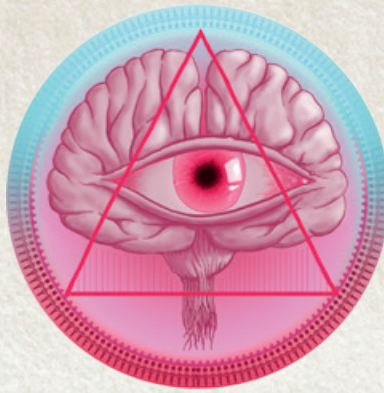


The Mentalist's Handbook





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Section 1

Introduction

Count Vordu's eyes opened. With the conclusion of the ritual he found himself in the rolling, green hills of the halfling's mindscape, a mindscape which was now, in part, his own. The Sun shone down from above, setting the vampire's instincts on edge but ultimately not leading to any problems. Vordu felt the warmth and the briefest sensation of regret about all he had left behind since abandoning his humanity three centuries earlier, but he was able to shrug it off.

As he rejected the halfling's view of the world, his own began to replace it. The grass began to wither and brown while the hills became rockier. Longer shadows stretched from the now stark crags, and a blood-red moon began to rise in the distant sky. He could not fully replace the summer of her worldview, but he nodded approvingly at an environment that shifted into something more like an autumn. If not dead, at least the landscape was dormant.

"The harvest time is quite lovely, don't you think?"

Vordu realized that he was standing in front of a quiet stream... how had he not noticed that?... and Meralda Farthing was sitting on the opposite side. A fishing rod was in the rocks beside her, and a hook with no bait dangled in the water. Vordu raised an eyebrow.

"No fish actually exist here. It's all in the mind, remember."

"How-"

"Communication's easier, and your eyebrows speak volumes."

"I see," said Vordu. "And finding you so quickly... we move like a dream. I was lucky to find your scroll, otherwise I would not have known how to travel like this. Or how to find your... haven."

"Do you like it?"

"It is charming," he said. "But I prefer something... stark. Something direct."

"Which is why you came here."

"Yes. I require the ritual. True love must be mine while Odette's reincarnation lives."

"Must it?" asked Meralda, pulling her straw hat down over one eye. "I think the lady's entitled to her privacy. And to not dying."

"It is not dying. It is returning to life."

"Didn't Odette prefer the summer way back when? Your outlook might've changed a bit in three hundred years."

The vampire's eyes flashed and his brow furrowed. He glared at the halfling, willing her to provide the information he sought. In a moment, he realized that Meralda wasn't doing anything but smiling at his attempt. Vordu took a step back.

"How-?"

Meralda's foot splashed the stream in front of her.

"I've had a while to set this place up for myself. You can't cross running water in reality... I thought it might be good to have something like that set up in case you ever showed up in my noggin."

"My stare crosses running water."

"It won't here, friend. Why don't you take your leave before I have to show you how enchantment really works?"

"But... I am not one of the living. My status leaves me immune to your magic."

The halfling's smile grew wider.

"It won't here, friend."

Navigating This Book

Section Two: Archetypes and Character Options—

This section of the book offers new archetypes for character classes to infuse them with the power of the Mind sphere. In addition to archetypes, two new emotions are presented for the eliciter class and a new trait for casters with a different world-view.

Impressor: This fighter archetype wields the emotional powers of elicitors and channels them through combat.

Egregore: A symbiat archetype wherein the caster does not host a psionic aberration in their mind, but instead has had their consciousness invaded by a fragment of many minds within themselves.

Fright Wright: This eliciter archetype is a self-styled master of fear and intimidation.

Beastlord: A shifter archetype that allows for the control of large numbers of animals, magical beasts, and even monstrous humanoids.

Waking Sleeper: A prestige class for those who have been given post-hypnotic triggers that confer greater skill in combat as part of a pact with a powerful mentalist liege.

Excitement: This eliciter emotion grants allies a zeal for life that bestows increased speed and mobility.

Chapter Three: Basic Magic—This section contains talents fit for expanding the repertoire of any mentalist looking to up their game. In addition, this section introduces a new sphere base ability and associated talents for clouding the minds of others, Brainwaves.

Chapter Four: Advanced Magic—For the mentalist who needs more than talents, this section features new advanced talents, rituals, an incantation, and spellcrafting options drawn from the spellbook of Meralda Farthing.

Chapter Five: Player Options—This section contains feats and options that further refine how one uses the magic of the Mind sphere to change the minds and emotions of others. Also included are sample casting traditions, new drawbacks, and new boons to help flesh out the methods employed by a caster who wields the techniques of the Mind sphere.

Chapter Six: Magic Items—Putting the means of mental influence into the palm of your hands, this section provides sample items for the mentalist on the move.

Magic of the Mind

From the bubbling potion of blood that instills monstrous courage in the goblin raiders of the frozen tundra, to the hypnotist in the tavern who gets the bartender to forget that she's already had the drink she ordered, to the wizard who stands on top of a tower and casts a spell that changes the thoughts of an entire city, mind magic can take many forms. The power of the mind can be wielded as a sledgehammer that overwhelms the wills of many, only failing when it comes across those who are immune to its power by the nature of their existence or due to their own lack of a mind. Others, however, feel that mental magic is a subtler force, both gentle and insidious, that can wear away the sturdiest of minds just as a boulder on the beach is shaped by the wind and waves.

The secrets of this book expand the Mind sphere from the *Spheres of Power* magic system, and much of the material assumes an understanding of what has come before. It contains methods that both players and game masters can use to incorporate Mind magic into their games, both mechanically and thematically. The book is also intended to empower and inspire; *Spheres of Power* allows players and game masters the chance to custom design their own magical traditions, and some of what exists can demonstrate how the Mind sphere can be used. Have fun, and as Meralda Farthing might say, don't let your mind wander too far, because it might not come back.



Section Two

Archetypes and Character Options

The first thing you've gotta realize is that while everyone's more or less the same it doesn't stop 'em from being different too. I've met a lot of people out there who use mind magic in weird ways, and some of 'em I'd have never expected. Once you've decided you've got it all worked out, that's right when some sphinx pulls a fast one. And you'll never live it down when the drunk at the end of the bar turns out to have a better technique for charming people than you ever had. I still say he had an unfair advantage, letting the mead do most of the heavy lifting for him before that card game...

-Meralda

New Archetypes

Impressor (Fighter Archetype)

The impressor is a fighter who has studied the mysterious and subtle methods of the mind. Wielding mental magic as efficiently as any weapon, the impressor imposes emotional change upon enemies even while wounding them, and upon allies even as they stand with them.

Emotions: An impressor gains emotions as the eliciter class feature of the same name. At 3rd level and every 4 levels thereafter, an impressor gains an emotion power of his or her choice, using fighter levels as eliciter levels when determining which powers he or she qualifies for, as well as the strength of his emotions. These levels stack with any eliciter levels he or she possesses. An impressor cannot gain a lesser power before 5th level, a greater power before 8th level, or a master power before 11th level. Unlike an eliciter, an impressor uses Intelligence as the

ability modifier that fuels their emotional power due to the abilities flowing from their studies instead of their force of personality.

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

Punctuated Fury: At 19th level, an impressor may seamlessly blend martial prowess and emotional technique. When making a full round attack, the impressor may also use an emotion power (the attacks and power may be directed against different targets). This bonus extends even to attacks modified to channel emotional powers (such as the Elicit Strike or Impressionistic Strike feats).

This replaces armor mastery.

Egregore (Symbiat Archetype)

Where a typical symbiat plays host to a psionic aberration that inhabits their own mind, an egregore holds the focal point of a hive mind. From aristocrats who form well-meaning cults and experiment with enhancing their own mental powers, to children abducted by insectoid monsters to be raised as thralls to horrible queens, to hapless travelers accidentally elected to positions of power in alien, unimaginable conclaves, egregores gain the benefits (or curses) from being one who plays host to many.

Mental Powers: The egregore gains the Mind sphere as a bonus magical talent, and uses his class level as his caster level. This stacks normally with caster levels from other sources. If the egregore has the Mind sphere already, they may choose another Mind sphere magical talent in its place.

This modifies mental powers.

Psionics: The egregore's psionics work differently, on a more purely mental level.

Coordination

At 1st level, the egregore can read the mind of all allies within 60 ft., allowing them to analyze tactical data on their attacks. Whenever an ally within 60 ft. damages an enemy, until the end of the egregore's next turn, the egregore receives a bonus to damage rolls equal to his class level against that enemy and automatically confirms all critical hits against them. This effect does not work against creatures immune to precision damage. Multiple allies damaging the same enemy do not confer this bonus to the egregore multiple times in a round.

This replaces telekinetic manipulation.

Extension

At 6th level, the egregore may connect with the minds of his allies to deliver mental attacks against their common enemies. So long as this effect is active, the egregore may, as an immediate action, use a *lesser charm* against an enemy that an ally within 60 ft. has made a successful melee attack against. At 16th level, they may use a *greater charm*. They may not expand the *charm* used to affect other targets using Group Charm or the like.

This replaces telekinetic edge.

Assimilation

At 11th level, the egregore can mentally link all allies within 60 ft., stabilizing their group mind. Each ally gains a bonus to their Will saves equal to the number of linked allies within range to a maximum of the egregore's Int modifier.

This replaces psionic fortress.

Trepanation

At 16th level, the egregore can disappear from the battlefield to become pure thought, and reside within the mind of an ally within 30 ft. This is a move action. While inside their ally, they may only use their psionics ability and Mind sphere abilities. They can not be targeted or attacked while inside their ally, but if the ally is rendered unconscious or killed, they are immediately ejected. The ally can likewise eject them at will. While the egregore is within the mind of the ally, the ally gains a +2 enhancement bonus to Intelligence, Reflex saves, and Will saves, and may also use the egregore's magic defense score in place of their own.

This replaces telekinetic colossus.

Splintering Strike (Su): At 3rd level, an egregore who successfully deals damage to any enemy within 30 ft. with a weapon or natural attack to a target may, as an immediate action, create a connection to the target's mind. The egregore increases the DC of any mind-affecting abilities they use against the target by 1, and they gain a +1 insight bonus to saving throws against the mind-affecting abilities of the target. These bonuses increase by +1 for every 3 levels after the 6th, to a maximum of +6 at 18th level. They also receive an insight bonus to Bluff, Intimidate, Perception, Sense Motive, and Stealth checks equal to double this amount against the splintered creature. In addition, the egregore is mentally aware of the splintered creature's presence, and knows exactly where they are at all times, and what conditions they currently have.

This splinter lasts for 1 hour per class level, or until the egregore ends the splinter as a free action. At 3rd level, the egregore may not have more than 1 splinter active at a time, and must immediately dismiss an existing splinter when they create a new one. At 9th level, they may have 2 splinters active at once. At 15th level, they may have 3 splinters active at once.

At 6th level, the egregore learns to use their connection to deliver Mind sphere abilities from any distance. They may use any *lesser charm* they possess on a splintered creature that they could normally influence with *charm* talents, but if the charm fails or the splintered creature passes their saving throw, the splinter ends. At 12th level, they may deliver *greater charms* they possess this way, and at 18th level, they may deliver *powerful charms* they possess this way.

This is a mind-affecting ability.

This replaces pushed movement.

Fright Wright (Eliciter Archetype)

The fright wright is a master of sowing and sculpting unease, terror, and dread in her enemies and, at times, her allies.

Debilitating Fear: The fright wright may use her hypnotism to cause a target to become nearly paralyzed to the point of inactivity, instilling the staggered condition on her target for a number of rounds equal to her eliciter level. This is treated as a fear effect.

This modifies the fascinate option of the hypnotism class feature.

Phobic Bulwark: At 3rd level, the fright wright is immune to fear (magical or otherwise). Each ally within 10 ft. of her gains a morale bonus on saving throws against fear effects equal to her Persuasive bonus. This ability only functions while the fright wright is conscious, not if she is unconscious or dead.

This modifies the defensive empathy class feature.

Fear's Herald: At 4th level, the fright wright's mastery of panic and terror can begin to erode away even the fiercest resolve. All enemies within 10 ft. of the fright wright take a -4 penalty on saving throws against fear effects. Creatures normally immune to fear lose that immunity while within 10 ft. of the fright wright. A creature maintains their immunity to fear effects if they have 4 more Hit Dice than the fright wright has class levels.

This replaces the liberate class feature.

Antagonizing: At 9th level, the fright wright may take 10 with any Intimidate check if she has ranks in that skill, even if circumstances would normally prohibit this action. In addition to her normal bonus to the Intimidate check, she may add 1d6 to the result of the roll. She may always choose to roll normally instead of taking 10.

In addition, once per day she may take 20 on an Intimidate check without taking additional time, again adding 1d6 to

the roll as when taking 10. She may use this ability twice per day at 13th level and three times per day at 17th level.

This replaces the convincing class feature.

Fear's Master: At 10th level, the fright wright's ability to instill fear even in those who are fearless is improved. When using the fear's herald class feature, you may add your persuasive bonus or casting ability modifier (whichever is higher) to the magic skill check.

This replaces the inspire greatness class feature.

Ochlophobia: At 15th level, whenever the fright wright makes a target frightened or panicked, she may choose to use a standard action to see and hear through the target's eyes and ears instead of her own, even if they leave her line of sight and as long as they remain on the same plane or are not protected from mental coercion (such as through the Fate sphere's *hallow word* ability or the *protection from evil* spell). If the target is aware of another creature, the fright wright may cast any Mind sphere talent or eliciter emotion that causes fear effects through

their initial target as long as those talents or emotions do not rely on touching a target.

The ability to be aware of a target's surroundings lasts as long as the frightened or panicked effect lasts on the target, and the fright wright is no longer aware of her own surroundings while using this ability. She may cease using this ability as a free action.

This replaces the link class feature.

Fear Incarnate: At 16th level, the fright wright can cause fear in nearly anyone. Even those who have an immunity to fear from racial Hit Dice or class levels that are 4 or more greater than yours are susceptible to your fear's herald class feature.

This modifies the inspire heroics aspect of the hypnotism class feature.

Beastlord (Shifter Archetype)

The beastlord is a shifter who was born with a mysterious connection to, and understanding of, the desires of nature. While not everyone born with this knack becomes a shifter, those who do discover that they have a great and unshakable camaraderie with the animal kingdom... or at least the ability to rule there.

Beastlord: At 1st level, the beastlord gains the Mind sphere as a bonus talent and treats her class level as her caster level for this sphere. This stacks normally with caster levels gained from other sources. The beastlord is treated as an animal for the purposes of being affected by the *charms* and other mind-affecting effects of other magic users, and may affect animals, vermin, and magical beasts with her own mind-affecting effects.

This replaces quick transformation.

Hunter's Call (Su): At 4th level, the beastlord may spend 2 spell points to target any number of animals, magical beasts, and vermin at medium range. The targets must make a Will save or else it will treat her words and actions favorably (targets who can't understand her language can only obey simple instructions). The beastlord can give the targets orders, but she must win an opposed Charisma check to convince the creature to do something it wouldn't ordinarily do. Non-mindless targets never follow suicidal or obviously harmful orders, though intelligent targets may be convinced that something dangerous is worth doing.

Only 2 HD of creatures per caster level may be affected with this ability, and the creatures only remain under the beastlord's control for 1 hour per caster level. A magical beast's HD count as 1.5 HD for determining this. The beastlord may establish a preferred order for influencing

creatures in this manner, but by default creatures with the least HD are affected first. Creatures with greater than animal intelligence will remember that they were influenced in this way, and they may seek revenge after the effect ends.

This ability replaces lingering transformation.

New Prestige Class

Waking Sleeper

A tradition that began among the warriors and magicians of the elvish courts of old, the waking sleepers are warriors who swore to serve a powerful mentalist in exchange for some great favor, a negotiation that involved carefully approaching and giving an entreaty to the magical master. Generally an enchanter, incanter, or eliciter, this mentalist would perform in-depth hypnotic rituals and exercises meant to train muscle memory so that the waking sleepers could activate their own post-hypnotic triggers at a moment's notice and fly into action.

Alignment: The willingness to take the risks of training means that neutrality is rare among waking sleepers.

Hit Die: d10

Requirements: To qualify to become a waking sleeper, a character must fulfill all the following criteria.

Base Attack Bonus: +3

Skills: Knowledge (Nobility) 5 ranks

Special: Must have undergone the Rite of Waking Slumber as performed by a caster of CL 12 or higher (see the Advanced Magic chapter for more details).

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+1	Mark of the master, recall, sleeper training
2	+2	+1	+1	+1	Catatonia
3	+3	+1	+2	+2	Deep conditioning
4	+4	+1	+2	+2	Regimented thought
5	+5	+2	+3	+3	Perfect clarity

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (Nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Swim (Str), Use Magic Device (Cha)

Skill Ranks at Each Level: 4 + Int modifier

Weapon and Armor Proficiencies: A waking sleeper gains proficiency in all simple and martial weapons.

Mark of the Master (Su): The waking sleeper generally has some sign, usually a tattoo on the back, that relates to his or her liege. Whether visible or not, the tattoo will glow with a faint light (though not enough to see by) whenever the waking sleeper enters a state of recall (see below). The waking sleeper takes a -10 penalty to resisting the DC of scrying effects cast by their master, and automatically fails any Will save triggered by mind affecting effects originating from their master while raging. If the master ever chooses to fully sever ties or dies, the mark's effects cease (though the mark itself will remain). If a dead master returns to life or becomes an undead creature capable of casting spells with a caster level greater than or equal to the waking sleeper's class level, the effects of the mark resume unless it was the waking sleeper who dealt the blow that killed the master.

Sleeper Training (Ex): A waking sleeper gains a pool of combat feats that represent her rigorous training. At level 1, the waking sleeper may add any two combat feats for which she meets the prerequisite to this pool, and she adds two more combat feats to the pool for every further level in the class.

The waking sleeper does not have access to these feats except when in a state of recall (see below). The feats in this pool do not qualify as prerequisites, except for other feats that are added to the pool at higher levels. If a waking sleeper gains access to a feat in her pool through another method (such as by selecting it as a feat when leveling up) then the feat leaves sleeper training and may be immediately replaced with another feat.

Second Self (Ex): A waking sleeper is, while in a state of recall, nearly a different person, often displaying detachment from things that would otherwise prompt emotional ties while not in recall. In many ways, this is a different identity; while in a state of recall, they cannot be scried upon as their typical self, and while not in recall the "sleeper" version of themselves can similarly not be scried upon. Some waking sleepers create long careers of intrigue, espionage, or thievery, known only as the agent who makes a habit of stealing rare diamonds, assassinating various high-profile targets, or otherwise making life difficult for those in high places who could usually stamp out such interlopers.

Recall (Ex): A waking sleeper's training allows them to enter a state known as recall for a number of rounds per day equal to 4 + her Wisdom modifier. At each level after 1st level, she gains 2 additional rounds per day.

While experiencing recall, a waking sleeper gains a +2 morale bonus to Strength, and a +2 morale bonus to Will saves. In addition, the waking sleeper may select one of

the feats from her sleeper training and activate it, making use of the feat as if she had it naturally, even if the feat has a prerequisite that is only met by virtue of other combat feats within the sleeper training pool of feats. When a sleeper ends a state of recall, she becomes fatigued for a number of rounds equal to the number of rounds that she experienced the recall, and cannot return to the state until the fatigue ends.

Catatonia (Ex): Beginning at 2nd level, the waking sleeper's training allows for quick, efficient healing during rest. Whenever she completes a full night's rest or full day of bed rest, she recovers additional hit points equal to her waking sleeper level. In addition, a waking sleeper may choose to enter a deeper, more rejuvenating sleep: a waking sleeper who finishes a full night's rest or full day of bed rest recovers two additional points of ability damage for each affected ability score. Unfortunately, this deeper sleep makes it impossible to pass Perception checks while sleeping, instead requiring the waking sleeper to be physically shaken or wounded before waking. When something makes the waking sleeper awaken prematurely, she is dazed for one round afterward.

Deep Conditioning (Ex): At 3rd level, the waking sleeper's deeper triggers begin to unlock. During a state of recall, the morale bonus to Will saves increases to +4, and a total of three sleeper training feats may be selected.

Regimented Thought (Su): Beginning at 4th level, the conditioning of the waking sleeper's master becomes truly rooted, for better or for worse. While a waking sleeper is in her state of recall, any attempt to use a mind-affecting spell or sphere effect requires a magic skill check against a DC of 15 + the waking sleeper's total levels in casting classes.

Perfect Clarity (Ex): At level 5, the waking sleeper gains incredible control of her combat techniques. The bonus to strength and to Will saves increases to +6, and a total of five sleeper training feats may be selected. In addition, the waking sleeper may, as a free action every round, change two of the selected feats without leaving her state of recall.

New Class Options

Eliciter Emotions

Excitement

Minor: *Touch of Zeal (Su):* You may touch a willing creature as a standard action, flooding it with a passion for the moment and the world around it. The target gains one 5-ft. increase to its movement speed per 2 eliciter levels (minimum of 5 ft.). In addition, the target gains a dodge bonus to AC and Reflex saves and a competence bonus to Acrobatics and Fly checks equal to 1 + 1 per 4 eliciter levels. These bonuses last for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Lesser: *Vim and Vigor:* The effects of your touch of zeal ability last for 2 rounds instead of 1.

Greater: *Instill Alacrity (Su):* You may target an ally within 30 ft. as a swift action to grant them an immediate attack at their full BAB. You may use this ability once per day at 8th level, plus 1 extra time per day for every 4 eliciter levels you possess beyond 8th.

Master: *Unbridled:* The effects of your touch of zeal ability last for 3 rounds instead of 2.

Tranquility

Minor: *Touch of Peace (Su):* You may touch a willing creature as a standard action, allowing a contented feeling to flood through it that lessens pain. The target gains 1d6 temporary hit points, +1 per 2 levels. These temporary hit points last for one minute. This ability may be used a number of times per day equal to 3 + your Charisma modifier.

Lesser: *Peace of Mind:* The number of temporary hit points granted by your touch of peace ability increases to 1d8 +1 per level.

Greater: *Exonerate (Su):* As a standard action, you may remove the exhausted, fatigued, frightened, nauseated, shaken, or sickened condition (choose one) from a willing ally within 30 ft that may see or hear you. You may use this ability once per day at 8th level, plus 1 extra time per day for every 4 eliciter levels you possess beyond 8th.

Master: *Peace of Heart:* The number of temporary hit points granted by your touch of peace ability increases to 1d10 + 2 per level.

Chapter Three

Basic Magic

Here's a few more of the basics. I won't go on about these bein' lost techniques, much as the disciples of the Amnesia Lord and the Briskwood Thieves Guild have done to keep the Amnesia and Falsehood abilities under wraps. They can't stop the workin' mage from developing new talents on their own, of course, so even if I hadn't helped the Brekhal goblins to revitalize how well these were known I'm sure someone else might've discovered 'em. Hey, you might've. Don't know if you'll wind up learning any of these talents for yourself, but it's always good to know what your enemies are capable of.

-Meralda

New Mind Sphere Base Ability

Cloud: Talents marked with the (cloud) tag allow the caster to create clouds of mental energy that emanate from an area, object, or creature. Creatures are not affected by a *cloud* unless they enter its area, or otherwise interact with the *cloud* in a fashion designated by the talent. You may imbue an area, object, or creature at close range with a *cloud*. An imbued item may be no larger than 5 cubic ft. per caster level in size. A creature may be up to the caster's size + 1 size category for every 5 caster levels. It is possible to imbue a portion of an item or creature (a single head of a massive, two-headed dragon or a single segment of a lengthy carpet with blood smeared over it, for instance) but hiding a portion of an item or creature won't prevent the whole of it from being noticed. Unless otherwise specified, a cloud's radius extends from an item or creature as if the creature was the center of an imbued area measured as a radius.

An imbued area may either be 10 ft. in radius + an extra 5 ft. per caster level, or a 10-ft. wide area that extends for

a length of 10 ft. + 10 ft. per caster level (such as would be appropriate to fill a 10 ft. wide hallway). Establishing a *cloud* requires a standard action that provokes attacks of opportunity. As with charms, most *clouds* have three strengths; *lesser*, *greater*, and *powerful*. Spell point expenditures remain the same for the three strengths, and you may only affect a creature with a *cloud* if you could also affect it with a *charm*. Similarly, the Powerful Charm talent is required to use the *powerful* versions of *clouds* and you may only imbue the same item, creature, or area with a *lesser cloud* once per day. With the exception of Group Charm, *cloud* talents are affected by talents that affect *charms*.

New Mind Talents

Amnesia (charm)

You may reach into a subject's memory and remove information and awareness of people, places, things, or events.

Lesser Charm: The target loses any recollection of what happened in the last round, back to the beginning of your previous round's actions (Will negates). A reminder of the events, such as witnessing a similar action taken by one of the involved creatures or distinctive items being used in the same fashion or someone spending a free action to inform the person about the event, allows the target to make a new Will save to recall the forgotten moment, or the target may have their memory restored through the Life sphere's Break Enchantment talent, the *break enchantment* spell, any effect that removes the confused condition, or the use of the Inception talent's *lesser*, *greater*, or *powerful* charms being used to specifically make the target remember what was forgotten.

Greater Charm: The target loses all awareness of the immediate past (Will negates). This affects all memories from up to 1 minute per caster level.

Alternatively, a target may lose all memory of just a single person, location, item, or event, such as the identity of a friend or a robbery they participated in. If the memory of an event is forgotten, the event's duration in real life can only have 1 minute per caster level removed from the target's memory.

A target's memory may be restored through the Life sphere's Break Enchantment talent, the *break enchantment* spell, or through the Inception talent's *greater* or *powerful* charms being used to specifically make the target remember what was forgotten.

Powerful Charm: The target loses all memory of events that transpired in the recent past (Will negates). This may erase memories going back 1 day per caster level. The caster may erase all or part of the subject's memory of this time.

A target's memory may only be restored through the Life sphere's Break Enchantment effect if the caster also possesses the Restore Mind talent, or through the *wish* or *miracle* spells. The target's memory may also be replenished through the Inception talent's *powerful charm* being used to specifically make the target remember what was forgotten.

Calm (charm)

You may suppress emotions in hostile creatures or provide ease to excitement and confidence. You may deny raging creatures their battles or joyous creatures their revelry.

Lesser Charm: The target loses the benefit of any spell or effect with the emotion descriptor, as well as any morale bonus from magical or extraordinary effects (Will negates). This includes a paladin's auras, the *good hope* spell, the effects of an eliciter's emotions, bardic music, or a barbarian's rage. The effects are suppressed, but not dispelled. This effect lasts a number of rounds equal to your caster level. Any aggressive action toward or damage dealt to a creature under the effect of this ability automatically ends the effect.

Greater Charm: In addition to the effects of the *lesser charm*, this *charm* removes any desire to fight or engage in revelrous behavior. No violent actions or destructive actions may be taken by the creature, but the target may still defend itself normally. In addition, effects related to emotion that grant effects beyond simple bonuses (such as a bard's fascinate ability or certain eliciter emotions) cannot be initiated (Will negates).

Powerful Charm: In addition to the effects of the *greater charm*, the target of this ability simply loses any desire to act. The target is overwhelmed with soothing peace and calm and as such may take no actions, but the target may still defend itself normally (Will negates).

Candor (charm)

You compel words of honesty in your subject, bringing truth to their voice.

Lesser Charm: The target is compelled to speak only what they believe to be true. This does not compel them to speak, but it does prevent any words they do say from being intentionally dishonest (Will negates). A target may not realize they are magically compelled to speak the truth if the caster has the Subtlety talent, but even if unaware they may receive a Reflex save to stop themselves from talking when they attempt to tell a lie and realize that



their words are changing. This lasts for a number of rounds equal to your caster level.

Greater Charm: This functions as the *lesser charm*, but the duration of the *Candor* is increased to a number of hours equal to your caster level (Will negates).

Powerful Charm: The target is compelled to answer a single question directly put to it. A successful save allows the target to ignore any similar questions asked with this talent for a number of minutes equal to its Wisdom score. (Ultimately the definition of “similar” is up to the GM, but generally the question “Who stole the queen’s jewels?” is considered similar to “Did you steal the queen’s jewels?” but is not considered similar to “What were you doing on the night the jewels were stolen?” because the focus shifts from identifying a culprit to stating an activity.)

Cerebral Strike (charm)

You unleash a storm of psychic energy that invades the mind of your subject.

Lesser Charm: The force of your mind directly attacks the psyche of your enemy. The target takes 1d8 points of nonlethal damage per 2 caster levels (minimum 1d8, Will negates).

Greater Charm: The mental damage you deal is lasting and no longer superficial. In addition to dealing 1d8 points of nonlethal damage per 2 caster levels (minimum 1d8), you also deal 1d4 points of ability damage to the target’s Intelligence, Wisdom, or Charisma (your choice) + an additional 1 point of ability damage per 6 caster levels. Against a successful Will save, you instead deal half of the nonlethal damage you would have dealt and no ability damage. (For example, a 10th level caster would deal 5d8 points of nonlethal damage + 1d4+1 points of ability score damage to either Intelligence, Wisdom, or Charisma, but against a successful save would only deal half of 5d8 nonlethal damage.) Ability damage dealt this way cannot decrease an ability score below 1.

Powerful Charm: The force of your mental assault causes a physiological backlash in the target, along with self-inflicted wounds. You deal 1d8 points of nonlethal damage per 2 caster levels (no save) and 1d8 + 1 per 6 caster levels of ability damage to your choice of the target’s Intelligence, Wisdom, or Charisma (Will halves).

Dispersion (cloud)

You imbue a creature or object with a field of refracting cogitative energy that makes it difficult to focus on what or where the field masks.

Lesser Cloud: The creature or object becomes difficult to locate intentionally and almost impossible to stumble across accidentally. Disguise checks to recognize a creature and Perception checks required to locate such an object or person have their DCs increased by 1 + 1 for every 2 caster levels, and any creature with this ability placed upon them may immediately attempt to hide even if observed or without cover or concealment. Loud noises, sudden actions, or other typically noticeable events allow creatures near such an effect to make a Perception check (still modified by the lesser charm’s boost to DCs) to notice the creature. This effect lasts for a number of hours equal to your caster level. If the creature makes an attack against another creature, the effect automatically ends.

Greater Cloud: In addition to the lesser effects of Dispersion, a magic skill check may be rolled at the time of casting, prompting a Will save from anyone in the cloud’s line of sight. If the check result is higher than any given observer’s Will save, then when the target is successfully hidden from direct observation the observer will forget about their active presence in the environment. If the observer is reminded about the target by being told of its presence or directly observing it, the observer gains another Will save to recall the target and the target’s significance to the current situation. (Successfully hiding again may, however, cause the observer to forget the target again.)

Powerful Cloud: In addition to the *lesser* and *greater* effects of Dispersion, the warded area, object, or creature becomes supernaturally difficult to observe. Even if a creature is aware of the target, they must pass a Will save every round to actively engage with the target, such as through conversation, attacking, searching, or medical treatment. Skill checks that are carried out over the course of minutes, hours, or days (or similar unit of time) instead of rounds impose a Will save for every unit of time involved instead of every round due to the increased intentional focus of the people performing such tasks (up to the duration of the Dispersion effect).

Disrupt Focus (charm)

You can make it harder for a target to concentrate on using their magic.

Lesser Charm: Your target must pass a concentration check with a DC equal to 10 + your casting ability modifier + half your caster level for any spell, talent, or similar effect that might otherwise be subject to a concentration check under adverse conditions (Will negates). You must concentrate to maintain this

effect, up to a maximum number of rounds equal to half your caster level (minimum 1) or until the target fails a concentration check, whichever comes first.

Greater Charm: As the *lesser charm*, though you no longer need to concentrate to maintain the effect, the duration is equal to your caster level (or until the target fails a concentration check, whichever comes first), and the concentration DC equals 10 + your casting ability modifier + your caster level.

Powerful Charm: As the *greater charm*, though the effect persists even if the target fails a concentration check, lasting for up to a maximum duration of a number of rounds equal to your caster level.

1 hour per 5 caster levels. The target counts as enchanted while under the effects of this cloud, and a DC 25 Sense Motive check will determine that the target is not wholly acting as themselves.

Greater Cloud: This acts the same as the *lesser cloud*, but the bonus to the check now equals your caster level. As a drawback to this cloud, this DC of the Sense Motive check to detect the cloud on the target is reduced to 15. This level of the *cloud* may only be used once per day on a target.

Powerful Cloud: As the *greater cloud*, but the check may be performed within 1 day + 1 day per 5 caster levels. This level of the *cloud* may only be used once per week on a target.

Esteem (cloud)

You target a creature at close range and imbue it with an increased sense of self-worth, capacity for persuasion, and force of personality (Will negates).

Lesser Cloud: You grant a competence bonus to a single Intelligence, Wisdom, or Charisma-based skill check of the target's choice equal to 1/2 your caster level (minimum 1) that is performed within 1 hour +

Gestures (charm)

You mentally pull and tug at the target's muscles and the aspects of its mind that relate to motor functions.

Lesser Charm: You influence the physical gestures made by a target and the actions of the target's limbs and extremities (Will negates). You may impose a failure chance on any other magic user whose magic requires a somatic component equal to 10% + an additional 5% for every 5 caster levels (this effect stacks with similar failure chances, such as the arcane spell failure chance that accompanies armor). In addition, you may impose a circumstance penalty to any of the target's skill checks that would ordinarily be subject to an armor check penalty equal to 2 + 1 per every 5 caster levels. This effect lasts for a number of minutes equal to your caster level, or until you cease concentrating on the effect.

Greater Charm: In addition to the effects of the *lesser charm*, you may enforce quick, shambling actions on the target or interruptions of actions the target is taking. You may force the target to pick up or drop an object in a space within its reach, although the target may only be forced to drop things that are held (as opposed to worn or bound in some way). As a standard action that does not provoke attacks of opportunity, you may make a flat-footed target fall prone, or otherwise make a ranged trip attempt against a target that uses your caster level in place of your BAB and your casting ability modifier in place of your Strength modifier. If the target is flat-footed you may cause a check that would be affected by an armor check penalty to automatically fail. Finally, you may also prevent the usage of any magical ability that requires gestures or somatic components.

Powerful Charm: In addition to the effects of the lesser and *greater charms*, you gain nearly full control over the quick gestures and movements of the target. If your target threatens a square where another



creature provokes an attack of opportunity, you may force the target to take an attack of opportunity against that target if they have any attacks of opportunity remaining (this counts as one of your attacks of opportunity). You may force the target to move up to half of its move speed in any direction that you wish. You may also use the target to provide the somatic components for your own magical effects, and even make the target the origin point of those effects so long as only somatic components are required. (Casters with the Utterances talent may include verbal components with no extra save required). You may also allow this magic to work in either direction, allowing a willing target to control you or vice versa (for example, a friendly rogue might pick a lock that only you can reach using your hands, or you might use your own painting skills to paint a picture through a friendly paladin's hands to impress a dignitary).

Inception (charm)

You add trivia, knowledge, and memories to a person's mind, whether or not this information is grounded in fact.

Lesser Charm: You may "create a rumor" in a target's mind, suggesting information that a target "heard somewhere" or "read once" but that they haven't actually encountered (Will negates). As part of the casting, you may make a magic skill check or Bluff check opposed by the target's Sense Motive check (using modifiers as listed for the Bluff skill) to see how firmly the target adheres to this new information; as with a Bluff check, they may not believe this rumor even if they believe that they heard it or read it somewhere.

Evidence that conflicts with the implanted memory allows a new Will save to realize that the information is faulty, though failure on a new Will save doesn't mean that the target is compelled to believe the old information (instead believing that they had learned some faulty information). In addition, the Life sphere's Break Enchantment talent, the *break enchantment* spell, any effect that removes the confused condition, or the Amnesia talent's *lesser*, *greater*, or *powerful* charms may be used to either remove false implanted information, or to make the target realize that the information is faulty.

Greater Charm: As the lesser version of the talent, but the target's new memory can relate to things within their own experience or of their own devise-ment (such as details about friends' lives or current news discussed at a tavern the night before). The new memories will take precedence over the old if

they contradict, but the old memories will still remain (for example, a guard may have the memory of a different combination for a combination lock, password for a door, or route through a maze, but nothing stops them from recalling the true information when the implanted memories prove false.)

Encountering evidence that contradicts the new memory allows a new Will save to realize that the new memories are false. In addition, the Life sphere's Break Enchantment talent, the *break enchantment* spell, or the Amnesia talent's *greater* or *powerful* charms may be used to either remove false implanted information, or to make the target realize that the information is faulty.

Powerful Charm: As the greater version of the talent, though you may now craft entirely new memories of events that the target has personally witnessed (Will negates). These memories are indistinguishable from actual memories, and appear to fit the flow of the continuity of their memories, but do not otherwise remove or alter the previous memories. A contradictory memory offers a +4 bonus to both the Will save to resist the charm and the Sense Motive check to resist believing the new memory. Similarly, memories of creatures doing something that they would not normally do or doing things against their nature give a further +2 or +4 bonus to these checks, respectively.

A target's false memories may only be removed or proven false through the Life sphere's Break Enchantment effect if the caster also possesses the Restore Mind talent, or through the *wish* or *miracle* spells. The target's memory may also be replenished through the Amnesia talent's *powerful charm* being used to specifically make the target realize what memories are faulty.

Lure (cloud)

You may cause a location or object to radiate a *cloud* that invites or repels either creatures of a given type (such as monstrous humanoids or outsiders with the fire subtype), a specific kind of creature (such as blue dragons or red-furred hobgoblins), or creatures of a specific alignment (such as lawful neutral creatures).

If the effect is used to invite creatures, they feel elated and pleased to be in the area of the effect, or desire to touch or possess the affected item. They have an overpowering desire to stay in the area or remain in contact with the item. If the effect is used to repel creatures, they feel an urge to leave the area or avoid the object in question. The creatures will actively shun the area and not willingly return to it while the talent's effect is active.

If a save to resist the invitation effect is successful, the creature is unaffected, but they must reattempt the save after $1d6 \times 10$ minutes if they are still within range and the effect is still continuing. Similarly, if the save to resist the repulsion effect is successful, the creature may remain in the area or in contact with the object, but will feel uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points (to a minimum of 1) until they leave the area of the effect.

Lesser Cloud: The lure effect can invite or repel creatures of up to $1/2$ your caster level in HD (Will negates). The effect applies to any creature who comes within close range of the effect. The effect lasts for a number of minutes equal to your caster level.

Greater Cloud: As the *lesser cloud*, except it can affect creatures of up to your caster level in HD, applies to any creature who comes within medium range of the effect, and lasts for a number of hours equal to your caster level.

Powerful Cloud: As the *lesser cloud*, except the Lure effects creatures of up to twice your caster level in HD, applies to any creature who comes within long-range of the effect, and lasts for a number of days equal to your caster level. Casters with the Ranged Mind talent may extend the range to extreme range (1,000 ft. + 100 ft. per level, see *The Destroyer's Handbook*). Casters with both the Ranged Mind talent and the Zeitgeist advanced talent may make the lure's effect cover either 1 mile/caster level, or communities of up to 10,000 or smaller.

Mind Shield (charm)

You may establish a ward on the mind of another, one capable of providing protection from mental assault.

Lesser Charm: You create a metaphysical bubble of protective insight over the mind of a willing creature. This keen intellectual insight bestows a morale bonus to Will saves equal to $1 + 1/2$ your caster level for a number of rounds equal to your caster level. This mind shield is nullified as soon as the target makes a single Will save, whether or not the save was successful. This does not suppress or remove existing magical effects on creatures, it merely protects them from further mental attacks. This *charm* may be used multiple times per day on targets.

Greater Charm: You establish a notional cloud of ablative thought over the mind of a willing creature. This blur of ideological presence bestows a morale bonus to Will saves equal to your caster level for a number of rounds equal to your caster level. This mind shield is halved in effectiveness with each Will save made, whether or not the save was successful (for example, if bestowed by a 7th level caster it

would provide a +7 morale bonus to Will saves, followed by a +3 morale bonus to Will saves after the target makes a Will save, followed by a +1 morale bonus to Will saves before being depleted entirely). This does not suppress or remove existing magical effects on creatures, it merely protects them from further mental attacks.

Powerful Charm: You impart an adamant shield of conceptual certainty upon the mind of a willing creature. This creature gains immunity to any enchantment spell or effect that would require a Will save for a number of rounds equal to your caster level. This immunity can be overcome with a magic skill check against your MSD. Even if this immunity is bypassed, the target receives a bonus to Will saves equal to your caster level.



Mind Spy (charm)

You can send a piece of your mind into your target to see the world through their eyes (save negatives). The target gets a new Will save every time you use this ability, although consecutive rounds do not give additional saves. While this link to your target remains, you can choose to use this ability at any time before the link expires, or have its activation linked to a specific event that your target may experience.

Lesser Charm: While the link remains active, you can use the target's senses for 1 round per caster level and see and hear what they can. The rounds need not be consecutive. The link remains active for up to 1 hour per caster level from the time the target is first affected. Abilities that block or suppress possession or remove enchantments (such as the *protection from evil* spell or the Break Enchantment talent) will similarly block, suppress, or remove the effect of this *charm* on your target.

Greater Charm: As the *lesser charm*, but you can use their senses for 1 minute per caster level, and the link lasts for 1 day per caster level.

Powerful Charm: As the *greater charm*, but you can use their senses for 1 hour per caster level, and the link lasts for 1 week per caster level.

Misdirect (cloud)

You imbue an area to persuade travellers to wander elsewhere.

Lesser Cloud: A creature entering the *cloud* must succeed on a Will save. Failure causes them to, potentially, change directions. Roll a d8 as if throwing a splash weapon that missed its target square; on a 1, the creature continues moving in its intended direction. On a 2 through 8, count around the target creature's adjacent squares in a clockwise direction to determine the direction it walks in. It finishes moving after the intended distance has been traversed, or after it moves into an obstruction (such as a wall.) If it was moving faster than its typical movement speed (such as by running) the creature takes 1d4 nonlethal damage. This *cloud* lasts for one minute per caster level.

Greater Cloud: As the *lesser cloud*, but you determine the new direction of travel when imbuing the area with the *cloud* and may select a number of familiar creatures equal to your casting ability modifier to be immune to the *cloud's* effects.

Powerful Cloud: As the *greater cloud*, but you may alter the direction of every target moving through the *cloud* as a free action as long as you remain within close range of the *cloud*.

Utterances (charm)

You tamper with a mind's language center, and the muscles controlling speech to impede or alter the flow of words.

Lesser Charm: You can tug on the strings of conversation, altering the sounds of words, inserting or negating vocalizations as you see fit. You may impose a failure chance on any other magic user whose magic requires a verbal component equal to 10% + an additional 5% for every 5 caster levels (this effect stacks with similar failure chances, such as the 20% chance that accompanies the deafened condition). In addition, you may impose a circumstance bonus or penalty to the target's Bluff, Diplomacy, Intimidate, or Perform checks equal to 2 + 1 per every 5 caster levels. This effect lasts for a number of minutes equal to your caster level.

Greater Charm: In addition to the effects of the *lesser charm*, you may wrest full control from a target's speech by stopping them from speaking entirely or choosing words for them to say. This can prevent a target from using magic that requires verbal components or other vocalizations, and can force a target that remains within range to only say what you want them to say. A target not specifically under the mental command to remain silent will be able to say whatever it wishes if it leaves the range of the effect. If you attempt to make a target say something that would be against the target's nature (such as a young lover renouncing affection for his or her betrothed, or a dragon agreeing to a verbal contract to part with some of its treasure), it gains another Will save to resist the effect.

Powerful Charm: Your control over the speech of the target is fluid and nearly flawless. In addition to the effects of the *lesser* and *greater charms* you may make the target speak so eloquently that you may roll a Bluff, Diplomacy, Intimidate, or Perform check through them using your own ranks instead of its own, provided that the check in question is vocal in nature. You may also make use of the target's skills in these ranks yourself, borrowing the talent or, if you wish, allowing the target to directly speak through you. You may also use magic that requires verbal components (but no other components) through the target, as if the magic originated from the target's space. Casters with the Gestures talent may include somatic components with no extra save required.

Chapter Four

Advanced Magic

I wouldn't call myself the best when it comes to using the Mind sphere, but I've been around the dreamscape a few times so I like to think I know what I'm talkin' about. If you're reading this, it means you've either flipped to the wrong page, or you're ready to start learnin' what your mind is made of. Not everyone's up to the secrets I've found. Fortunately, most of this stuff won't hurt you just to know about, so I've not trapped this particular section of the book to make you forget things you're not ready for. Just don't bite off more than you can chew, all right?

-Meralda

Concerning Dreamscapes...

Some of the material herein will reference dreamscapes, subrealities that exist within the minds of most sentient beings, often whether they are aware that they exist or not. No one knows exactly how or why dreamscapes first came to be, but they seem to exist as interconnected islands of psychic energy separated by an unknown sea of consciousness that has, so far, defied most attempts at classification by scholars of the arcane.

The rules for dreamscapes closely resemble the rules for mindscapes as found in Paizo's *Occult Adventures*, though most fall into the category of overt immersive mindscapes. Dreamscapes similarly assume that they are located not on the Astral plane, but rather on the plane of whoever creates them unless physical travel to one's own dreamscape occurs. These demiplanes may be located through scrying or similar divination effects just as if scrying on the dreamer who causes the dreamscape to exist. For the most part, the material that references dreamscapes will work just as well for the mindscape, but varying outside of the overt immersive category may lead to unexpected results. Dream safely!

One noteworthy variation from the mindscape rules is the inclusion of thought constructs. These metaphysical

structures of pure thought and dream are usually purely aesthetic, but some provide noticeable benefits (or potentially detriments) to the one who has them in their dreamscape, and they are sometimes built with the intention of protecting a dreamscape (or people within it)



from certain kinds of threats, or to allow the dreamscapes to function in new ways. The small number of examples here may be added to with GM permission, either through player research or as a potential story element. The majority of thought constructs are aesthetic and offer no (or negligible) benefits, such as a cottage, windmill, small castle, tree, or even clouds that provide gentle rains. Thought constructs that provide active bonuses or significant changes impart some mental strain, and as such an individual may only have a number of these notably beneficial thought constructs equal to their highest mental ability score modifier.

Thought constructs are metaphysically tangible, and have some substance that visitors to the dreamscapes can manipulate. Regular attacks or talents won't hurt them, but for those attacks specifically designed to harm thought constructs or do damage in a dreamscape, treat the "typical" thought construct as having hit points equal to ten times the dreamscape owner's highest mental ability score modifier. Thought constructs designated as resilient may have up to double this amount, and ones designated as fragile as little as half. A thought construct reduced to half its hit points or less becomes non-functional, and one reduced to zero hit points ceases to exist. The constructs will heal themselves over time, restoring health equal to its owner's highest mental ability score modifier every day that the creature doesn't experience extreme confusion, fear, intimidation, or other similarly stressors.

Finally, the knowledge of an individual's dreamscape is a powerful thing in the wrong hands, but the complexities involved make keeping track of that knowledge baffling to some. Scrying on an individual, with the intent to discover their dreamscape, is the most common way to learn the coordinates of a dreamscape, as opposed to that which one normally determines via scrying. One's capacity for understanding the metaphysical "space" of a dreamscapes is limited in a manner similar to that of knowing spells (see Spellcrafting in chapter 3 of *Spheres Of Power*). Apart from the location of one's own dreamscape, which is always intuitively known, the location of other dreamscapes takes up the same mental space as a spell known via Spellcrafting. Learning a dreamscape's coordinates beyond this limit requires either forgetting a previously known set of coordinates, or copying coordinates into a spellbook as per the Craft Spellbook feat. (For most purposes, treat this as a spell with only the Mind sphere as a prerequisite. For each point of an individual's mental ability modifiers above 3, and each time an individual has the Sphere Focus or Spell Focus feats, increase the complexity of the spell by 1 (as if the theoretical spell required an additional talent)).

Example: An incanter with an Intelligence of 20 and a Wisdom of 18, plus the Sphere Focus (Mind) feat would have the coordinates of his dreamscape treated as a spell with a complexity of 5 (Mind sphere + 4 talents), meaning his coordinates would take up 5 pages and require 5 hours to copy.

Advanced Talents

Memetic Link

Prerequisites: Mind sphere, Enthrall, Group Charm, Powerful Charm, Project Thoughts, 10th caster level or higher.

When you place a *powerful* Enthrall *charm* on a target, you may spend an extra spell point at the time of casting to create a memetic link between you and the target. This link allows the target, if they have access to the Mind sphere, enchantment spells, or similar mind-affecting effects, to treat both itself and you as the caster of any such mind-affecting effects that they produce. All calculations involving caster level, saving throw DCs, magic skill checks, and other similar concerns related to the actual casting still use the target's own casting ability, but you are treated as the caster for the purposes of the results. (For example: If your target casts Read Mind on another target, you would both gain the information gleaned from the secondary target's mind.) If your target possesses Memetic Link as well, he or she may cede control of an Enthrall *charm* he or she casts to you as well, creating a potential chain of enthralled targets, though such a chain may only go as long as your casting ability modifier (not counting yourself).

Recondite Stimuli

Prerequisites: Mind sphere, 1st caster level or higher.

You can reach the minds of creatures thought, by some, to be untouchable by the mental arts. When you gain this talent, you may choose plants and oozes, or one creature type from the following list: constructs, vermin, or undead. Once selected, you may affect creatures of that creature type with your charms and other mind-affecting effects. (Mindless constructs, oozes, plants, vermin, and undead are treated as having an Intelligence score of 1 for the purposes of this talent and are considered intelligent for these purposes.)

Special: This talent may be selected more than once. Each time, a different creature type must be selected.

Zeitgeist (cloud)

Prerequisites: Mind sphere, Group Charm, Project Thoughts, 10th caster level or higher.

You may spend an additional 1, 2, or 3 spell points and take 10 minutes to affect large communities of 200 or smaller, 2,000 or smaller, or 5,000 or smaller (respectively) with a single *lesser* or *greater* version of a *charm*. Every individual within this community of 3 or fewer Hit Dice is automatically affected by this charm, while everyone with 4 or more Hit Dice receives a Will save as normal with a +4 bonus. This effect lasts for a number of hours equal to your caster level.

GMs using the Zeitgeist talent to create an enthralled thorpe or all-too-sleepy little village are encouraged to not roll the Will saves until player characters arrive "on screen", and to recall that many, many NPC citizens will have fewer than 3 Hit Dice and not be permitted a save. Waiting for the PCs to arrive will save prep time and cut down on NPC note mismanagement, even if you do realize that a plot-crucial NPC was actually unaffected and should have been active elsewhere from time to time.

Rituals

Agreement

Spheres Fate, Mind; **Ritual Level** 1

Casting Time 5 minutes

Components V, M (exotic candles lit by each participant that are used to light a final candle, collectively worth at least 5 gp)

Description A simple ritual that forms a magically binding contract between two or more individuals, *agreement* creates a set of magical terms for all involved parties, though the conditions may vary for each participant. The *agreement* also includes penalties for failing to comply; a creature that violates the terms of the *agreement* is magically compelled to perform some task, action, or service agreed upon when the *agreement* was set into place. No save is allowed to avoid the repercussions upon breach of the *agreement*, and all parties are held to the terms of the ritual even if someone else breaks the *agreement* first. Parties who fulfill their end of the terms even after others breach the *agreement* face no such ill consequences. An *agreement* cannot be dispelled, but it may be broken through the Break Enchantment Life talent, as well as through spells such as *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. Similarly, a second *agreement* ritual may be performed by all participants of the original

agreement, wherein the terms simply release some or all previous participants from the terms of one previous *agreement*.

When participating in the *agreement* ritual, an individual is only considered to be bound to the *agreement* if they understand the terms and are not being coerced through magical compulsion or direct intimidation.

Create Mindscape

Sphere Mind; **Ritual Level** 4

Casting Time 1 hour

Components V, S, M (alchemical sleeping draughts consumed by the caster and target, collectively worth 160 gp)

Description This functions as the Create Mindscape spell.

Dreampath

Sphere Mind; **Ritual Level** 4

Casting Time 1 hour

Components V, S, M (lighted incense, and pearls crushed into warm milk (collectively worth 50 gp plus an extra 10gp per individual included) consumed at the beginning of the ritual)

Description At the conclusion of the ritual you (and up to one other creature per two caster levels) enter a trance and leave your physical body behind and enter either your own personal dreamscape or the dreamscape of another



that you have either located or into which you have been welcomed. If you enter the dreamscape of another, the portion of their dreamscape that you observe may reshape to be more like your own personal dreamscape.

Dreamquake

Sphere Mind; **Ritual Level** 2

Casting Time 10 minutes

Components V, M (rare treatise on psychology, neural physiology, or nightmares worth 10 gp; the treatise must be on your physical person when you enter the dreamscape, and the dreamscape's recreation of the treatise is acceptable while casting within the dreamscape, though the physical copy will turn to ash in the waking world just as it does in the dream)

Description By reciting the phrases within the treatise and altering them as you speak, the knowledge of that which is as well as that which isn't but should be reverberates throughout the dreamscape, focusing tremors on a specific point. One thought construct within the dreamscape, often one providing a specific bonus to the caster or effect on the environment, takes 1d12 points of damage per caster level and can be considered ruined or non-functional if it takes damage equal to ten times the casting ability modifier of the owner of dreamscape in question (if the owner of the dreamscape is not a caster, use the highest mental ability modifier to determine this). Such damage is repaired at a rate equal to its owner's casting ability modifier per minute if the structure is not ruined; if it is ruined, it repairs at a rate equal to the owner's casting ability modifier per day.

Mental Block

Sphere Mind; **Ritual Level** 2

Casting Time 10 minutes

Components V, M (petals from a flower that only opens in the light of a moon, worth 10 gp)

Description By meditating and intoning an ancient rhyme while breathing the scent of the flower petals as they burn, you fortify your dreamscape against unwanted intruders, granting your dreamscape a bonus equal to 2 + your casting ability modifier on its Will save to avoid detection through scrying or other similar means. You also gain this bonus on attacks against your mind that come directly from your own dreamscape, such as on Will saves made to resist enchantment effects cast at you by another when you are both in your dreamscape or on saves to resist the effects of attacks against your dreamscape directly. This bonus lasts for one day per caster level. During this duration, a thought construct of resilient durability (typically resembling a mausoleum, large safe, small fort, or other stocky, sturdy structure) appears

within your dreamscape. If the thought construct is destroyed, removed, or made non-functional, you lose the bonuses offered by this ritual.

Pact

Spheres Fate, Mind; **Ritual Level** 3

Casting Time 30 minutes

Components V, M (a scroll of gilded vellum worth 25 gp to be burned at the conclusion of the ritual, along with the proper tools for signing in expensive inks or blood)

Description A potent agreement between people, usually those who do not trust each other or at least wish some strenuous assurance to be placed on the other. Those who sign the gilded vellum enter into a binding contract, one where failure to fulfill their side invites dire consequences. Such consequences may include

- Instant death (affecting even those typically immune to death effects such as constructs or the undead)
- Transformation into a small animal
- The presence of a ghostly wraith or other creature that will kill one of the signer's love ones if they venture outside at night
- Petrification
- Lycanthropy
- 1 hp of damage every round forever (typically circumventing damage reduction or other means of avoiding damage unless a specific sort of damage is specified).
- Another effect of similar strength and effect, with GM approval

No one may participate in the *pact* ritual except by their own free will. No saving throw or spell resistance can avoid the negative consequences should a *pact* maker not fulfill their side of the bargain, as the ritual takes effect at the time of the casting. The *pact* enforces the spirit of the agreement before the specific wording of the agreement, but will ignore the specific wording if all parties agree for this to be the case. Similarly, neither party is subject to any terms of a contract they either haven't read or had read to them in a language they understand.

A *pact* cannot be dispelled, but it may be broken through the Break Enchantment Life talent, as well as through spells such as *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. Similarly, a second *pact* ritual may be performed by all participants of the original *pact*, wherein the terms simply release some or all previous participants from the terms of one previous *pact*.



Spellcrafting

Ever hear about Carthal's City Swallower? Vordu's Violence Storm? The Deep One's Call? Course you have. That's the difference between someone who can use magic and someone who can MAKE magic. Now, I don't plan on writing down how to pull off those tricks, but teachin' yourself how to craft spells from spheres is the first step to havin' a saga or ballad writ 'bout your travels. Here's a few small samples from my library. Use 'em well.

-Meralda

Confirmation Crisis

Sphere Mind

Cost 2 spell points

Casting Time full-round action

Range close (25 ft. + 5 ft. per 2 caster levels)

Target 1 creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

Prerequisites Fate sphere (Bless), Mind sphere (Hostility)

Crafting Time 2 days

Effect This spell is a mind-affecting effect that fills its target with both irrational rage, and the confidence of certain success despite any evidence to the contrary. The target is compelled to attack the nearest creature to itself on its next turn (Will negates). The target moves until the creature is within range, and makes at least one attack with a weapon, natural attack, or unarmed strike. When the attack roll is made, the target must roll twice and take the higher result. If no such creature can be reached, the target will instead deal damage to itself equal to 1d8 + its Strength modifier with whatever it has in hand.

Note: *This spell's a good reminder that sometimes when your enemy's doing your work for you, y' should give 'em a helping hand. Besides, Destiny's always been fine with a gentle nudge here an' there, in my experience.*

Liar's Lament

Sphere Mind

Cost 1 spell point

Casting Time full-round action

Range close (25 ft. + 5 ft. per 2 caster levels)

Target 1 creature

Duration 1 minute/caster level

Saving Throw Will negates; **Spell Resistance** yes

Prerequisites Destruction sphere (Fire Blast), Mind sphere (Candor)

Crafting Time 4 days

Effect This spell imposes a surprising penalty upon those who would spread falsehood. Those who fail their Will save are subject to a magical illness wherein every lie that they tell causes their clothing to catch fire and, 1 round later, begin dealing 1d6 points of fire damage to them per turn. Every round, a Reflex save may be attempted to extinguish the flame. Rolling on the ground or using a blanket to extinguish the flame (a full round action) grants the target a +4 bonus to the saving throw. If a target isn't wearing clothes, the target's hair, fur, feathers, or similarly flammable part of their body catches fire. If the target has no such appropriately flammable extensions, the target itself catches on fire, though still takes no damage until the next round.

Note: *Remember to thank Rabid for this spell later. Don't know if the mayor's testimony was recorded, but it was worth it to see him run out of the courtroom in front of everybody. I think Tariton's gonna be all right.*

Meralda's Delirious Donnybrook

Sphere Mind

Cost 4 spell points

Casting Time full-round action

Range close (25 ft. + 5 ft. per 2 caster levels)

Target 1 creature + 1 per 2 caster levels

Duration 1 round/caster level

Saving Throw Will partial (see text)

Prerequisites Mind sphere (Cerebral Strike, Group Charm, Paralyze)

Crafting Time 3 days

Effect This spell affects a group of creatures of the same type as the caster, forcing them to make a Will save. Creatures failing this saving throw are bombarded with psychic energy and take 1d6 points of nonlethal damage per 2 caster levels from what feels like dozens of tiny, bludgeoning fists while also becoming stunned for 1 round per caster level. Affected targets receive a new Will save every round to end the effect (a full-round action that does not provoke an attack of opportunity). Creatures who succeed on their saving throw only take half of the nonlethal damage and are not stunned.

Note: *It's high time I write this down. Too many other spells to memorize, plus it'll be good to let the youngin's have it in case they get into any brawls between their studies. I should probably also update the school's policy on goin' into town just for the tavern, now that I think about it...*

Incantations

Rite of Waking Slumber

To have the aid of a master magician at a difficult time may come with a cost, though that cost need not be taxing, and one's life may be richer afterward for the gamble. Those who dare the risk may become an agent... for a week, a year, a lifetime, or a moment... of a mage versed in a tradition passed from the elves to the dwarves and merfolk and on to the arcane lords of other lands where magic and warfare go hand in hand.

Sphere Mind; **Effective Level** 6th

Skill Checks Knowledge (Arcana) DC 26 1 success, in order—Heal DC 26 1 success, Bluff DC 26 1 success, Craft (Alchemy) DC 26 2 successes, Bluff DC 26 1 success

Casting Time 6 hours

Components V, S, M (alchemically treated wine worth 200 gp, drunk during the incantation), F (diamond prism, silver chalice, and tattoo equipment collectively worth 2,000 gp)

Range touch

Target one living humanoid, giant, or monstrous humanoid

Duration Instantaneous

Saving Throw no; **SR** yes

Description

One who has convinced a sufficiently powerful magician to perform the Rite of Waking Slumber to this ritual is subjected to a six hour procedure wherein the performer exercises the muscles of their target, places them into a highly suggestive state, creates and administers an alchemically treated wine (which the target must drink), and implants post-hypnotic suggestions. During the procedure, the performer also incorporates alchemical inks into a tattoo somewhere on the target's body, which acts as both a conduit for the initial placement of the magic and as the basis for a mental bond between the performer and target. Other aids, usually courtiers or acolytes of the performer, are required to assist the performer in gathering magic and perfecting the alchemical treatments.

Traditionally, the target has agreed to perform some service in exchange for another, and the abilities imparted through this incantation (accessible via the waking sleeper prestige class, which the target now qualifies for) can often aid with these services. However, the first

service is often tending to the suddenly vulnerable master when their health drops incredibly at the end of the rite. Rarely, at the end of the rite the target will try to betray the performer while they are in this weakened state, though the assembled acolytes and other measures may be taken for the security of the caster.

Backlash

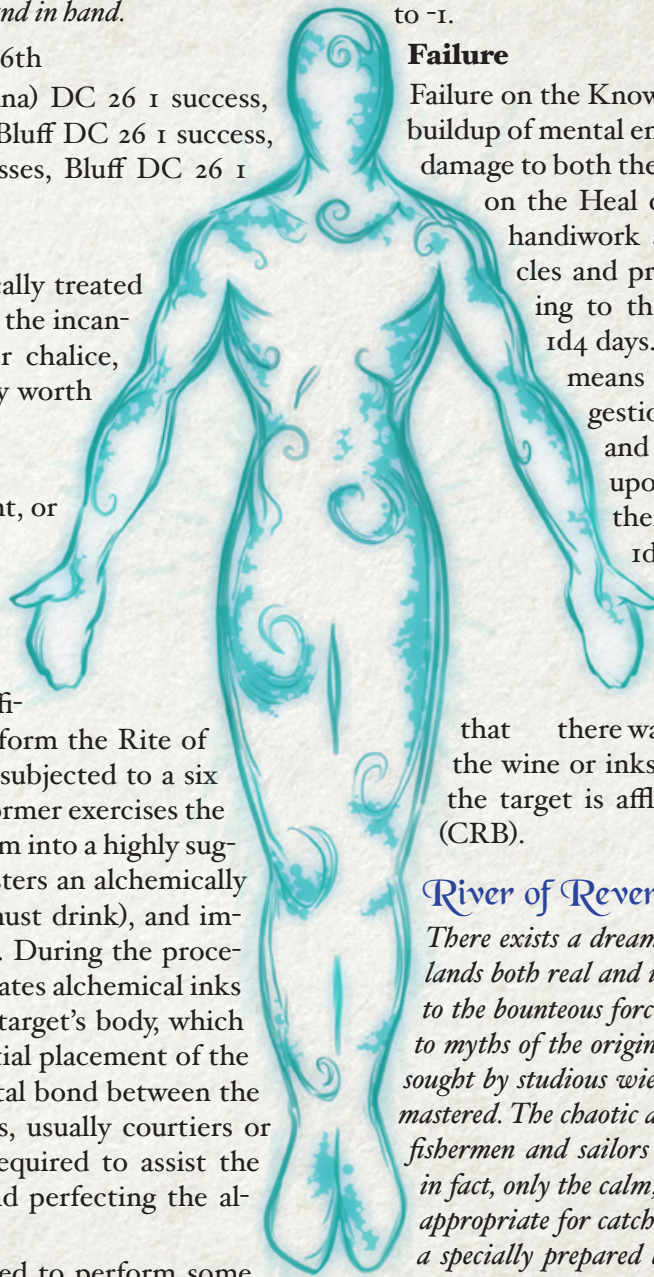
The performer of the ritual is wracked with the magical energy wrought from the martial power now locked in the mind of the target, reducing their current hit points to -1.

Failure

Failure on the Knowledge (arcana) check causes a buildup of mental energy that causes 3d6 points of damage to both the target and performer. Failure on the Heal check causes the performer's handiwork at working the target's muscles and pressure points to be off, leading to the target being paralyzed for 1d4 days. Failure on either Bluff check means that the post-hypnotic suggestions did not settle properly, and bestows a rampant paranoia upon the target, effectively giving them the opposite alignment for 1d6 minutes at the conclusion of the ritual, likely tied to a desire to attack or sabotage the performer. Failure on either alchemy check means that there was something wrong with the wine or inks used in the incantation, and the target is afflicted with Blinding Sickness (CRB).

River of Reverie

There exists a dream of a river, meandering through lands both real and imaginary. Believed to be related to the bounteous forces of the natural world, and tied to myths of the origin of willpower, this river is often sought by studious wielders of arcane power but rarely mastered. The chaotic and gentle flow is known by more fishermen and sailors than by wizards and incanters; in fact, only the calm, relaxed business of fishing seems appropriate for catching a dream, and then only with a specially prepared bait. While this structure of the mind flows through a consciousness, the maintainer of such a dreamscape gains a great defense against forces that act from beyond the grave though risks greater danger of facing a watery one.



Sphere Mind; Effective Level 4

Skill Checks *in order*—Craft (Alchemy) DC 18 1 success, Profession (Fisher) DC 18 2 successes, Spellcraft DC 18 1 success

Casting Time 4 hours

Components S, M (aged cheese worth 150 gp to be alchemically treated and used as bait), F (masterwork heirloom fishing rod of darkwood worth at least 1,000 gp)

Range Personal

Target Self

Duration 8 hours

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Description

To perform this incantation, one must engage in a true act of fishing. First, one must alchemically alter the aged cheese into being the perfect bait for catching a dream. Then one must begin fishing at a suitably calm stream or river. Finally, once the dream takes the bait, one must use the fishing rod to channel the magical energies necessary to weave the dream into one's own mind. The River of Reverie will always appear near the primary performer in their dreamscape, flowing through the land and providing

a scenic view that always interposes itself between any undead creatures who enter the dreamscape. Any supernatural, spell-like, or extraordinary abilities employed by the undead creature to target the performer in their dreamscape automatically fail as if line of sight and line of effect were both blocked, and as if the target were out of range of the effect. However, the supernatural, spell-like, or extraordinary abilities of creatures with the aquatic subtype or water subtype automatically succeed against the performer. Spells or sphere-effects not related to the being's nature are not affected by this.

Backlash

The performer is exhausted. If the incantation is a success, the caster only becomes exhausted once the duration expires.

Failure

If you fail the Craft (Alchemy) check twice, the cheese is wasted and must be replaced. If you fail two consecutive Profession (Fisher) checks, the dream of the River of Reverie gets away with the bait (which, again, requires the cheese to be replaced). If you fail the Spellcraft check, the dream of the River of Reverie gets away with the bait, the ever-losable cheese.

Chapter Five

Player Options

New Feats

Deceptive Advisor

Prerequisites: Mind sphere.

Benefit: When you attempt to influence the attitude of an individual with the Diplomacy skill or deceive an individual with the Bluff skill, your very words are laced with deceptive, incantatory cadences. As a swift action, you may cause a target within 30 ft. of you to make a Will save with a DC equal to $10 + 1/2$ your Mind sphere caster level + your casting ability modifier. Failure means that your Bluff checks are treated as if your statements are one step more reasonable to the target (for example, an impossible lie that would ordinarily impose a -20 penalty to your Bluff checks would instead be treated as merely far-fetched and would only impose a -10 penalty to your Bluff check).

In addition, failure means that the target is treated as one stage friendlier to you for the purposes of shifting his or her attitude by one step (for instance, changing the attitude of a creature from unfriendly to indifferent normally requires a DC equal to $20 +$ the creature's Charisma modifier, but would now only require a DC equal to $15 +$ the creature's Charisma modifier). These effects last a number of hours equal to your casting ability modifier, but the normal rules for the frequency with which a creature may be influenced by Bluff or Diplomacy are still in effect. This is a mind affecting, language dependant effect.

Dynopathy

Prerequisites: Mind sphere, emotion class feature, 5th caster level or higher.

Benefit: You may fuel raw magical energy from your spell pool and into your emotion class feature. You may spend a spell point instead of a daily use of an emotion for emotions with limited daily uses.

Impressionistic Strike (Combat)

Prerequisites: Emotion class feature, Elicit Strike.

Benefit: Whenever you successfully strike an opponent with a weapon you are proficient with, you may spend a swift action to affect the target with an emotion power that is delivered by touch.

Mind Over Matter (Combat)

Prerequisites: Mind sphere, 5th caster level or higher, spell pool.

Benefit: When you take hit point damage and are not flat-footed against the damage's source, you may choose to spend spell points as a free action (takable even when it isn't your turn) to delay some or all of the damage, effectively nullifying it for the moment when it occurs. For every spell point spent, you may delay an amount of damage equal to twice your caster level (meaning a level 7 thaumaturge could delay 28 points of damage by spending 2 spell points). The damage is delayed for a number of rounds equal to your casting ability modifier.

In addition, by spending a spell point as a standard action, you may will your metabolic functions to respond differently. You may delay the effect of poison on yourself by altering its frequency by one step (rounds to minutes, minutes to hours, or hours to days, only usable once per poison), you may use your casting ability score instead of Constitution for holding your breath, and you may add your CAM as a bonus to checks to disguise your health under close observation (such as when feigning death).

This is treated as a supernatural ability. Any delayed damage can be taken at a point prior to the expiration of the delay by dismissing the effect, as if dismissing a spell. Healing received while damage is delayed can preemptively negate the damage before the effect ends if you wish. If an attack's damage is negated entirely, secondary effects of the damage are also negated if the secondary effect would be negated through damage reduction.

Otherworldly Mind

Benefit: Due to some quirk of your consciousness or oddity in your background, your heart and mind are like that of another realm entirely. Scrying to locate your Dreamscape now treats your Dreamscape as if it is on another Plane rather than on the same Plane as your physical form, granting a +5 bonus to your Will save to avoid the Scrying attempt. In addition, any effect that numerically boosts the difficulty of getting into your Dreamscape or moving within it is increased by 1.

Note: There will usually be some actual world or realm in a campaign's cosmology connected to this feat when it is taken. People within that world or realm, or others who also have the Otherworldly Mind feat connected to that realm, ignore your Dreamscape's extra +5 bonus.

Pressure Point Proficiency (Combat)

Prerequisites: Improved Unarmed Strike, Mind sphere.

Benefit: By studying precisely where and how to strike your enemies, you can interrupt the biological processes that contribute to mental stability. If you make a successful unarmed strike against an opponent, it takes a -1 penalty to all Will saves until the end of your next turn. Multiple strikes you make against the same target do not stack, and the penalty to Will saves can apply to mind-affecting effects channeled through the strike.

Pressure Point Pugilist (Combat)

Prerequisites: Pressure Point Proficiency, character level 5th.

Benefit: The penalty from Pressure Point Proficiency increases to -2 if you successfully hit the target a second time in the same round.

Silver Tongue

Prerequisite: Mind sphere.

Benefit: As a swift action, you may spend a spell point to reroll a single Bluff, Diplomacy, or Intimidate check with a +2 enhancement bonus. You may make the decision to use this ability after rolling the check, and you must keep the result of the second roll even if it is lower. This bonus increases by +1 per 3 caster levels.

Swarming Strike (Combat)

Prerequisite: Psionics class feature, coordination class feature.

Benefit: When using the coordination class feature, you may receive the bonus to damage from a number of allies equal to your casting ability modifier. This expends 3 rounds of your daily uses of psionic effects for the day.

Synchronicity

Prerequisites: Emotion class feature.

Benefit: You may enhance an emotion power that has a range of touch and a single target to extend the range to 30 ft. and the maximum number of targets to be equal to your Charisma modifier. Each target of the emotion power must be within close range of each other as well as you. If the power grants a saving throw to resist, the DC is reduced by 2. Using an emotion power in this way costs 3 daily uses of the power instead of 1.

New Trait

Differing Worldview (Magic): Pick a creature type that can usually be affected by mind-affecting effects other than your own. Your Mind sphere talents affect this type of creature in addition to your own.

New Casting Traditions

Beast Charming

It's often said that music can soothe the savage beasts of the world, but the knack for doing so is a difficult, and often dangerous, skill to develop. Many practitioners develop specialties that cause them to become more comfortable with certain kinds of animals, but whether they choose to catch rats, charm snakes, or divert locusts from crops the ability to pacify, guide, or otherwise enchant animals remains the same. Beast Charmers gain 1 additional spell point per every odd numbered level in a casting class.

Drawbacks: Skilled Casting (Perform (any)), Somatic Casting (2), Animal Shaman (Mind)

Boons: None

Bonneteur

This method of fast talking con artistry has been developed to the point where it is undeniably supernatural in nature. A tradition closely guarded by many thieves

guilds until they can monopolize a region, it has nevertheless spilled out into the world. Only a small number of true magicians employ this style, but rogues, bards, and other dabblers in mental magic will often focus their studies on this magical tradition.

The fast-talking and wild gesticulating arm movements are similar enough to the actions of street hawkers that the magic can often go unnoticed by those who aren't expecting it, and its effectiveness at the negotiating table makes the draining effect on the caster's psyche worth the trouble. A Bonneteur gains 1 additional spell point per odd level in a casting class.

Drawbacks: Draining Casting, Somatic Casting, Verbal Casting, Lost In Translation (Mind)

Boons: None

Chi Tracer

A rarer discipline than the Monastic casting tradition (*Spheres of Power*, pg. 155), monks who train their minds as well as their body and spirit have a greater endurance for performing their techniques, though their feats of mentalism now require a knowledge of an enemies' (or allies') pressure points and chi lines, giving them the ability to deliver crippling nerve pinches (or helpful chiropractic alterations) to impart their charms. Chi Tracers gain 1 spell point + 1 per 3 levels in a casting class.

Drawbacks: Somatic Casting (2), Lycanthropic (Alteration), Meld into Dark (Dark), Deathful Touch (Death), Destructive Touch (Destruction), Bodily Enhancement (Enhancement), Personal Magics (Enhancement), Personal Fate (Fate), Personal Illusion (Illusion), Touch of Light (Light), Regenerate (Life), Tactile Charm (Mind), Nature Spirit (Nature), Limited Protection (Protection), Personal Time (Time), Solo Combatant (War), Personal Warp (Warp)

Boons: Easy Focus

Gadgeteer

Not often thought of as a mentalist or magician, even amongst themselves, gadgeteers have a knack for constructs, magic devices, and machinery. Armed with a favored tool or set of tools (such as a specially designed burin or wrench), they tinker with clockwork and other bits of artifice to transform the world around themselves and bring mental might to bear on even creatures like golems. Teammates often dislike their transformative or enhancing magic due to suddenly having clockwork gears or strange gadgets incorporated into them, but apart from that they can bring great gifts to those they assist. A Gadgeteer gains an extra spell point for every level they gain in a casting class.

Drawbacks: Focus Casting (artisan tools), Magical Signs, Material Casting, Rigorous Concentration, Skilled Casting (Craft (mechanical)), Unnatural Transformation (Alteration, Gadgets and Gears), Elongated Summoning (Conjuration), Obvious Enhancements (Enhancement, Gadgets and Gears), Kindred Spirit (Mind, Constructs)

Boons: None

Hypnotism

Often unsettling and always mysterious, the art of hypnotism, sometimes called mesmerism, has its roots in the magic of the mind, but a flick of the wrist, sway of a pendulum, and penetrating stare of a master has allowed magicians of all stripes to unlock their truest potential. Wielding a specially prepared amulet, pocket watch, gemstone, or other lustrous item that can be held aloft or swayed with a practiced hand, hypnotists and those who use their methods to unlock magical power are often feared as insidious or enthralling masterminds, but can also be celebrated as entertainers and practitioners of skills that make the mysterious appear whimsical and mundane. A Hypnotist gains 1 bonus spell point + an extra spell point for every level in a casting class.

Drawbacks: Extended Casting, Focus Casting, Skilled Casting (Profession (Hypnotist)), Somatic Casting

Boons: None



New Drawbacks

Mental Focus: Your magic requires you to have a focus that is not always possible to achieve. You normally have focus, but lose it whenever you fail a save versus mind-affecting magic, have a critical hit confirmed on you, or a condition causes you to lose the ability to concentrate (such as being nauseated or helpless or failing an enforced concentration check such as from being entangled). Using magic without your mental focus requires you to make a concentration check (DC 20 + 1/2 caster level) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. If focus is lost, the caster can refocus by meditating as a full-round action that provokes attacks of opportunity.

New Sphere-Specific Drawbacks

Blatant Side-Effects: (*Requires Mind*) Your mind-affecting magic acts more like a hammer than a scalpel, and produces odd, unintended changes in your target, effectively giving your mind-affecting effects a signature, recognizable trait. Deadpan speech patterns accompanied by an echo and a change in vocabulary, strange glowing halos, curious tremors in the earth whenever the target draws near, the temporary growth of horns or antlers, or even inexplicably vibrant, sometimes swirling, eyes are just some of the traces that your magical mind-affecting effects might leave on their targets.

These side effects vanish without a trace when a target is no longer under the effect of one of your mind-affecting effects, making it incredibly obvious when you are influencing someone's mind and when you are not. Whatever the nature of the signs, a person speaking to or observing a target so affected will recognize the creature's signs with a DC 10 Perception check, and may know (either through personal history or a DC 10 Spellcraft check) that the target is under mental control. In addition, a DC 15 Sense Motive check will suggest mental coercion and allow someone to detect the enchantment at work, as will a DC 5 Sense Motive check for incredibly blatant mind-affecting effects (such as the Enthrall or Mind Control talents or the Dominate Person spell).

Kindred Knack: (*Requires Mind*) You may not affect creatures of your own creature type, and the Expanded Charm talent does not allow you to affect creatures of your own creature type. The bonus magical talent gained from this drawback must be Recondite Stimuli, allowing you to affect creatures from one of the following types: constructs, vermin, undead, or both plants and oozes.

Lost In Translation: (*Requires Mind*) The targets of your (charm) talents must share a language with you

in order for the *charms* to take effect, and the language must be properly spoken to them as part of the casting. Creatures incapable of hearing you cannot be affected by your (charm) talents.

Tactile Charm: (*Requires Mind*) The range of your (charm) talents decreases from close to touch.

New Boons

Embodiment: You have come to mentally embody some substance in spirit. Select some substance to which you have a mental or philosophical kinship, and magic that can only affect certain substances or work through certain substances can still affect you if you wish to be so affected. This doesn't allow you to use talents or abilities that only affect items of a particular nature on yourself, but allows you to use abilities that could reasonably apply to you apart from a material limitation. For instance, you couldn't use the Nature sphere to use Towering Growth on yourself via Embodiment (trees), but you could use Limited Telekinesis (Ice) to move yourself. Similarly, having Embodiment (trees) would allow another with Limited Warp (trees) to teleport to your location if you knew they wished to and allowed it to happen.

Virtuoso: Your magic is blended into your performance making it more difficult to identify. Whenever you make a Skilled Casting check, onlookers make their Spellcraft check against your result or against the typical DC (whichever is higher) to identify the sphere talent or ability. In addition, if they fail their check by 5 or more, they interpret your casting as nonmagical activity.

In addition, if you purchase this boon with either somatic casting or verbal casting in addition to Skilled Casting, you do not automatically alert nearby creatures to the casting of your sphere talents or abilities by those drawbacks alone. Creatures specifically observing you for the purpose of detecting spellcasting are still entitled to their Spellcraft check as written above. You must possess the Skilled Casting drawback to select this boon.

Wild Will: Choose an environment from the ranger's favored terrain list. Animals, vermin, and magical beasts commonly found in your selected environment are especially susceptible to your magic; your talents are treated as 2 caster levels higher when affecting these creatures. Vermin common to these environments are treated as animals with an Intelligence score of 1 for the purposes of affecting them with your mind-affecting talents.

This boon may be taken multiple times, each time using a different environmental setting.

Chapter Six

Magic Items

Magic Weapon

Conscription

Benefit: A *conscription* weapon forces enemies to become allies, often turning the tide of battle in wars where such weapons are common. Creatures who take damage from *conscription* weapons must make a DC 17 Will save. Failure means that the creature must cease attacking the weapon's wielder or known allies of the weapon's wielder. The creature is then under the influence of the Command charm's *powerful* variant, as if cast by the wielder of the sword. This control lasts for 12 rounds, but the creature may make a saving throw at the end of its turn every round to try and shake off the effect. Similarly, if the sword leaves the wielder's possession, the effect immediately ends. When the weapon successfully conscripts a creature in this fashion, the weapon's power can't be used again for 1d6+1 rounds.

Cost: +3 bonus

Construction Requirements: Craft Magic Arms and Armor, Mind sphere, the Command talent, the Powerful Charm talent.

Magic Armor

Jamais Ou

Benefit: Armor with this special quality may be activated by command word twice per day. Once activated, those who see you must make a DC 16 Will save. Failing the save prompts these creatures to immediately disregard you and forget that they saw you. You remain unremarkable and forgettable in this manner mind for one minute, and your presence only strikes them as noteworthy if they see you again after this minute passes.

Cost: +2 bonus

Construction Requirements: Craft Magic Arms and Armor, Mind sphere, the Amnesia talent.

Staves

Meditation

Benefit: When casting a spell or sphere effect to which the staff's enhancement bonus applies, the wielder adds twice the staff's enhancement bonus as an enhancement bonus to concentration checks relating to that spell or sphere effect.

Cost: +2000 gp

Construction Requirements: Craft Staff, Mind sphere, the Powerful Charm talent.

Mesmerism

Benefit: While wielding a staff with this benefit, a caster with access to the Mind sphere gains access to a gaze attack capable of affecting creatures within close range. At first this gaze attack does nothing apart from making others who meet your gaze feel unsettled (an effect that those with the Subtlety talent may suppress if they choose). This effect can be suppressed or resumed as a free action. The gaze attack's effect can shift to be that of any lesser or greater charm from the Mind sphere that the staff's wielder possesses as a talent; shifting the gaze to a lesser charm can be done indefinitely (though it doesn't change the fact that a creature can only be affected by any given caster's lesser charms once per day). Shifting the gaze attack to a greater charm costs 1 spell point, and the effect lasts for 1 round per point of casting ability modifier (at which point the wielder must either pay another spell point, shift to a different ability, or end the ability as a free action).

Cost: +3 bonus

Construction Requirements: Craft Staff, Mind sphere, the Group Charm talent, the Project Thoughts talent.

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The Mentalist's Handbook

The Mentalist's Handbook is an expansion to the Mind sphere from the Spheres of Power magic system. Inside these pages you'll find new talents, new feats, new class options, and more for making the most of Mind magic in your games.

The Mentalist's Handbook is book 10 in a multi-part series.

