hp 13 (2d10+2)

Fort +1 **Ref** +5 **Will** +3

Defensive Abilities immunity to magic; **Immune** elemental traits

OFFENSE

Speed 20 ft., fly 30 ft.

Melee slam +4 (1d4+1)

Special Attacks bond happy

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 14, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 15

Feats Improved Initiative

Skills Acrobatics +4, Fly +16, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +5, Sense Motive +5, Spellcraft +7, Stealth +10, Use Magic Device +5

Languages Common

Familiar

A small raw magic elemental may be taken as a familiar with the Improved Familiar feat by caster of at least caster level 5th or higher. The master of a raw magic elemental familiar gains a +2 bonus on Will saves.

MEDIUM RAW MAGIC ELEMENTAL CR 3

XP 800

N Medium outsider (elemental, native)

Init +5 **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 15, touch 12, flat-footed 13 (+1 Dex, +1 dodge, +3 natural)

hp 26 (4d10+4)

Fort +2 **Ref** +5 **Will** +4

Defensive Abilities immunity to magic, mana fueled; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 ft.

Melee slam +6 (1d6+2)

Special Attacks bond happy

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 14, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 17

Feats Dodge, Improved Initiative

Skills Acrobatics +5, Fly +15, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +7, Sense Motive +7, Spellcraft +9, Stealth +7, Use Magic Device +7

Languages Common

LARGE RAW MAGIC ELEMENTAL CR 5

XP 1,600

N Large outsider (elemental, native)

Init +4 **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 9, flat-footed 14 (+5 natural, -1 size, +1 dodge)

hp 68 (8d10+24)

Fort +6 **Ref** +6 **Will** +8

DR 5/—; **Defensive Abilities** immunity to magic, mana fueled; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 ft.

Melee 2 slams +12 (1d8+6)

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

Special Attacks bond happy

STATISTICS

Str 22, **Dex** 11, **Con** 16, **Int** 14, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +15; **CMD** 25

Feats Dodge, Improved Initiative, Iron Will, Muscular Reflexes

Skills Acrobatics +8, Fly +15, Knowledge (arcana) +13, Knowledge (planes) +13, Perception +11, Sense Motive +11, Spellcraft +13, Stealth +11, Use Magic Device +11

Languages Common

HUGE RAW MAGIC ELEMENTAL CR 7

XP 3,200

N Huge outsider (elemental, native)

Init +3 **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -2 size, +1 dodge)

hp 130 (13d10+65)

Fort +9 **Ref** +7 **Will** +10

DR 5/—; **Defensive Abilities** immunity to magic, mana fueled; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 ft.

Melee slam +23 (2d6+15)

Space 15 ft.; **Reach** 15 ft.

Special Attacks bond happy

STATISTICS

Str 30, **Dex** 9, **Con** 20, **Int** 14, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +25; **CMD** 34

Feats Blind-Fight, Dodge, Improved Initiative, Iron Will, Mobility, Muscular Reflexes, Power Attack

Skills Acrobatics +12, Fly +15, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +7, Use Magic Device +16

Languages Common

GREATER RAW MAGIC ELEMENTAL CR 9

XP 6,400

N Huge outsider (elemental, native)

Init +5 **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 20, touch 10, flat-footed 18 (+1 Dex, +10 natural, -2 size, +1 dodge)

hp 192 (16d10+112)

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

DR 10/—; **Defensive Abilities** immunity to magic, mana fueled; **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 ft.

Melee slam +28 (2d6+16)

Space 15 ft.; **Reach** 15 ft.

Special Attacks bond happy

STATISTICS

Str 34, **Dex** 13, **Con** 24, **Int** 18, **Wis** 15, **Cha** 15

Base Atk +16; **CMB** +31; **CMD** 41

Feats Blind-Fight, Dodge, Improved Blind-Fight, Improved Initiative, Iron Will, Mobility, Muscular Reflexes, Power Attack

Skills Acrobatics +15, Fly +18, Knowledge (arcana) +21, Knowledge (planes) +21, Perception +21, Sense Motive +21, Spellcraft +21, Stealth +10, Use Magic Device +19

Languages Common



Section 8

Wild Magic Table

Table: Mana Sphere Wild Magic

<i>d100</i>	<i>Result</i>
1	The caster becomes blind, but gains 60 feet blindsight that can only be used to see creatures that can store spell points, as well as any magical effects, terrain or items. This lasts for 1 hour.
2	The caster's target (if any) can always sense the location of the caster for 1 hour per caster level.
3	The caster gains knowledge of one talent of their choice from any sphere they qualify for for 1 round.
4	A flux of magic enhances all effects. An area of potent magic is created in a 20-foot radius around the caster, which remains for 24 hours. Any effects cast within this radius are treated as if any variable components rolled their maximum possible number.
5	Mana becomes as clear as light. You detect magic constantly as the base Divination sphere ability for 1 hour per caster level, and any attempt to identify magic items or effects with a Spellcraft check are treated as if you rolled a natural 20 on the check.
6	Until the end of the caster's next turn, all spell point costs the caster must pay are waived.
7	Magic becomes obvious. Any creature being targeted by a magical effect within close range of the caster automatically knows the type of effect and the source of the effect. This lasts for 1 minute per caster level.
8	Antimagic bleeds from the world's leylines. Each round there is a 25% chance that a random adjacent tile to the caster (roll a 1d8 to determine the tile, with 1 being north and rotating clockwise) is splashed with liquid antimagic, removing 1 spell point from any creature that walks into it (or applying a -1 penalty to a random mental ability score if they do not have spell points), but granting them a +2 bonus to all saving throws they attempt against magic for 24 hours. This effect lasts for 1 round per caster level.
9	Roll again on the Universal wild magic table.
10	Your <i>manabonds</i> fuse incredibly easily. You may create a <i>manabond</i> as a free action to any creature within close range until the end of your next turn. Unwilling creatures get a Will save to resist this.
11	Effect receives a -4 penalty to caster level (minimum 1).
12	Roll twice and choose the result. Ignore any results that require rerolls. If both rolls are ignored, there is no effect.
13	The effect's spell point cost is reduced to 0.
14	Power becomes absolute. All penalties or bonuses to caster levels, magic skill bonuses and magic skill defenses are negated in a close range radius around you. This lasts for 1 round per caster level.
15	In a medium range, the weather immediately shifts 1d4 severity levels higher for Precipitation, but the clouds instead rain bright blue globs of mana. If the severity level is at least 4, each round the caster is exposed to the skies, they have a 5% chance of being struck by electrical mana, dealing 1d6 electric damage per caster level, but granting them 1 spell point per 2 caster levels. This lasts until the caster is struck once, or for 1 hour.

- 16 The effect is modified by a metamagic feat of the caster's choosing, though they spend 1 additional spell point in the effect in addition to the extra cost of the metamagic feat. The caster may only select metamagic feats they do not possess.
- 17 The caster's target is stunned for 1 round. Fortitude negates.
- 18 The casting time increases by 2 steps.
- 19 The caster is fatigued. If they were already fatigued, they are exhausted.
- 20 Until the end of the caster's next turn, all spell point costs the caster must pay are waived.
- 21 The next spell cast within close range of the caster automatically targets the caster, regardless of its maximum range or intended target. This lasts for 1 hour, or until a spell is redirected to the caster.
- 22 Roll again on the Universal wild magic table.
- 23 The caster becomes blind, but gains 60 feet blindsight that can only be used to see creatures that can store spell points, as well as any magical effects, terrain or items. This lasts for 1 hour.
- 24 Mana bleeds from the world's leylines. Each round, there is a 25% chance that a random adjacent tile to the caster (roll a 1d8 to determine the tile, with a 1 being north and rotating clockwise) is splashed with liquid mana, granting any creature that walks into it 1 spell point, but bestowing a -2 penalty to all saving throws they attempt against magic for 24 hours. This effect lasts for 1 round per caster level.
- 25 Suffer a -2 penalty to your caster level for 1 day, or until another creature grants a spell point to you, whether temporary or not.
- 26 Your mana imprints to the floor. A permanent sigil spreading around a 15-foot radius around you is engraved into the floor. Any casters utilizing sphere effects on top of this sigil gain a +2 bonus to their caster level.
- 27 The effect is fully paid by tomorrow's energy. The sphere effect costs no spell points to cast, but the next time the spellcaster gains spell points, they subtract the amount of spell points they would have spent.
- 28 You strain your body, using your vitality by mistake. Instead of paying the spell point cost for this sphere effect, you instead take 1 Constitution drain for each spell point you would have spent (minimum 1).
- 29 Your magic takes a life of its own - and it does not appreciate your use. The spell effect gains life, as the Bestow Magic Life advanced talent (see The Enhancer's Handbook) and is not cast normally, instead remaining for a number of rounds equal to your caster level. It begins with an attitude initially hostile against you, and will utilize its powers to inhibit the caster for as long as it lives (including using its ability to cast sphere effects on the caster, or to grant spell points to enemies). As long as this creature lives, you cannot make use of the Mana sphere.
- 30 You confuse yourself, temporarily forgetting how to use your magic. You suffer from the Mark Of Incompetency talent, using your level as its caster level. Randomly determine the drawbacks you gain.
- 31 Mana bleeds from the world's leylines. Each round, there is a 25% chance that a random adjacent tile to the caster (roll a 1d8 to determine the tile, with a 1 being north and rotating clockwise) is splashed with liquid mana, granting any creature that walks into it 1 spell point, but bestowing a -2 penalty to all saving throws they attempt against magic for 24 hours. This effect lasts for 1 round per caster level.
- 32 The caster's body becomes transparent for 24 hours, granting them a +5 bonus on Stealth checks as long as they do not wear any clothing and do not hold or carry any items (including backpacks).
- 33 You gain spell resistance equal to 5 + your caster level for 1 hour. You may not lower this spell resistance
- 34 For 1 minute, all magic items within long range of the caster shed light as a torch.
- 35 The casting time increases by 1 step.
- 36 Antimagic bleeds from the world's leylines. Each round there is a 25% chance that a random adjacent tile to the caster (roll a 1d8 to determine the tile, with 1 being north and rotating clockwise) is splashed with liquid antimagic, removing 1 spell point from any creature that walks into it (or applying a -1 penalty to a random mental ability score if they do not have spell points), but granting them a +2 bonus to all saving throws they attempt against magic for 24 hours. This effect lasts for 1 round per caster level.

- 37 For 1 minute, all magic items within long range of the caster shed light as a torch.
- 38 All spellcasters within medium range immediately shed light as a torch, and special orbs revolve around them exposing the exact spheres they know, or magical schools they know spells of.
- 39 The caster drains a single spell point from any other creature that has spell points within close range. Creatures may attempt a Fortitude save to negate this effect. Drained spell points are removed from the drained creature, and granted to the caster as temporary spell points that remain for 1 round per caster level.
- 40 A zone of antimagic is created, stretching out in a 10-foot radius from the square the caster is in. The zone nullifies the spell that triggered it, and remains for 1 day per caster level.
- 41 The caster emits light as a torch for 1 hour.
- 42 An explosion of mana invigorates everyone. You and all allies within medium range gain 3 temporary spell points that last for 1 hour. Spells cast with these temporary spell points gain a +4 to their caster level to the effect.
- 43 The caster becomes truly enlightened. They lose half of their maximum spell points, but increases their caster level by 4, and they gain knowledge of one additional talent in each base sphere they possess. This lasts for 1 hour.
- 44 The caster suffers 2 ability drain to their casting ability modifier, even if they would normally be immune to ability drain.
- 45 You gain immunity to magic, becoming immune to all spells or spell-like abilities that allow spell resistance, but your caster level is reduced to 1. This lasts for 1 round per caster level.
- 46 Magic abandons their host. All spellcasters within close range are no longer able to utilize their spellcasting, and for each spellcaster, a random other creature within range gains all of their spellcasting capabilities. This only includes spell points, base caster levels and magic skill bonuses and defense, and not class features. This effect remains for 2 rounds, where the spellcasting capabilities return to their host (not including any spent spell points).
- 47 The next sphere effect the caster utilizes, they may add a bonus to that sphere effect up to their caster level. The next two sphere effects they cast that costs a spell point has their caster level reduced by the amount the caster chose to increase their first cast by.
- 48 The effect becomes ultrapowered. Increase the caster level of the effect by 10, but increase the spell point cost by 5. If the caster does not have enough spell points to cast the effect, they are exhausted, but the spell effect is still cast.
- 49 You gain immunity to magic, becoming immune to all spells or spell-like abilities that allow spell resistance, but your caster level is reduced to 1. This lasts for 1 round per caster level.
- 50 You gain 60 feet scent, but can smell magic instead, allowing you to spend a standard action identifying a single creature or object to learn information about magical effects on that creature or object, as the base Divination ability. The use of magic doubles the range of your scent, and dead magic zones reduce it by half. This lasts for 24 hours.
- 51 The casting time increases by 1 step.
- 52 Any *manabonds* the caster has active immediately become physical, as if casted with the Hardened Bond talent. This remains until the *manabond* otherwise expires normally.
- 53 For 1 hour, all attempts to utilize a sphere effect within medium range causes a swirling, rainbow colored orb to float around the caster.
- 54 Your magic blasts away foreign energies. In addition to its normal effects, you may make a free Counterspell attempt (as if you possessed the Counterspell feat) against any effects of your choice that your target has active upon them, and may exclude any effects you know of from this attempt.
- 55 The caster loses access to this sphere for 1d6 rounds.

- 56 You channel yourself too much into your magic; you become a creature of magic, gaining spell immunity to all spheres except the Mana sphere, but creatures can target you with antimagic effects. If you enter an antimagic field, are targeted by an antimagic effect (such as Counterspell), or otherwise enter a zone of dead magic, you must succeed at a Fortitude save each round or be slain. This lasts for 1 minute.
- 57 An errant *manabond* is created. You create a Funnel *manabond* between yourself and an enemy within close range, if any. That creature is considered the creator of this *manabond*, and may drain your spell points if they continue to concentrate on it. Use your caster level for the caster level of this *manabond*.
- 58 A magical sigil engraves on the ground, filling an area with a 30-foot radius centered on the caster. Any beneficial magical effect cast on a target within this sigil is also cloned and cast upon every other creature standing on the sigil. The sigil remains for 24 hours.
- 59 The caster gains knowledge of one talent of their choice from any sphere they qualify for for 1 round.
- 60 Effect receives a -4 penalty to caster level (minimum 1).
- 61 The caster learns an eldritch secret about mana. They gain knowledge of a Mana sphere talent they qualify for for 24 hours.
- 62 The spell point cost of the effect increases by 1d4. If the caster does not have enough spell points, they are instead dazed until the end of their next turn.
- 63 All creatures you have a *manabond* with are electrocuted by a sudden wave of mana. Deal 1d4 untyped damage for every odd level you have to yourself and any creature you have a *manabond* with.
- 64 A hostile sigil engraves into the ground, filling an area with a 30-foot radius centered on the caster. Any expenditure of spell points within this area causes the creature spending spell points to suffer 1d8 nonlethal damage for each spell point spent. This damage increases by 1 die at 3rd caster level and every 3 levels thereafter. The sigil remains for 24 hours.
- 65 Any temporary spell points that any creature possesses within close range suddenly burst in a chaotic puff of energy, dealing 1d8 untyped damage per temporary spell point lost to the creatures that had them.
- 66 You lose your sense of targeting. For 1 round per caster level, every time you utilize a targeted sphere effect, you must randomly decide the target between any creatures within valid range.
- 67 (Combat) Caster is stunned for 1 round.
- 68 If the effect has a duration longer than instantaneous, it instead only remains for 1 round, but the caster level of the effect is increased by 10. If it is instantaneous, reroll this result.
- 69 All *manabonds* in close range are immediately subject to a dispel attempt with a result of 11 + the caster's caster level.
- 70 The caster learns an eldritch secret about mana. They gain knowledge of a Mana sphere talent they qualify for for 24 hours.
- 71 A catastrophic reaction occurs. All creatures within medium range must succeed at a Fortitude save or lose spell points equal to their Hit Dice. The caster loses all of their spell points on a failed save.
- 72 The effect's spell point cost is reduced to 0.
- 73 The ultimate catastrophic decay of internal magic occurs. For each base sphere the caster knows, they must roll a wild magic event on the respective sphere's table, in addition to rolling once on the Universal wild magic table.
- 74 The caster's target is stunned for 1 round. Fortitude negates.
- 75 The caster gains a +2 inherent bonus to their casting ability modifier for 1 minute.
- 76 The caster's mana separates from the caster, forming a perfect transparent blue version of themselves that moves with them but is displaced 1 foot to the left. This remains for 24 hours.
- 77 Roll twice and choose the result. Ignore any results that require rerolls. If both rolls are ignored, there is no effect.

- 78 The effect fails, but the action is not lost. Spell points or spell slots spent are lost.
- 79 Magical energies flow away from you easily. The next beneficial spell that is cast upon you is instead granted to a random enemy within close range. The caster is not aware of this effect, and the benefiting creature may choose to not activate this ability if the effect does not satisfy them, instead waiting for a different one to apply it to. This lasts for 1 hour.
- 80 You gain spell resistance equal to 5 + your caster level for 1 hour. You may not lower this spell resistance.
- 81 1d6 random simple weapons suddenly materialize at the caster's feet, though such weapons are made of pure mana and are worthless. They remain permanently.
- 82 The casting time increases by 2 steps.
- 83 The effect fails, the action is lost, and spell points or spell slots spent are lost.
- 84 The caster is exhausted. If they were already exhausted, they fall asleep.
- 85 For 1 hour, all penalties to the caster's caster level are instead treated as untyped bonuses.
- 86 Roll again on the Universal wild magic table.
- 87 If the effect is instantaneous, the caster level is reduced to 1, but the effect applies again at the start of the target's turn for a number of rounds equal to the caster's casting ability modifier. If the effect is not instantaneous, reroll this result.
- 88 Wild energies infuse your magic. For 1 round per caster level, none of your effects may be negated by counterspells, antimagic fields or similar sources of antimagic.
- 89 For 1 hour, every time you spend a spell point, you suffer untyped damage equal to the caster level of the effect for each spell point spent.
- 90 The caster's hair is recolored to a vibrant blue color permanently. This can be dispelled normally.
- 91 Your magic infuses itself into your target. If you were casting a sphere effect on an ally or willing creature, you reduce their spell resistance by an amount equal to your casting ability modifier (or apply a penalty all saving throws they attempt against magic effects by the same amount). If you were casting on an enemy, you instead increase their spell resistance (or grant them a bonus on such effects). This lasts for 2 rounds.
- 92 The caster gains a +2 inherent bonus to their casting ability modifier for 1 minute.
- 93 The caster emits light as a torch for 1 hour.
- 94 Your magic evaporates, with it leaving a leaking hole of mana within you. The spell fails and all spell points are lost, and you lose 1 spell point at the start of each turn until you spend a full-round action restabilizing your magic by spending 1 spell point.
- 95 For 1 minute, each time the caster attempts to utilize a magic talent that is not in the Mana sphere, they are targeted by the base Spellburn talent. Use the caster's caster level and magic skill bonus to determine the effects of this talent.
- 96 All creatures within close range of the caster, including the caster, display obvious signs of how many spell points they have remaining, as detailed under the Unstable Storage general drawback.
- 97 The caster suffers from the Vulnerable Caster drawback for 1 day, gaining no benefits for it.
- 98 Magic becomes a beacon. All spellcasters that utilize a magic effect within medium range suffer a -1 penalty to their armor class for each magic effect they cast for the duration of this effect, and the penalty stacks with itself. This lasts for 1 minute per caster level.
- 99 For 1 hour, all penalties to the caster's caster level are instead treated as untyped bonuses.
- 100 The caster suffers 1d6 ability damage to their casting ability, even if they would normally be immune to ability damage.

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The Initiate's Handbook

The Initiate's Handbook introduces a brand new sphere, the Mana sphere, to your games. Learn to manipulate pure magic on a brand new level, including forging manabonds between casters, turning a caster's own spell points against them, and other methods of manipulating essence.

Made for use with Ultimate Spheres of Power, become a master of magic like never before with the Mana sphere!