

# The Vivomancer's Handbook







# *The Vivomancer's Handbook*

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## Section 1

# Introduction

*Druidism is about life, not death.*

*It was the first lesson Enoteph had learned when studying the art of healing. It was also a lie.*

*"You killed him!"*

*The truth was, life requires death. Carnivores devour lesser beings to survive, mushrooms break down dead plants so that new plants can spring from the soil, and even the act of curing an infected creature really was nothing more than killing off the disease in order to protect the host. Life and death, dancing together in a constant cycle.*

*"How could you do this? There's no hope for any of us now!"*

*Enoteph had heard that many druidic teachers taught that initial falsehood on purpose, as a form of test. High-level life magic required a true understanding of the relationship between life and death. If a pupil wasn't smart enough to identify the falsehood, the reasoning went, then they weren't smart enough to be trusted with high-level magic.*

*Enoteph had always hated this form of thinking. It was elitist, and exclusionary. And yet, as he stood over the corpse of his old teacher, Enoteph finally understood the wisdom behind the lesson. When one controls life, one can end it as easily as prolonging it.*

*So many people ignored life magic because they thought it weak, or embraced it because they fancied themselves healers instead of fighters. For both groups, mastery over life itself wasn't something the layman could be trusted with.*

*The assistant finally stopped his screaming and hyperventilating and, ever so carefully, approached the corpse that lay between him and Enoteph.*

*"What do you even do to him?"*

*Enoteph chuckled an empty exhalation. To be honest, he felt more numb than anything else.*

*"I stopped his heart," Enoteph said, his eyes never leaving the still form of his former teacher.*

*"Can you even do that?"*

*Enoteph ignored the obvious response, allowing his work to speak for itself.*

*"Come," Enoteph said, turning away. "We have work to do."*

*The assistant gaped for several seconds.*

*"W-we?"*

*"Of course," Enoteph said, rummaging through the scrolls scattered across the dead man's old desk. "You know what I'm looking for, yes? You knew your old master's plans?"*

*"I would never tell you, murderer!" the assistant shouted, his shaking legs contrasting the heat in his voice. "My master was working to save this city! Without him here, everything's going to spiral out of control!"*

*Enoteph turned and approached the man, seeing the fear most humans felt when staring down an orc wash over the assistant's face.*

*"Your former master wanted to defend this city? By unleashing wild beasts inside it? By turning districts against each other? By pushing the city until war was all it could think of?"*

*Enoteph was immediately in front of the assistant now, bearing down on him from his advanced height.*

*"Your master wasn't trying to save this city, he was trying to use it. Use it to help him fight a war that it can't win. But whether you agree with his plans or not, you are right. Without him here, everything is going to spiral out of control. Which means, you have two choices: you can help me pick up the pieces, or you can watch as everything burns."*

*The assistant stared at Enoteph, apparently at a loss for words, and eventually Enoteph turned away to once again examine the scrolls that littered his once-teacher's desk.*



*"You're a villain," the assistant said, his body shaking with suppressed rage. "You're a killer. A murderer!"*

*"I'm a druid," Enoteph said, not taking his eyes off the desk. "It's my job to restore balance."*

*"Druidism is about life, not death!"*

*Enoteph stopped his search. After a moment, he really did chuckle.*

*"You have so much to learn."*

The Life sphere's primary focus is on healing creatures, but it is also able to unlock the potential of living creatures. It also directly manipulates positive energy - the source of life itself - and can turn it into a devastating weapon.

## Navigating this Book

**Chapter 2—Class Options:** This section of the book details new archetypes for Pathfinder classes and for spherecasting classes from Spheres of Power.

**Essentialist** - An alchemical healer who imbues his concoctions with life energy.

**Folk Healer** - A master of wilderness survival who has learned to heal with the simplest of magics.

**Pharmakon** - A manipulator of life energies who uses his power to heal or inflict harm unto others.

**Spirit Mender** - A priestess beloved by the spirits of nature who serve, protect, and heal her.

**Worldsoul Incarnate** - A savage warrior who has mixed their soul with the primal forces, transforming their body into the avatar of primal forces.

In addition, this section includes new options for the Armorer, Barbarian, Incanter, Mageknight, Monk, Rogue, and Slayer.

**Chapter 3—Basic Magic:** This section expands upon the cure, restore and invigorate abilities.

**Chapter 4—Advanced Magic:** This section includes talents that could alter the game in undesirable ways. Players should consult their GM before choosing these talents.

**Chapter 5—Player Options:** This section includes new feats and traits for characters, as well as new drawbacks for the Life sphere.

**Chapter 6—Equipment:** New equipment that interacts with the Life sphere can be found here. This includes potion and consumable, Life staff properties, wondrous items and other things.

**Chapter 7—Bestiary:** This section contains new monsters that uses the Spheres of Power system.

**Chapter 8—Player's Guide:** This contains a discussion of the different styles of healers players may wish to build.



## Section 2

# Class Options

## Archetypes

### Essentialist (Alchemist Archetype)

*"Blood is a poor substitute for what I can give you."*

-Gummer Flowerpick, Gnome Essentialist

While other alchemists dabble with explosive concoctions, the essentialist extracts the most potent biological elements from flora and fauna to create elixirs that heal and nourish the living body. More than healing, the medicines the essentialist creates enhances the body, bringing out the true strength of the subject. Many essentialists have stated that consuming an essence reveals the real you, and the rest of the time you are but a shadow of yourself.

### Casting

An essentialist may combine spheres and talents to create magical effects. An essentialist is considered a Mid-Caster, and uses Intelligence as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

When using Craft (alchemy) to create an alchemical item, an essentialist gains a competence bonus equal to his class level on the Craft (alchemy) check. In addition, an essentialist can use Craft (alchemy) to identify potions as if using the *divine* ability of the Divination sphere. He must hold the potion for 1 round to make such a check.

This replaces alchemy.

### Spell Pool

An essentialist gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell

pool. This pool contains a number of spell points equal to his level + his Intelligence modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

### Magic Talents

An essentialist gains a magic talent every time he gains a caster level. This does not stack with caster levels gained from other sources.

### Elements of Life

At 1st level, the essentialist gains the Life sphere, as well as the Medicinal drawback and the Water of Life talent. They do not gain the drawback if they possess the Life sphere already. If they possess the Water of Life talent as well, they may choose a bonus talent from the Life sphere instead. When the essentialist uses a Life sphere ability with the Water of Life talent, he may use his class level as his caster level. This stacks with other caster level sources normally.

This replaces throw anything.

### Essences

When the essentialist imbues a consumable using his Water of Life talent, he may further imbue it with a powerful magic that brings out the inner power of those who consume it. Imbuing essence is a free action, but it can only be imbued into a consumable that has had a Life sphere ability placed into it by the essentialist. He may do this a number of times per day equal to his class level + his casting ability modifier. When the consumable is consumed, the imbiber receives the effects of both the Life sphere ability and the essence.

The imbiber of an essence experiences a brief sense of euphoria as it takes effect. The essence acts to magnify the life force of the imbiber; whatever strengths they



have are enhanced. The imbiber receives a +2 alchemical bonus to their highest ability score (they may choose if they have multiple scores tied for highest). This bonus increases by +1 for every 4 class levels the essentialist has, up to a maximum of +7 at 20th level.

The effects of the essence last for 1 minute per class level of the essentialist. Each also provides sufficient nutrition to sustain a person for 1 day. If the character has any ability that gives them extra bombs, it gives them extra essences instead.

This replaces bombs.

### Mutated Essence

Once per day, the essentialist may produce an essence that is mutated. It takes 1 hour to prepare a mutated essence, and once made, it remains potent until the essentialist regains their essences. A mutated essence counts towards the essentialist's daily limit on the number of essences they can create.

A mutated essence can only be used by the essentialist that created it. Anyone else who drinks a mutated essence must make a Fortitude save (DC 10 + 1/2 the essentialist's level + his casting ability modifier) or become nauseated for 1 hour. They receive no benefit from the essence.

When an essentialist imbibes the mutated essence on himself, he may choose which attribute is increased, and the bonus is increased by +2. He may still only gain an attribute bonus from only one essence at a time; taking another essence disables the mutated essence. In addition, while under the effects of the mutated essence, he gains a +2 natural armor bonus. The essentialist does not suffer any attribute penalties for taking his mutated essence.

At 14th level, the effects of the mutated essence last 10 minutes per class level.

This modifies mutagen and persistent mutagen. The essentialist may apply discoveries that modify mutagens to their mutated essence, except for those discoveries that change the nature of the mutagen's attribute bonuses.

### Alchemical Discoveries

The essentialist may not choose discoveries that modify bombs, but may choose any other discovery. The following discoveries are available to the essentialist in addition to those normally available to alchemists:

#### *Additional Essences*

The essentialist gains an additional 2 uses of essence per day. You may take this discovery multiple times.

#### *Clean Living*

**Prerequisites:** Poison resistance or poison immunity class features.

The essentialist's poison resistance and poison immunity class features also apply to disease, both magical and non-magical.

#### *Cleansing Formula*

**Prerequisites:** 8th Level.

In addition to giving an alchemical bonus to the highest attribute, the essentialist's essence gives a +2 alchemical bonus to the creature's lowest attribute. This does not affect a mutated essence.

#### *Delicious*

**Prerequisites:** Life sphere.

Whenever one of your essences is used, the person drinking is subject to your *invigorate* power from the Life sphere. In addition, your extracts smell and taste delicious.





### *Enhancing Essence*

**Prerequisites:** Enhancement sphere.

The essentialist may treat his Enhancement sphere *enhancements* as Life sphere abilities for the purposes of the Water of Life talent, allowing him to imbue consumables with them. Only enhancements that affect creatures can be used this way. He must spend a spell point to make the *enhancement* last without concentration, but once consumed, the *enhancement* has the same duration as if he had cast it directly. If he took a drawback that limits what his *enhancements* can affect, those limitations still apply to an *enhancement* imbued into a consumable. Any choices made about the nature of the *enhancement* must be made at the time of imbuing. He may imbue the consumable with essence as if it contained a Life sphere ability. When the essentialist uses an Enhancement sphere this way, he may use his class level as his caster level. This stacks with other caster level sources normally.

### *Essential Injection*

The essentialist can imbue liquids that can be absorbed into the skin by using his Water of Life ability. The imbued liquid can then be soaked into a sponge or absorbent cloth and worn beneath the clothing. The wearer can activate it with a simple push in the right spot. When the essentialist imbues this way, they can not imbue a potion or other special substance. Imbuing this way costs an additional spell point, and can be activated as a swift action by the wearer (someone else trying to activate it must use a standard action).

### *Greater Mutated Essence*

**Prerequisites:** 12th Level.

The essentialist's mutated essence now grants a +4 natural armor bonus, and they gain a +4 alchemical bonus to a second attribute of his choice.

### *Grand Mutated Essence*

**Prerequisites:** 16th Level, greater mutated essence discovery.

The essentialist's mutated essence now grants a +6 natural armor bonus, and they gain a +6 alchemical bonus to a second attribute of his choice and a +4 alchemical bonus to a third attribute of his choice.

### *Poisonous Root*

The essentialist can use natural ingredients to make poisons. As a standard action, he may expend an essence to create an injury poison. This poison requires a Fortitude save equal to 10 + 1/2 the essentialist's class level + his casting ability modifier, and it has a frequency of once per round for 5 rounds. On a failed save, the afflicted takes 1 point of Constitution damage, +1 additional point every

4 levels after the first to a maximum of 5 points at 17th level. The poison loses potency 24 hours after creation, but can be renewed for another 24 hours by spending another essence as a standard action.

In addition, when he crafts a poison, he may expend one essence to lower the raw material cost of a poison by 25 gp, +5 gp for every class level he possesses, to a minimum of 0 gp. Poisons created this way lose their effectiveness in 24 hours.

### *Positive Essence*

**Prerequisites:** 10th Level.

While under the effects of an essence or mutagen, the subject gains a +4 alchemical bonus on saves against all death spells, Death sphere abilities, channeled negative energy, and other magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. This does not protect against other sorts of attacks, even if those attacks might be lethal.

### *Purifying Essence*

**Prerequisites:** 10th Level.

While under the powerful antibiotic and cleansing effects of the essentialist's essence or mutagen, the subject ignores all penalties, ability damage and ability drain caused by poison or disease, and gains a +4 alchemical bonus on saving throws to overcome any they may currently suffer. Furthermore, they are rendered immune to any new poisons or diseases, as well as the sickened condition.

### *Soothing Essence*

The mild painkilling effects of the essentialist's essence or mutagen grants the drinker a +2 alchemical bonus to his natural armor. This stacks with the bonus given by mutated essence.

### *Stimulating Essence*

While under the effects of the essentialist's essence or mutagen, the subject receives a +10 ft. alchemical bonus to speed.

### *Toxic Exhalation*

As a standard action, the essentialist may spend an essence to release a blast of poisonous gas from his mouth. The resulting blast affects all creatures in a 30 ft. cone or a 60 ft. line, and does 1d6 damage for per two class levels, rounded up. Those within the blast must make a Reflex save vs a DC of 10 + 1/2 the essentialist's class level + his casting ability modifier, those who succeed take only half damage. Those who fail also take 1 point of ability damage to an attribute of the essentialist's choice. This damage increases by +1 for every 4 class levels after the first that the essentialist has, to a maximum of 5 points at 17th level.



This is a supernatural ability.

#### *Transforming Essence*

**Prerequisites:** Alteration sphere.

The essentialist may place Alteration sphere *shapeshifts* into consumables as if he were Life sphere abilities using his Water of Life talent. He must spend a spell point to make the *shapeshift* last without concentration, but once consumed, the *shapeshift* has the same duration as if he had cast it directly. If he took a drawback that limits what his *shapeshifts* can affect (such as Lycanthropy), those limitations still apply to a *shapeshift* imbued into a consumable. Any choices made about the nature of the *shapeshift* must be made at the time of imbuing. He may imbue the consumable with essence as if it contained a Life sphere ability. When the essentialist uses an Alteration sphere this way, he may use his class level as his caster level. This stacks with other caster level sources normally.

#### *True Mutated Essence*

**Prerequisites:** Grand discovery, grand mutated essence discovery.

The essentialist's mutated essence now grants a +8 natural armor bonus, and 3 attributes of his choice benefit from the bonus from his essence.

## Folk Healer (Ranger Archetype)

*"Everything you need is all around you."*

-the first rule of survival

All healing begins with empathy for the sick and injured. From there, it's merely a question of finding the right tools. Everything a healer needs is all around them, they just need to develop the skills to seek them out. A folk healer has learned to use common ingredients to heal common injuries. They can't raise the dead, but more often than not, they don't need to. What they can do is treat the most common ailments in almost any circumstance - whether that be in the city temples or the far off wilderness.

### Weapons and Armor Proficiency

The folk healer is not proficient with shields.

This modifies armor proficiencies.

### Casting

The folk healer may combine spheres and talents to create magical effects. The folk healer is considered a Low-Caster and uses Wisdom as her casting ability modifier (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

### Spell Pool

The folk healer gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + his Wisdom modifier. This pool replenishes once per day after roughly 8 hours of rest.

### Magic Talents

A folk healer gains the Life sphere at 1st level. They may choose a different Life talent if they possess the Life sphere from another source. They gain an additional magic talent at 3rd level and every 2 levels thereafter.

This replaces wild empathy and endurance.

### Skilled Healer (Ex)

The folk healer gains the Studied Healing feat as a bonus feat. At 3rd level, the folk healer gains a +2 insight bonus to her Heal checks. This bonus increases by +1 for every odd level after the 3rd, and she does not suffer a penalty to her Heal skill for not having a healer's kit. She can also provide long term care to herself.

In addition, she gains the skill unlocks for the Heal skill as appropriate for her number of ranks in that skill.

This replaces favored terrain.

### Folk Remedy

By drawing on her training in medicine, the folk healer can prepare special herbal remedies to aid in the healing process. The folk healer can brew potions that use the Life sphere, even if she does not have the Brew Potion feat. Furthermore, when she creates them, she may increase the DC of her crafting check by +5 to include a Life talent she does not possess. She may also use her Heal skill to make the crafting check.

At 8th level, the folk healer becomes especially skilled at making her remedies, and can prepare them at amazing speed. When she creates a Life potion, she may reduce the crafting time to a single standard action, and may brew the potion even in distracting and dangerous conditions (such as combat). Such potions tend to deteriorate quickly, however, and lose their potency after 1 hour.

This replaces tracker and swift tracker.

### Read the Land

At 7th level as a full-round action, the folk healer may spend a spell point to tap into the ambient life force of a region, expanding her consciousness and giving her special insight into its nature. This area must be a continuous area smaller than 1 square mile, and it ends at any



point the terrain changes significantly (such as moving from forest to prairie, or moving underground).

While in the land she has read, the folk healer gains an insight bonus equal to +2 to Knowledge (Geography), Survival, Stealth, and Perception checks as well as initiative.

This increases to +4 at 15th level. In addition, she can move normally through naturally occurring difficult terrain and leaves no trace as she moves. Terrain knowledge lasts until the folk healer regains spell points.

The folk healer is considered to have the favored terrain feature. Any ability that applies to favored terrain applies to any terrain she has read.

This replaces woodland stride.

## Pharmakon (Soul Weaver Archetype)

*"Some are raised. Others are lowered. Balance is maintained. This is how you heal the world."*

-Laignshom the Grey

There is pleasure and there is pain, and life is the movement between these two. Flowing from one to the other keeps us from turning to dust. The pharmakon believes that healing and harming must be dealt out in some semblance of balance. The dead tell them of the true emptiness that is death, and they have learned that pain is a gift.

Most cannot accept these ideas, they just want the pain to go away, but for the pharmakon, you can not stand in the light without casting a shadow, and you can not know happiness without sorrow. Many who follow this path keep their views a secret, showing their face as nothing more than a good-natured healer.

## Medicine Man

At 1st level, a pharmakon gains the Life sphere and Affliction talent as a bonus talents, as well as the Limited Restoration (*restore* only) drawback. This drawback does not grant an additional talent and may be bought off as normal. If the pharmakon already possesses the Life sphere, then the Affliction talent is gained as a bonus talent with no drawback. If both are already possessed, then she may choose any talent from the Life sphere as a bonus talent. When using the Affliction talent, the pharmakon may spend uses of channel energy in place of spell points.

## Iatrogen

At 2nd level, and every 4 additional levels thereafter (6th, 10th, 14th, etc.), the pharmakon gains an iatrogen of her choice. An iatrogen is an effect similar to a useage of the Affliction talent, but is much more potent and powerful. Each iatrogen can only be powered by spending uses of channel energy in place of spell points, including when combined with talents that allow the affecting of multiple creatures.

Whenever an iatrogen calls for a saving throw, the DC is equal to 10 + 1/2 her class level + her casting ability modifier. If the pharmakon uses any iatrogen on a creature who is already under the effect of 3 or more different iatrogenic effects, the target must make a Fortitude save or drop to -1 hit points and dying.

**Exsanguination:** The pharmakon can use the Affliction talent to inflict 1d6 bleed damage, plus an additional 1d6 bleed damage per Greater Healing talent she possesses.

**Malignance:** The pharmakon inflicts a 1d6 ability penalty to a single ability score of her choice. If the pharmakon has the Greater Restore talent, she instead inflicts this ability penalty to all ability scores. This ability penalty lasts a number of rounds equal to his class level (Fortitude negates). Ability penalties from malignance does not stack with itself.

**Neurasthenia:** The pharmakon inflicts the frightened (or panicked, if already frightened) condition for a number of rounds equal to his pharmakon level (Will negates). This is a mind affecting fear effect.

**Opisthotonus:** The pharmakon inflicts the staggered condition for a number of rounds equal to his class level (Fort negates). If the target is already under the effect of the staggered condition, it is instead paralyzed for a single round.

**Polysynapsis:** The pharmakon grants a target twice the temporary hit points she can normally grant via the *invigorate* Life sphere ability. These temporary hit points can bring a target's current hit points above their total hit points. However, when the duration expires (the pharmakon may end the duration prematurely as a free action), the creature loses hit points equal to the number of temporary hit points granted.

**Sepsis:** The pharmakon inflicts a disease onto the target, as per the Inflict Disease talent from the Death sphere.

**Syncope:** The pharmakon inflicts temporary negative levels onto the target, as per the Drain talent from the Death sphere.

This replaces the blessing/blight class feature.



## Spirit Mender (Druid Archetype)

*"Spirits surround me; all is right with the world."*

-Dia Moonchilde

The spirit mender is a devotee of nature, just as all druids are. But more than most, she is loved by nature in return, and the spirits of nature gather around her, ready to answer her call. She is in tune with the healing and nurturing powers of the worldsoul, rather than the feral and animalistic powers.

### Casting

The spirit mender may combine spheres and talents to create magical effects. The spirit mender is considered a High-Caster and uses Wisdom as her casting ability modifier.

(Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

### Spell Pool

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

### Magic Talents

A spirit mender gains 1 magic talent every level.

### Class Skills

The spirit mender removes Knowledge (Geography) from her list of class skills and adds Knowledge (Religion) to her list of class skills.

### Nature Bond

If a spirit mender chooses to gain a domain as her nature bond, she gains its associated sphere and a bonus magic talent from that sphere at 5th, 9th, 13th, and 17th level, as the sphere cleric.

This modifies the nature bond class feature.

### Base Attack Bonus

The spirit mender's base attack bonus is equal to half her level (rounded down).

### Weapon and Armor Proficiency

Spirit menders are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear.

Spirit menders are not proficient with any form of armor or shield. A spirit mender who wears armor or uses a shield is unable to use her spiritual protection, attendant spirits, bound spirits, effortless stride or preserve the environment abilities while doing so and for 24 hours thereafter.

This modifies weapon and armor proficiency.

### Spiritual Protection (Su)

The spirits protect the spirit mender as best they can, warning her of danger. While unarmored and not carrying a shield, the spirit mender may add her Wisdom bonus (if any) to her AC and CMD. This does not stack with other abilities that would allow the spirit mender to apply her Wisdom bonus to her AC or CMD. She gains an additional +1 bonus to her AC and CMD at 2nd level, and an additional +1 for every 4 class levels thereafter.

This replaces the wild shape class feature.





## Attendant Spirits (Su)

Small, invisible, intangible spirits live in a cloud around the spirit mender. They continually attend to her, removing stains and adjusting her possessions and clothes: a spirit mender's clothing float around her, and are strangely unaffected by wind or changes in gravity. Any common stain or residue left upon the body or clothing of the spirit mender disappears in a round, though more powerful chemicals (such as the tar from a tanglefoot bag) are too strong for the spirits to remove alone.

The spirits are averse to the presence of metal. Although they will abide its presence in smaller amounts, they will actively work to remove any large metal encumbrances from the spirit mender's body. Metal armor will fall off the spirit mender's body as quickly as it can be put on (even over her objections). Metal possessions are generally not affected, but the spirits tend to interfere enough to make metal weapons or shields unwieldy and impossible to use in battle. Equipment that is mostly wood with some metal (such as a spear) are still usable, as is equipment made of alchemical silver (but not other metals, even those with properties similar to alchemical silver).

Whenever the spirit mender is restrained or placed in contact with anything her attendant spirits dislike, she receives a circumstance bonus equal to half her level to escape artist checks against it, as her spirits actively try to release her. The spirit mender will always receive this bonus against non-living, non-magical entanglements, artificial chemicals and against metal bonds or grapples by metal or metal-wearing creatures.

The spirit mender receives the Cantrip feat for free, and any cantrip effect she can achieve that targets herself may be performed as a swift action. If she already has the Cantrip feat, she may choose any other feat she qualifies for instead.

## Bound Spirits (Su)

The spirit mender attracts more powerful nature spirits who do her bidding. She may possess a number of spirits at once equal to 3 + her Wisdom modifier (minimum 1). These spirits may be turned visible or invisible as a free action (if visible, they appear as wisps of energy that glow dimly). Summoning spirits takes 1 minute, and a spirit mender cannot summon more spirits in a day than 3 + her Wisdom modifier (minimum 1). Once summoned, the spirits remain until used, and either orbit the spirit mender (moving as she does at the same speed), or may be directed to move independently as a move action. A spirit mender may move as many spirits as she wishes with each move action, and spirits have a fly speed of 40 ft. and always succeed at Fly checks. These spirits are only projected into the Material Plane and as such

are immune to damage of any kind. A spirit must remain within medium range of the spirit mender, or disappear as if used.

A spirit mender gains a number of abilities, each of which uses up a spirit's energy. When using a bound spirit's ability, the expended spirit returns to the unbounded wilderness of the fey realm until it is re-summoned at a future date. Spirit powers generally require a standard action, and if a saving throw is required the DC is equal to 10 + 1/2 spirit mender level + her Wisdom modifier. To use an ability, the target must be adjacent to the spirit mender (if the spirit is orbiting her), or else the spirit mender must first direct the spirit to move into the target's square.

The spirit mender gains the following abilities:

*Aid the Living*—At 1st level, the spirit mender may expend a spirit to bolster a human, animal, magical beast, or plant, granting it a +1 sacred bonus to attack rolls and saving throws, which increases by 1 for every 5 levels the spirit mender possesses. The creature also gains 1 temporary hit point per level. These bonuses last 1 hour.

*Lovelorn Spirit*—At 1st level, the spirit mender may expend a spirit to aid an ally who is at negative hit points, but not dead. The ally becomes stable and gains temporary hit points equal to twice the spirit mender's class level for 1 minute.

*Open Arms*—At 1st level, The spirit mender can expend a spirit while using a Life ability to allow it to affect a number of allies in close range equal to half her spirit mender level, rounded up.

*Communing Spirit*—At 4th level, the spirit mender may expend one spirit to commune with nature on a much deeper level, gaining glimpses into the world beyond natural sight. This allows her to make a single Knowledge check with an insight bonus equal to her spirit mender level + her Wisdom modifier. This may be used to reroll a Knowledge check the spirit mender had previously failed, but no more than once per question. If the spirit mender is touching a naturally occurring landmark such as a great tree, river, or stone formation, she may summon its natural spirit and speak with it, learning about whomever else has interacted or come near it in the past few days, and about any important events that occurred in proximity to it.

*Healing Mastery*—At 8th level, the spirit mender can expend a spirit as a free action to temporarily gain a Life talent she qualifies for. She may use this talent once before the end of her current turn.

*Healing Spirit*—At 8th level, the spirit mender can expend a spirit to heal herself or an adjacent ally 10 hit points per spirit mender level. If the creature



died within the previous round, they are restored to life with at least 1 hit point.

**Blessed Spirit**—At 8th level, the spirit mender may expend a spirit as an immediate action to allow the target to reroll a saving throw it just failed.

**Ghostpoint**—At 12th level, the spirit mender may, when using a spell, spell-like ability, sphere ability, or spirit mender ability, target the effect as if she were standing in the same square as one of her spirits. If the magic effect requires a touch attack, the spirit may make the touch attack for the spirit mender, using her bonuses. This expends the spirit.

**Total Healing**—At 16th level, the spirit mender may spend a spirit to remove all conditions currently affecting a living target. This also removes all ability damage and drain, all temporary negative levels, and up to one permanent negative level.

**Protected Spirit**—At 16th level, the spirit mender may use any of their bound spirits powers on herself as a swift action. She may do this even if helpless, unconscious or dead, as the spirits move to protect her by their own will.

The bound spirit ability counts as a soul weaver's bound nexus ability for the purpose of feats that require it as a prerequisite. For those feats, the spirit mender's spirits are considered synonymous with the soul weaver's souls.

### Effortless Stride (Su)

At 2nd level, attendant spirits help carry and lift the spirit mender, allowing her to move normally through difficult terrain, and causing her to move naturally silently. The spirit mender takes no Stealth penalties for moving.

This modifies woodland stride.

### Preserve the Environment (Su)

At 3rd level, the spirit mender's attendant spirits clean the environment around her as she moves. She leaves behind no scent, no tracks in the soil, no stains or fingerprints, and no physical indicator of her presence. She can not be tracked.

This modifies trackless step.

## Worldsoul Incarnate (Barbarian or Unchained Barbarian Archetype)

*"The blood in our veins is a gift from the earth. In time, it must be returned."*

—Dirain of the Shatterwind Tribe

The ritual of communion is undertaken only by those with the greatest courage, because it costs a person

everything they are. Beneath the oldest tree in the forest, the supplicant is ritually cleaned, purified, purged, and drained of most of their blood, and at the right moment, her heart is pierced with a wooden needle.

With this, her life begins to end, as she slowly gains immortality. The primal powers of nature flow into her as her spirit dissolves into the ocean of the worldsoul, uniting them forever. The body remains, for a time still connected to its old soul, but also to the essence of the world. As the years pass, the incarnate becomes more submerged into the worldsoul, until her spirit completes disappears into it.

### Rapture

Simple minds perceive the primal force of nature as an anger that destroys, but the enlightened know its true nature. Nature destroys without anger or hate - those are human failings. Destruction is just half of the cycle of life, the other is creation, and nature is the cycle. The worldsoul incarnate is the avatar of the cycle. She destroys without rage, while creating and re-creating herself.

A worldsoul incarnate can tap into the forces of nature and channel them through her body, filling herself with euphoric rapture. At 1st level, a worldsoul incarnate can be enraptured for a number of rounds per day equal to 4 + her Constitution modifier, and she can be enraptured for 2 additional rounds per day per class level thereafter. Temporary increases to Constitution, such as from the Enhancement sphere, do not increase the total number of rounds that a worldsoul incarnate can be enraptured per day. The total number of rounds of rapture per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While enraptured, a worldsoul incarnate cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as sphere casting). She also takes a -2 penalty to her AC.

The worldsoul incarnate can enter rapture as a free action, and can maintain rapture each round as a free action, so long as she is conscious. Whenever a rapture ends, the worldsoul incarnate is fatigued for 1d4+1 rounds. A worldsoul incarnate can't enter a new rapture while fatigued or exhausted, but can otherwise become enraptured multiple times per day.

Rapture counts as the rage ability for purposes of prerequisites, and may be augmented by rage powers.

This modifies rage.



## Primal Channelling (Su)

While enraptured, the worldsoul incarnate may channel primal energy to create powerful supernatural effects. Whenever she spends a free action to enter or maintain rapture, she gains a number of vitality points equal to her class level. She may spend vitality points to achieve different effects. At the end of her turn, she loses all unspent vitality points.

***Mighty Blow:*** The worldsoul incarnate may spend 1 vitality point as a free action to add a +2 circumstance bonus to any attack roll (including attack rolls to confirm critical hits) or damage roll made with a melee or thrown weapon, or to add a +2 circumstance bonus to any skill or attribute check that uses her Strength, Dexterity or Constitution, or to add +2 to a CMB roll. The decision to use this ability is made after dice are rolled, but before the results are announced. Although this ability can be used multiple times per turn, it can only be used once per die roll.

***Life Force:*** The worldsoul incarnate may spend any number of vitality points as a free action to gain an equal number of temporary hit points. This ability can only be used if she is injured, and cannot raise her current hit points plus her temporary hit points to be higher than her maximum hit points. The temporary hit points last until the end of rapture, and stack with themselves and with temporary hit points from other sources.

***Surge of Movement:*** The worldsoul incarnate may spend a 2 vitality points as a free action to move 5 feet. This movement draws attacks of opportunity normally and ignores difficult terrain. She may do this multiple times in a turn.

***Fight or Flight:*** As a free action, the worldsoul incarnate may spend a vitality point to gain a +4 dodge bonus until the beginning of her next turn against an enemy of her choice that she can see. She may acquire this bonus against multiple targets in a single round, but not multiple times against the same target in the same round.

***Vital Force:*** The worldsoul incarnate may spend 5 vitality points as a free action to regain 1 hit point.

***Vicious Cycle:*** The worldsoul incarnate may spend 8 vitality points as a free action to make an attack at her full BAB against a target she has already successfully hit with an attack this turn.

***Restoring Force:*** The worldsoul incarnate may spend 11 vitality points as a swift action to benefit from the restore ability of the Life sphere, using her class level as her caster level.

***Hurricane Strike:*** As a full-round action, the worldsoul incarnate may spend 14 vitality points to summon forth ghostly spirits that echo her physical form, each of which

makes a single attack before disappearing. The worldsoul incarnate may make a single melee attack against every enemy within 20 ft she can see. These attacks are at her full BAB.

***Sunder Magic:*** As a swift action, the worldsoul incarnate may spend 17 vitality points to dispel any number of magical effects that currently afflict them.

***Primal Ascension:*** The worldsoul incarnate may spend 20 vitality points as a standard action to benefit from the restore ability of the Life sphere, using her class level as her caster level. This removes all conditions, all attribute damage and drain, and removes all temporary negative levels.

This replaces fast movement, greater rage, indomitable will, tireless rage, and mighty rage.

## Rapture Powers

The worldsoul incarnate may choose any of the following powers in place of a rage power:

### *Channel Energy*

The worldsoul incarnate may release a massive wave of primal energy. They gain the channel energy ability as a cleric of equal level, using her Charisma to determine the saving throw DC of her channeled energy. They may only channel positive energy. The worldsoul incarnate must expend 4 rounds of her rapture to channel energy.

### *Elation (requires 10th Level)*

The worldsoul incarnate gains a fly speed equal to her base land speed with good maneuverability.

### *Natural Grace (requires 6th Level)*

Whenever the worldsoul incarnate enters rapture, she may choose a combat feat for which she meets the prerequisites. She gains the use of this feat for the duration of the rapture. She may choose a different feat whenever she enters rapture, provided at least 1 minute has passed since she has last left rapture.

### *Primal Aura (requires 4th Level)*

While she is enraptured, she may give off an aura of positive energy that causes her and all living and undead creatures within 20 ft. to glow slightly, giving them a penalty on Stealth checks equal to her class level and negating all bonuses usually bestowed by invisibility, blink effects, darkness, or similar effects. While the aura is in effect, she gains a +5 circumstance bonus to Intimidate checks, and sheds bright light to a distance of 20 ft. around her, and normal light another 20 ft. beyond that. The light harms creatures vulnerable to natural sunlight as if it were natural sunlight.



*Primal Stamina (requires Combat Stamina feat)*

During her turn, the worldsoul incarnate may spend vitality in place of stamina points. She must spend 2 vitality points in place of each stamina point she wishes to spend.

## Extra Class Features

### Armorist Arsenal Tricks

Armorists may choose the following arsenal trick:

#### Bound Life

You may add the equitable, vital, and wellspring properties to your bound staffs. In addition, you may add this unique +1 property:

#### Driving

When using the Invigorate ability of the Life sphere with this staff, you may use your armorist level as your caster level with the Life sphere. This stacks with other caster level sources normally.

### Barbarian Rage Powers

Barbarians can choose from the following abilities when they choose new rage powers:

#### Bright-Burning Rage (Ex)

The barbarian may spend a round of rage to recover 2d6 hit points as a standard action.

#### Empowered by the Light (Ex)

While raging, whenever the barbarian confirms a critical hit, they gain temporary hit points equal to their class level. The hit points stack with themselves and with all temporary hit points from other sources, and last until the end of the rage.

#### Nature's Wrath (Su)

While raging, your melee and thrown weapons are charged with the positive energy of the very soul of nature itself. Your attacks ignore damage reduction on creatures damaged by positive energy.

### Incanter Specializations

Incanters may take the following specializations:

#### Lay on Hands (2 Specialization Points)

At 2nd level, you may lay on hands as a paladin. Each day, you can use this ability a number of times equal to 1/2 your incanter level plus your casting ability modifier.

With one use of this ability, you can heal 1d6 hit points of damage for every two incanter levels you possess. Using this ability is a standard action, or a swift action if you are healing yourself. You must have one hand free to use this ability. This is a positive energy effect.

You can use this healing power to deal damage to undead creatures, dealing damage equal to the damage you could have healed. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

You do not gain the paladin's mercies, but qualify for feats and abilities that require the lay on hands ability.

#### Merciful Healer (2 Specialization Points)

You gain mercies as a paladin of equal level. These mercies trigger whenever you take an action to use the *cure* ability of the Life sphere or when you use your Lay on Hands ability.

### Mageknight Mystic Combat Abilities

Mageknights can choose from the following abilities when they choose new mystic combats:

#### Karmic Invigoration (Su)

**Prerequisite:** Life sphere, Marked class feature.

As a swift action, you may infuse your marked target with a aura of positive energy. Until the end of your next turn, whenever an ally hits the target, you may *invigorate* the ally as a free action, even if they are not in range of your *invigorate* ability or if it is not your turn.

#### Self-Reliance (Ex)

**Prerequisite:** Life sphere.

Whenever you *invigorate* or *cure* yourself with the Life sphere, you may use your class level as your caster level. This stacks with other caster levels normally.

#### Signature Scar (Su)

When you damage an enemy with a melee weapon or natural weapon, you may spend a spell point as a free action to give them a scar. The target may make a Fortitude save against a DC equal to 10 + 1/2 your mageknight level plus your casting ability modifier to avoid the scar. Any hit points a scarred enemy would regain are diverted to you, unless you are at your full hit point total. The scar fades away after 1 minute.

### Unchained Monk Ki Powers

Monks may choose from the following *ki* powers:



### Balanced Ki (Su)

While you have at least 1 *ki* point, whenever you hit an enemy with an unarmed strike or monk weapon, you gain temporary hit points equal to 1/2 your class level. These last until the beginning of your next turn.

### Blocked Ki (Su)

Whenever you hit an enemy with an unarmed strike, you may spend a *ki* point to block their *ki*. For one minute, they are unable to regain hit points, and they can not be affected by abilities that heal them or remove conditions. The enemy receives a Will save versus a DC of 10 + 1/2 your monk level + your Wisdom modifier to negate the effect.

## Rogue, Unchained Rogue, and Slayer Talents

Rogues, unchained rogues, and slayers can choose from the following abilities when they choose new talents:

### Adrenal Reaction (Ex)

When you regain hit points, you may make an attack as an immediate action. You may not use this ability again until at least 1 minute has passed.

### Flaying Slice (Ex)

When you do precision damage to a creature, you may open a wound that allows you and your allies to more easily penetrate their flesh. When you successfully sneak attack a creature, you may spend up to half your sneak attack dice to reduce the creature's natural armor class by 1 for each die spent, to a minimum of 0. You may do this multiple times with multiple strikes. The loss of natural armor lasts until the creature heals at least 5 hit points per point of natural armor lost.

### Know How to Bleed (Ex)

By exaggerating injuries, you can gain the upper hand in combat. Whenever you are hit for more than 20 hit points of damage in a single round, you can, until then end of your next turn, feint as a swift action.

### Stolen Blood (Su)

Whenever you do precision damage to a creature, until the end of your next turn any hit points that creature regains are gained by you instead. The creature may make a Will save with a DC equal to 10 + 1/2 your rogue level + your Dex bonus to negate this effect.

### Witch Hexes

Witches can choose from the following abilities when they choose new hexes:

### Festering Wounds (Su)

A witch can use this hex to curse a creature within 30 ft., causing their wounds to fester evilly. Any hit points the creature regains using a magical ability are reduced by the witch's level. This effect lasts for a number of minutes equal to the witch's level. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

### Entropy (Su)

The witch targets a creature within 30 ft., causing a ripple in the universe to surround them. The affected creature is harmed by positive and negative energy, and healed by neither. This effect lasts for a number of minutes equal to the witch's level. A Reflex save negates this effect.



## Section 3

# Basic Talents

## Life Sphere Talents

This section includes new talents for the Life sphere, including talents to improve *invigorate*, *cure* and *restore* abilities, as well as talents to use the Life sphere in a limited offensive fashion.

This section also introduces vitality talents. A caster with one or more vitality talents may grant a bonus to any ally they use a Life sphere ability on as a free action made when they use that sphere ability. This includes using Fount of Life and granting effects with a duration, such as Revitalize. The bonus lasts for up to 1 minute, or until the ally takes damage from either failing a saving throw or being hit with an attack roll. In the case of abilities with a duration, the minute starts when the ability is used, and ends 1 minute later at the latest, even if the triggering ability is still in effect. If a caster possesses multiple vitality talents, only one talent takes effect when they use a Life sphere ability on an ally, but a single Life sphere ability that affects multiple allies may affect different allies with different vitality talents. A creature can benefit from a vitality talent attached to a Life ability, even if they don't actually gain anything from the Life ability (such as using *cure* on a creature at full hit points).

### Adrenaline Surge

When you use a Life sphere talent or ability on an ally other than yourself, you may spend one spell point to also give them an adrenaline surge. The ally may do one of the following as an immediate action:

- make an attack at their highest base attack bonus
- move their speed, drawing attacks of opportunity normally
- make an Escape Artist check with a bonus equal to your caster level

- draw, pick up, or ready a weapon or shield
- stand up from prone

You may use this ability to surge multiple allies (other than yourself) at a time when you perform a Life sphere ability that affects multiple allies by spending a second spell point. Surges are resolved in initiative order.

### Affliction

You may use your *restore* ability to interfere with the life energy of living creatures. As a standard action, you may use your *restore* ability as a touch attack that interferes with the life energies of a creature. This costs the same as a normal use of *restore* would. The creature must make a Will save, or they are exhausted for 2d6 rounds. If they pass their saving throw, they are instead fatigued for 2d6 rounds. Unlike regular fatigue and exhaustion, this condition ends as soon as the duration expires.

If you possess other Life talents that let you remove conditions, then you may have other options available to you. Only one condition may be inflicted per use of this ability.

If you possess the Restore Composure talent, you may cause the target to become disoriented for 1d6 rounds if they fail their Will saving throw. During this time, they are unable to use or concentrate on sphere abilities or spells, take a -5 penalty to Perception checks, and can not benefit from morale bonuses.

If you possess the Restore Health talent, you may make the target nauseated for 1d6 rounds if they fail a Fortitude saving throw. If they succeed, they are sickened for 1d6 rounds instead.

If you possess the Restore Mind talent, you may make the target confused for 1d6 rounds if they fail a Will saving throw.



If you possess the Restore Movement talent, you may cause the target to lose some control of their body. If they fail a Reflex saving throw, they gain the entangled condition and are unable to leave their square for 1d6 rounds. There is no physical restraint created, so effects such as the freedom *word* from the Fate sphere does not help them.

If you possess the Restore Senses talent, you may make a creature lose a sense of your choice that you are aware they have, causing it to become either blind or deaf (your choice), or to lose one special sense such as the scent ability, tremorsense, blindsense, blindsight, etc. The effect lasts for 2d6 rounds. A successful Will save negates this effect.

If you possess the Restore Soul talent, you may cause the creature to become unable to be the recipient of any healing for 2d6 rounds, including those from fast healing or regeneration. No saving throw is allowed against this effect.

### Aggressive Vitality (vitality)

Your Life magic gives the target a fevered strength. This grants the target a +2 circumstance bonus on attack and damage rolls with weapon attacks.

### Clarified Strike

As a standard action, you may make a single ranged or melee attack coupled with a Life sphere ability. If the attack hits, the creature is also affected by your Life ability.

### Contagion

When you *restore* a creature, you may immediately attempt to inflict the conditions you just removed on another living creature within range of your *restore* ability. You must spend a spell point and make a touch attack on the creature. If successful, the creature targeted must make a Fortitude save vs a DC of 10 + 1/2 your caster level + your casting ability modifier or they receive all the conditions you just *restored*, except for those they are immune to. These conditions last one round, regardless of the original duration of the *restored* conditions. If the creature targeted is missed or they pass their saving throw, the creature is still *restored*. If this is used in conjunction with Mass Restore, multiple enemies can be targeted, but each enemy can only receive conditions transferred from one ally and each ally must have all their conditions transferred to a single target.

You may only move conditions this way, not ability damage, ability drain, or negative levels.

### Deeper Invigorate

Your *invigorate* effect grants 2 temporary hit points per caster level instead of 1 temporary hit point per caster level.

### Diagnose

As a swift action, you can learn any conditions that are affecting a living creature (unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, etc) within range of your Life sphere abilities. By increasing the casting time of this ability to a standard action or by spending a spell point,





you can learn the details of any condition they are under, such as whether they have been affected by a spell or the nature of any disease or poison they are afflicted with. You may use this on a deceased creature to determine how they died, so long as the target has been dead for no more than one day per caster level.

You may also use this ability on any ally that is currently under the effect of one of your Life sphere abilities regardless of range or line of effect (such as allies who currently possess temporary hit points from your *invigorate* ability), as long as they are on the same plane of existence. You always know the direction and distance to your ally.

### Disruption

You may spend a spell point to disrupt the life energies of a living creature within range of your *cure* ability by making a touch attack. On a successful hit, the target takes 1d4 nonlethal untyped damage per caster level. If you possess the Greater Healing talent, the damage die for this ability increases one size for each time you purchased that talent, up to a maximum of d12. A critical hit does not cause the damage from this attack to multiply; instead it causes the target to be dazed for 1 round (no save).

### Empathic Healing

You may *restore* others by taking on their injuries yourself. Doing so reduces the cost of the Life sphere effect by 1 spell point to a minimum of 0 spell points.

When you *restore* a creature empathically, you gain any conditions you removed from the creature as if you had been the one originally affected. Likewise, you gain any attribute drain or damage, or any negative levels they had. You may not transfer conditions that will kill you or render you unconscious, or conditions that are the result of ongoing effects (such as being shaken within a *totem of doom*). You may select which conditions to transfer and which to leave untreated.

If the effect causing the condition allowed a save, you do not get a new save, though any effects on you that would protect you from the condition still function for the duration you have them. If you already have that condition, any duration it may have adds to the duration of the condition you have, but otherwise you are unchanged.

If you use this talent to *restore* multiple creatures, the durations of conditions removed stack if possible, but do not otherwise worsen.

### Energizing Vitality (vitality)

Your Life magic makes your ally restless and full of energy, granting them a +30 ft. circumstance bonus to all forms of movement.

### Esoteric Healing

When you use your Life sphere abilities, you may choose for them to not be positive energy effects. Used this way, your Life sphere abilities can heal non-living creatures such as constructs or undead, though they do not work on inanimate objects. This does not allow you to harm creatures you could not harm before with positive energy.

### Latent Healing

When you use *cure* or *invigorate* on a target, you may choose to delay its effects. You may apply effects that add additional hit points of healing at the time of the initial *cure*, such as additional hit points from Fount of Life. At any point, the subject of the effect can trigger its effects as a swift action. You may even target uninjured targets when using your abilities this way, though the effects can only be triggered when the target is injured. Healing delayed this way lasts for 1 hour per caster level or until used, whichever comes first. A target can only be under the effects of one Latent Healing at a time.

### Lingering Resilience

Whenever you remove a condition completely from a creature using your *restore* ability, they are completely immune to that condition for 2 rounds. Being immune to a condition does not provide any additional defense against more severe versions of a condition, and they can not be made immune to a condition they did not have. This may not provide immunity to ability damage, ability drain, death, or negative levels.

Whenever an ally regains hit points from you using your *cure* ability, they gain damage reduction equal to 1/2 your caster level or the number of hit points regained (whichever is less) for 2 rounds. This is not compatible with any form of fast healing you may grant.

### Mass Restore

You may spend an additional spell point when using a *restore* to affect an additional creature per 2 caster levels (minimum 1). All targets must be within range.

### Painkiller

Whenever you *invigorate* a target, they are also healed of an equal amount of non-lethal damage. They are healed up to the maximum amount you can *invigorate*, even if this amount is greater than the number of temporary hit points you grant the target.



## Restore Composure

Your *cure* ability heals an additional 1d8 hit points. When *restoring* a target, the target is also cured of magical effects charm effects, but not control or compulsion effects. They are also cured of all emotional effects, magical or non-magical. This does not undo the effects of instantaneous abilities that have already finished, such as a successful Diplomacy check, or being affected by any form of illusion or deceit.

## Revitalize

This is an update of the Revitalize talent found in Spheres of Power. Add the following section:

If you purchase this talent a second time, the revitalize lasts 1 hour per caster level, or until the target has healed a total number of hit points equal to 10x your caster level, plus an additional 10x your caster level for each time you have gained the Greater Healing talent. If a creature gains fast healing from another source (such as another caster using this ability), they may choose each round which they benefit from.

## Sanctify

As a standard action, you may spend a spell point to summon positive energy and hit a target within range of your *cure* ability as a touch attack. Creatures vulnerable to positive energy gain one temporary negative level for one hour per caster level (no save), even if they are normally immune to negative levels. This increases by 1 die size per 5 caster levels (1d2, 1d3, 1d4, and 1d6). These levels stack, but do not destroy an undead creature if they have as many negative levels as Hit Dice. Instead, if a negative level would reduce the creature to 0 Hit Dice, the creature instead takes 4 points of Constitution drain (even if they are normally immune to ability drain) or Charisma drain if they have no Constitution score for the duration of the effect. A negative energy effect that causes negative levels can be used to remove these negative levels before they become permanent. If a negative level lasts longer than 1 day, the target must pass a Fortitude save per negative level or have the negative level become permanent.

If this ability is used on a creature normally healed by positive energy, each negative level that would be inflicted instead cures 1 temporary negative level the creature has or suppresses one permanent negative level for 1 minute per caster level. Any remaining negative levels grant the creature 5 temporary hit points per negative level, which last for 1 hour.

## Self-Renewal

You may use your *cure* or *restore* ability on yourself as a swift action. You cannot use this to shorten an ability

that has a casting time of more than a standard action, and you cannot affect any creature other than yourself with this ability. You may spend a spell point to do this even if you are normally unable to spell cast due to a condition you can *restore* or while you are unconscious. If you are unconscious, you may use your *cure* or *restore* on your first turn after falling unconscious. If this fails, you may not make another attempt.

## Sudden Invigoration

By spending a spell point, you can use *invigorate* as an immediate action. If done in response to a creature taking damage, you may choose whether the temporary hit points are gained before or after the damage is taken.

## Sustaining Vitality (vitality)

Your ally receives a +4 circumstance bonus to AC and saving throws.

## Taste of Victory

Whenever you successfully hit a creature with at least half as many Hit Dice as your character level with an attack that requires an attack roll, you may spend an additional spell point to use a Life sphere ability as a swift action on any willing creature within range. If the attack was a critical hit, knocked the target creature unconscious, or reduced the enemy to 0 or fewer hit points, you may use the Life sphere ability without spending the additional spell point required to use this talent.

## Water of Life

You can imbue a fluid or small portion of food with your Life sphere abilities. This is performed in the same way as using the Life sphere ability, but targeting the consumable instead of a creature. The consumable must be in hand, and you may only imbue one consumable at a time, even if you can affect multiple creature with your Life sphere abilities (such as with Mass Healing). A consumable can only be imbued once with this ability.

The consumable remains potent until you rest and regain spell points, and possesses an aura as if it were the original target of the effect. Once imbued, the consumable may be given to another person, who may use it is if it were a potion.

Any potion (such as a healing potion) or alchemical agent can be used in place of a liquid. In this case, the imbiber receives the benefits of both the Life sphere ability and the substance imbibed.



## Section 4

# Advanced Magic

*"A story is defined by its ending. Not every story needs a sequel."*

-Dwarf saying

## Advanced Talents

### Hypervitalize

**Prerequisite:** Life sphere, Revitalize, Greater Restore, 15th caster level or higher.

When you use the Revitalize talent on a creature, you may spend 2 additional spell points to make the creature exceptionally vital on a cellular level for the duration of the revitalization. Every cell of their body is so imbued with positive energy that they are no longer a single living being, but a collection of living cells creating a gestalt. Each individual cell can survive on its own and actively fights to keep the whole body functioning: blood will crawl back into the wounds that released them, broken bones will straighten themselves, and wounds will actively close and seal shut.

The hypervitalized creature gains the following benefits:

- Immunity to bleed, death effects, damage from positive energy effects, disease (magical and non-magical), paralysis, poison, sleep effects, aging effects, and stunning.
- Not subject to nonlethal damage of any kind. Immunity to damage or drain to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects. These do not protect the character from the results of their own abilities (such as nonlethal damage caused by the Draining Casting drawback).

- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Severed limbs can be reattached to the body as a standard action (and indeed, will try to reattach themselves if possible). This can be used to speed up any regeneration effect if a sufficient amount of material can be recovered.
- Not at risk of death from massive damage, not disabled at 0 hit points, and at negative hit points is unconscious but stable, even if exceeding the Constitution score. Can only be killed if the body is deliberately destroyed, such as being immolated or disintegrated, or by allowing the effect to expire while at negative hit points greater than their Constitution score. Creatures that possess abilities that allow them to stay unconscious at 0 or fewer hit points still fall unconscious if they would normally die from the amount of damage they have received.
- Does not need to breathe, eat, or sleep.

### Life-Saving Cure

**Prerequisite:** Life sphere, 1st caster level or higher.

Whenever you *cure* a creature, they always regain enough hit points to bring them to a minimum of 1 hit point.

### Transfiguration

**Prerequisite:** Life sphere, Restore Health, 10th caster level or higher.

As a full-round action, you spend two spell points to transform an adjacent creature into a more perfect version of itself, one step closer to divinity than before. The transfigured creature is superior to its old self spiritually, and is free of many of the burdens of mortality. Any



penalties for old age are suspended, and it gains immunity to all diseases, including supernatural and magical diseases, and to poisons of all kinds. Most importantly, its current and maximum hit points are raised by 5 hit points per caster level. This can not bring a creature's maximum hit points to more than twice its normal maximum hit points.

The transfiguration lasts a number of hours equal to your caster level, or until they drop below 0 hit points. When the transfiguration ends, if a creature's current hit point total is greater than their original maximum total, their current hit point total becomes their original maximum hit point total, but they otherwise do not lose any hit points from the reduction in their maximum hit points.

## Incantations

### Ritual of Resurrection

Performing a ritual to restore life to the dead is a complicated thing — and it's not guaranteed that you'll be able to bring them back. Or at least, not that you'll bring them back the same way. That said, a well-stocked laboratory can at least allow you to make the attempt, if you're willing to slave away for hours.

**Sphere** Life **Level** 5th

**Skill checks** in order-Craft (Alchemy) DC 24 1 successes, Heal DC 24 4 successes

**Casting Time** 5 hours

**Components** S, V, M (500 gp worth of oils and medicine, to be used in the revival process)

**Target** One dead creature

**Duration** instantaneous

**Saving Throw** Fortitude (Harmless) SR Yes (Harmless)

By brewing a concoction as detailed by the mad gnome Wallin that was rumored to restore life to the dead, you can attempt to revive the fallen. The process takes hours, as the medicine must be injected carefully into every square inch of the body in painfully small increments, and deal with the tremors and complications that arise during the process.

Each check takes one hour to complete, as the concoction needs precise amounts of heat, stirring, and sitting before the next step can occur. Once the brew is finished, needles are used to inject the brew into the body, and the body must be carefully monitored. The smallest misstep can mean wracking pain for the victim, and possibly even brain damage.

Success, however, allows the creature to return to life with one permanent negative level. (Or if the subject was 1st level, one point of Constitution drain.) The body must be relatively whole beforehand, or else it will still be missing all body parts that it was lacking in the first place.





### Backlash

All performers are exhausted.

### Failure

If one check is failed, the target returns with the damaged soul template. If three checks are failed, the process doesn't work.

## Rituals

### Preserve Organ

**Sphere** Death or Life; **Ritual** o

**Casting Time** 1 minute

**Components** V, S, M (a drop of Liquid Ice worth 1 gp)

**Description** You may preserve a severed limb or harvested organ for 24 hours, during which time the limb or organ does not decompose or deteriorate in any way. When the duration of this ritual expires, the severed limb or harvested organ continues to decompose. This ritual is not sufficient to preserve a whole corpse for the purpose of raising the dead.

### Attaching Severed Limbs

In gritty campaigns, it is commonplace for even low-level characters to experience limb loss, especially when the Called Shots rule system from Pathfinder's Ultimate Combat is being used. Amputated limbs outside of the Regeneration advanced talent or ritual decompose quickly when not preserved. Refer to the table below as a guideline for determining how long a severed limb can remain amputated before use of *regeneration* is required

to reattach a limb. Taking effective measures (such as keeping it cool, at the GM's discretion) to preserve an amputated organ doubles the amount of time it can be preserved.

Attaching a severed limb requires that the amputee recover the hit points lost during the debilitating blow (usually 50% of the creature's maximum hit points), plus a successful use of the Heal skill's *treat deadly wounds* before the limb deteriorates too much. Amputation that is performed due to complications which are the result of disease or poison must be cured before attempting re-plantation. Successfully reattaching a limb without the use of *regeneration* doesn't mean full recovery until the ability damage or drain usually associated with the limb is also treated (see Pathfinder's Ultimate Combat, pages 193-197 for more information).

### Severed Limbs

<i>Limb Size</i>	<i>Example</i>	<i>Necrosis (w/o limb preservation)</i>
Fine	Halfling Finger/Toe	4 hours
Diminutive	Human Finger/Toe	3 hours
Tiny	Human Hand/Foot	2 hours
Small	Human Arm/Leg	1 hour
Medium	Frost Giant Arm/Leg	30 minutes
Large	Titan Finger/Toe	15 minutes
Huge	Titan Hand/Foot	5 minutes
Gargantuan	Titan Arm/Leg	1 minute



## Section 5

# Player Options

*"The beauty of life is that there are so many different ways of ending it."*

-Thutin Stonegrinder, the Frowning Dwarf

## Feats

In addition to feats for Life casters, this section features new feats for non-casters. This section also includes Anathema feats for casters and classes with positive energy channeling features. A character can acquire the anathema ability by choosing the anathema feat, and may take additional anathema feats to enhance it further.

### Anathema (Anathema)

**Prerequisites:** Channel positive energy class feature, fervor, or lay on hands class feature.

As a standard action, you can create a blast of positive energy. The anathema requires either a melee touch attack, or it can be used as a ray with a range of 30 feet. The anathema does d6 damage per level of the class that grants the ability used to meet the prerequisites, and can harm any living or undead target with the evil descriptor or with an evil alignment, even if positive energy would not normally damage the target. The target does not receive a saving throw against damage done by this ability. Using the anathema uses one use of your positive energy class feature, fervor, or lay on hands class ability.

This is a supernatural ability.

### Channel Life (Channeling)

**Prerequisites:** Life sphere, channel energy class feature.

You may channel energy and augment it with your Life sphere abilities. You must spend a spell point in addition to the normal cost of the ability, but do not need to pay

the cost associated with Mass Healing or Mass Restore. The Life sphere ability affects everyone affected by the channeled energy, even if they would normally be out of range of your ability. You are not actually using the sphere ability, and other abilities triggered by using sphere abilities are not triggered (such as vitality feats).

### Crescendo

**Prerequisites:** Life sphere, bardic performance or raging song.

As a standard action you may *invigorate* all allies affected by your bardic performance or raging song, or you may spend a spell point to *invigorate* them as a swift action.

### Empowered Anathema (Anathema)

**Prerequisites:** Anathema

When you use your anathema, you do +1 damage per die.

### Endless Possibilities

**Prerequisites:** Fate sphere, Life sphere.

Whenever you use a Life sphere ability on an ally, they receive a +1 luck bonus to all attack rolls, saving throws, skill checks and ability checks until the end of their next turn. This bonus increases by +1 for every 5 Life caster levels you possess.

### Extended Anathema (Anathema)

**Prerequisites:** Anathema

The range of your anathema increases to 60 ft. You may select this feat up to 3 times, increasing the range of your divine anathema by 30 ft. each time to a maximum of 120 feet.



### Extended Resuscitate

**Prerequisite:** Resuscitate talent, 5th caster level or higher.

Your *cure* and *invigorate* abilities function on creatures who have been dead for a number of rounds equal to 1/2 your caster level.

### Extra Iatrogen

**Prerequisites:** Iatrogen class feature.

Gain an additional iatrogen for which you meet the prerequisites. You may take this feat multiple times. The effects stack.

### First Response

**Prerequisites:** Life sphere.

When you use a standard action to use a Life sphere ability on an ally other than yourself, you may take 10 on any concentration checks required.

### Fount of Mercy

**Prerequisites:** Fount of life talent.

Any ally within close range may spend a standard action to heal themselves for any number of hit points available in your fount of life. This reduces the number of healing stored by an equal amount. This is a supernatural ability that may not be used if either yourself or the ally is in an antimagic field or similar effect. You always have the option of denying or limiting the amount of healing the ally receives, and allies can not benefit while you are unconscious.

### Healing Touch

**Prerequisites:** Life sphere, lay on hands or fervor class feature.

Whenever you use your lay on hands or fervor ability to heal a creature, you may *invigorate* or *restore* the same creature as part of the same action. You must pay the normal spell point cost of the ability.

### Psionic Vitality

**Prerequisites:** Life sphere, psionics class feature.

Whenever you expend a round of your psionics, you or an ally of your choice that is affected by your psionics regains 1d6 hit points.





## Psychosomatic Healing

**Prerequisites:** Create reality class feature.

You may create an illusion around a creature that gives the appearance and feeling that the creature is in good health. This illusion works not only on the creature, but on anyone observing the creature. Whenever the creature takes damage from any source, the amount of damage taken is reduced by half your caster level to a minimum of 0 damage. Unlike damage reduction, this can not be bypassed, except if the attacker manages to disbelieve the illusion.

## Rigorous Defence

**Prerequisites:** Life sphere, inspiration class feature.

Whenever you use inspiration, you may *invigorate* yourself as part of the same action.

## Robustness

Whenever you are the target of a sphere ability or supernatural ability that allows you to regain hit points that does not grant fast healing, you heal additional hit points equal to your Hit Dice. The increase in healing can not be greater than the original amount of healing granted. When you are granted fast healing, the fast healing heals 1 additional hit point per round.

## Shaped Anathema (Anathema)

**Prerequisites:** Anathema

You may form your anathema in different shapes, affecting all creatures within the area. You may make a line with a length equal to the range of your anathema, a cone with a length equal to 1/2 the range of your anathema, or a burst around yourself with a radius equal to 1/3 the range of your anathema. Any creature within other than yourself takes damage, with a Reflex save for half damage with a DC equal to 10 + the number of dice of damage your anathema does (not including extra dice from focused anathema) + your highest mental attribute modifier.

If you possess the Extended Anathema feat, the size of these shapes increases as your range does.

## Studied Healing

**Prerequisites:** Life sphere, Heal skill.

When you use your *cure* ability on yourself or one adjacent ally, you gain a bonus to your caster level equal to half the number of ranks you have in the Heal skill, rounded up. This can not increase your caster level above your Hit Dice.

## Tenacity

**Prerequisites:** Judgment class ability.

Whenever you activate a judgement, if you have not previously activated that judgment today, you gain temporary hit points equal to your Hit Dice + your casting ability modifier. These last until you rest and regain uses of your judgment class ability.

## Tough as Nails

**Prerequisites:** Grit, luck, or panache pool.

When you spend a point of your grit, luck, or panache, you gain temporary hit points equal to your character level. These last 1 minute.

## Treat Injury

**Prerequisites:** Life sphere, Heal 1 rank.

Whenever you treat deadly wounds, you may spend a spell point to remove any one condition (not including ability damage, ability drain, death, or energy drain) from the creature treated, even if it is a condition you can not normally *restore*.

## Triage

**Prerequisites:** Caster class ability or *ki* class ability, Heal 1 rank.

You may spend a spell point or *ki* point to treat deadly wounds on a creature as a full-round action as per the Heal skill. You may do this even if the creature that has already received such treatment that day.

## Vampiric Disruption (Dual Sphere)

**Prerequisites:** Death sphere, Disruption.

Upon successfully using your disruption ability, you may use a swift action to use a Life sphere ability.

## Vital Magic

**Prerequisites:** Fervor or lay on hands class feature.

You may spend 1 spell point as a free action to regain 1 use of your fervor or lay on hands ability.

## Weaponized Anathema (Anathema)

**Prerequisites:** Anathema

Once per round, when you hit with a weapon attack, you may deliver your anathema through the attack as a free action. The damage from the anathema is not increased by critical hits.



## Wellspring of Life

**Prerequisite:** Life sphere, Fount of Life talent.

The maximum size of your fount of life increases by 2 hit points per caster level. It increases by another 2 points per caster level for each time you purchase the Greater Healing talent.

## Wound Manipulator (Dual Sphere)

**Prerequisites:** Alteration sphere, Life sphere.

When you *shapeshift* a creature, you may spend a spell point as a free action to allow them to regain one hit point for every Hit Die they possess. If you possess the Greater Healing talent, they regain an additional hit point per Hit Die for each time you taken that talent. This healing is not positive energy.

# Traits

## Born Healer (Religion)

Your *cure* ability heals an additional  $\text{rd}8$  hit points.

## Combat Healer (Combat)

You can use the first aid aspect of the Heal skill as a swift action instead of a standard action, and Heal is always a class skill for you.

## Compassion (Social)

You may use Charisma in place of Wisdom when you use your Heal skill, and Heal is always a class skill for you.

## Gift for Magic (Magic)

Choose a sphere. You gain a +2 trait bonus to your caster level with that sphere. This bonus cannot cause your caster level to exceed your HD.

## Healing Reserve (Magic)

You have learned to use your own blood to fuel your hit magic. Once per day, you may spend a free action to gain a temporary spell point, but you lose one hit point. This cost can not be reduced in any way and can not be a temporary hit point. The spell point persists until the start of your next turn, and must be spent on talents and effects related to the Life sphere.

# Life Sphere Drawbacks

## Glorious

You are not a healer, you are a soldier, and life can't be given before it is taken. You cannot use your Life sphere abilities without successfully attacking a worthy enemy first. You gain the Taste of Victory talent as your bonus talent for this drawback, but you can only use your Life abilities when Taste of Victory is triggered.

## Medicinal

Your Life sphere abilities cannot be used directly on a creature. Instead, you have the ability to imbue a liquid with your Life sphere abilities. You must select the Water of Life talent with the bonus talent granted by this drawback, and you can only use your Life sphere abilities to imbue fluids, and not directly on creatures.

You cannot gain the Ranged Healing talent. You can not take this drawback if you have the Glorious or Sympathetic drawback.

## Slow Recovery

You lack the ability to cause rapid healing; you can only cure by granting fast healing. You may still *restore* or *invigorate* creatures normally. You must use the talent gained from this drawback to buy the Revitalize talent.

## Sympathetic

You may only *restore* others by taking their afflictions unto yourself. You must select the Empathic Healing talent with the bonus talent gained from this drawback and can only use the *restore* sphere ability with the Empathic Healing talent.

## Unnatural Remedy

Your healing magic may be cold, eerie, harsh, or pervasive. Whenever you use a Life sphere ability on a target, they reflexively resist (even while unconscious), and must make a Will saving throw against the effect as if they were an unwilling target.

You may not take this drawback if you have the Regenerate drawback.



## Section 6

# Equipment

*"If I can take joy, and happiness, and beauty and poetry and life itself and pour it into a vial, how much would you pay? What is everything \*important\* worth to you?"*

-overheard at the alchemist's shoppe

## Mundane Equipment

### Alchemical Creations

#### Fish Liver Grog

**Price** 50 gp;

**Weight** --

No one knows who thought trying to make a fermented beverage from fish guts was good idea, but it turned out to have some practical benefits. One round after drinking the grog, the drinker receives the benefits of a *restore* from the base Life sphere ability, but then immediately becomes nauseated for 2d6 rounds.

#### Alchemical Recipe

**Recipe\*** (20 Myrrh + 20 Quicksilver + 60 Spirit of Wine)/Fermentation

**Craft DC** 25

**Time\*** 1 day

**Tools** brewer's kit

**Type** alchemical remedy

#### Liquid Life

**Price** 20 gp;

**Weight** --

The greatest invention of the alchemical world since transmuted bread, liquid life has what you need to perk yourself up when you're knocked low. Liquid life gives

the drinker 3d6 temporary hit points to the drinker and removes the fatigued condition. Liquid life can not grant more temporary hit points than the drinker currently has in damage. Temporary hit points granted by liquid life disappear after 1 hour. Some have reported mild addiction after prolonged use, or at least an inability to get out of bed in the morning without it.

#### Alchemical Recipe

**Recipe\*** (1 Keif + 2 Mugwort Extract + 5 Realgar)/Filtration

**Craft DC** 20

**Time\*** 10 minutes

**Tools** coffee pot, sieve, or filter

**Type** drug (coffee)

**\*Spontaneous Alchemy:** Those utilizing the spontaneous alchemy variant crafting system found in Pathfinder Player Companion: Alchemy Manual, may utilize the recipe and crafting time listed for both Fish Liver Grog and Liquid Life. Players otherwise craft these using the crafting rules found in the Core Rulebook, pg 91-93.

### Herbs

#### Elfleaf

**Price** 5 gp;

A dose of this herb can be brewed into a bitter tea. Upon drinking and sleeping for 8 hours, the drinker heals one point of ability damage. Multiple doses taken in a 24 hour period do not have a cumulative effect.



## Feyroot

**Price** 5 gp;

Feyroot comes from one of several trees that naturally absorb magical energy. Any sphere caster can charge the root by spending a spell point. This is a full-round action that provokes attacks of opportunity. If eaten within 1 hour, the eater regains 1d10 hit points.

## Goodspice

**Price** 2 gp;

The shredded leaves of this plant can be added to any dish to give a slight sweet and savory flavor. If added to a potion in the proper quantity, the person adding the goodspice may make a Craft (alchemy) or Profession (herbalist or cook) to disguise the potion. The check to identify the potion increases to the result of this check if it is higher than the check would normally be. Those who try to identify the potion and fail believe the potion to be a potion of healing of roughly equal caster level to what it actually is.

# Magical Items

## Potions and Consumables

### Cleansing Potion

**Aura** faint Life; **Caster Level** 1st

**Weight** 1/10 lbs.; **Price** 50 gp

#### Description

Made from blessed water, a *cleansing potion* performs the following functions. It *cures* dazzled, fatigued, sickened, shaken, staggered, lessens exhausted to fatigued, lessens frightened to shaken, lessens nauseated to sickened, lessens panicked to frightened, and heals 1d4 points of ability damage to one ability score of the drinker's choice. If the status conditions healed or lessened are part of an ongoing effect, it only suppresses or reduces the effect for 1 round.

#### Construction Requirements

Brew Potion, Life sphere; **Cost** 25 gp

### Cleansing Potion, Greater

**Aura** faint Life; **Caster Level** 2nd

**Weight** 1/10 lbs.; **Price** 200 gp

#### Description

Made from blessed water touched by a feather from an angelic being, this potion *cures* the same effects as the *cleansing potion* as well as completely removing the exhausted, frightened, nauseated and panicked conditions. This also heals all ability damage and the stunned condition. If the

status conditions healed are part of an ongoing effect, it only suppresses the effect for 2 rounds.

#### Construction Requirements

Brew Potion, Life sphere, Greater Restore; **Cost** 100 gp

### Common Cure

**Aura** faint Life; **Caster Level** 1st

**Weight** 1/10 lbs.; **Price** 50 gp

#### Description

The most common of healing items, this simple vial full of enchanted water tends to be the main tool of low-level adventurers trying to stave off death. A single potion heals 1d8+1 hit points.

#### Construction Requirements

Brew Potion, Life sphere; **Cost** 25 gp

### Halfling Black Bread

**Aura** faint Life; **Caster Level** 2nd

**Weight** 1 lbs.; **Price** 100 gp

#### Description

This bread is originally an invention of halflings who made it 'with love'. Halfling love turned out to be a powerful combination of fermented herbs. A single slice of this bread is enough to grant the eater fast healing 1 for 2 minutes, and counts as a full meal for anyone that eats it.

#### Construction Requirements

Brew Potion, Life sphere, creator must be a halfling; **Cost** 50 gp

### Mother's Mercy

**Aura** faint Life; **Caster Level** 2nd

**Weight** 1/10 lbs.; **Price** 200 gp

#### Description

Originally passed off as nothing more than snake oil due to its difficulty in use, this small bottle of seven secret ingredients has life-saving properties. Once imbibed, it restores 1d8+2 hit points. If poured down the throat of a creature that has died in the previous round, it restores the same number of hit points, and if the target's new hit point total is greater than the negative of its Constitution score, then it comes back to life and stabilizes at its new hit point total. Otherwise, the creature remains dead. Creatures brought back to life in this manner gain a temporary negative level.

#### Construction Requirements

Brew Potion, Life sphere, Resuscitate; **Cost** 100 gp

### Seed of Life

**Aura** moderate Life; **Caster Level** 10th

**Weight** 1/10 lbs.; **Price** 5,000 gp

#### Description



This seed (harvested from a dryad's tree) is attuned to the forces of life, and if carefully prepared and planted inside the heart of a creature that died within 24 hours, can even return them to life. The seed quickly grows into a tree that consumes the target's body, but produces a large seed pod after 24 hours that produces a complete copy of that body, returned to life (if the target's soul is willing to return). A body returned to life in this fashion suffers no negative levels, but is inflicted with weakness as their body returns to normal; they gain the sickened condition for 1 week which nothing, not even magic, can remove. A target can be returned to life only once with a seed of life; if a second seed is used on the same creature, the second, plant-born body cannot fully nourish a tree of life, causing the seed to die. This restriction ends after 1 year.

#### Construction Requirements

Brew Potion, Life sphere, creator must have 5 ranks in Knowledge (Nature); **Cost** 2,500 gp

#### Troll's Claret

**Aura** moderate Life; **Caster Level** 10th

**Weight** 1/10 lbs.; **Price** 1,500 gp

#### Description

Typically found in red mason jars and not to be used by the squeamish, this combination of troll's blood, root of a living tree, and several other alchemical reagents is a powerful salve when used correctly. When applied on the target, *troll's claret* grants the target fast healing 1 for 10 minutes, and they are healed of all broken bones, severed body parts (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), and ruined organs. This also restores sight, hearing, and other permanent loss of senses. If body parts to be reattached are not present, they require 2d10 rounds to regrow. This cannot bring a creature back from the dead nor function on a creature that is already dead.

#### Construction Requirements

Brew Potion, Life sphere, Revitalize, Regeneration; **Cost** 750 gp

#### Vitalist's Secret Tonic

**Aura** faint Life; **Caster Level** 2nd

**Weight** 1/10 lbs.; **Price** 500 gp

#### Description

The formula for this varies wildly, as it has been discovered and rediscovered numerous times over the years. Drinking this can heal many conditions, provided those conditions have not been allowed to linger for more than a 24 hours. It heals confused, dazed, dazzled, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, stunned, all lost senses, and all ability damage, ability drain, and temporary negative levels.

#### Construction Requirements

Brew Potion, Life sphere; **Cost** 250 gp

## Life Staff Properties

Any staff of power that adds a caster level bonus to Life sphere abilities can have the following properties added to them:

#### Equitable

This staff can be used to remove a condition that the bearer can not normally *restore*, provided a basic Life talent exists that can perform the function. The staff may be used this way a maximum number of times per day equal to the caster level bonus it grants. The bearer must still pay the spell point cost of the ability.

Moderate enchantment; CL 6th; Craft Staff, Life sphere; Price +1 bonus

#### Vital

The bearer of this staff and all creatures within 60 ft. receive a bonus to their saving throws equal to its enhancement bonus against the Death sphere, negative energy, and death effects. The bearer of this staff gain the benefits of the Counterspell feat, which may only be used to counter or dispel Death sphere abilities. Those wielding the staff may add the staves enhancement bonus to their magic skill bonus when using the staff this way.

Weak enchantment; CL 4th; Craft Staff, Life sphere, Counterspell; Price +2 bonus





## Wellspring

When the bearer of this staff uses a *cure* effect, they may tap into the reserve of this staff and add extra points to the *cure*. A maximum of 20 hit points per +1 caster level bonus of the staff per day can be provided by the staff, and can be delivered in any combination of *cure* effects. These extra hit points return over night.

Moderate enchantment; CL 8th; Craft Staff, Life sphere, Fount of Life; Price +1 bonus

## Armor

### Armor of the Unstoppable Warrior

**Slot** Armor; **Aura** faint Enhancement Life; **CL** 6th;

**Weight** 50 lbs.; **Scaling** Prize; **Price** 2,650 gp

This +1 *full plate* is functional and plain. It bears no identifying marks, and resizes to fit any creature between Small and Large size categories. The armor itself is made of polished steel that never tarnishes, and when struck, it sheds light as a torch.

**7th Level - 3,525 gp:** Once per day as a standard action, the wearer of the armor can grant themselves fast healing 1 for 2 minutes.

**8th Level - 4,950 gp:** The armor becomes +2 *full plate*. Additionally, the wearer may use the restore of the Life sphere as a 1st level caster twice per day.

**9th Level - 6,900 gp:** The ability gained at 7th level can be used three times per day.

**10th Level - 9,300 gp:** The armor becomes +3 *full plate*.

**11th Level - 12,300 gp:** Once per day as a standard action, the wearer of the armor may touch a target that died within the last round and heal 1d8+12 hp. If the target's new hit point total is at a negative amount greater than its Constitution score, then it comes back to life and stabilizes at its new hit point total. Otherwise the target remains dead. Creatures brought back to life in this manner gain a temporary negative level.

**12th Level - 16,200 gp:** The armor becomes +4 *full plate*.

**13th Level - 21,000 gp:** Once per day, the armor restores 50 hp to the wearer in response to the wearer's death. If the wearer's new hit point total is at a negative amount greater than its Constitution score, then it comes back to life and stabilizes at its new hit point total. Otherwise the target remains dead. Creatures brought back to life in this manner gain a temporary negative level.

**14th Level - 27,750 gp:** The armor grants fast healing 1 at all times.

**15th Level - 36,000 gp:** The armor becomes +5 *full plate*.

**16th Level - 47,250 gp:** The armor becomes +5 *light fortification full plate*.

**17th Level - 61,500 gp:** The armor becomes +5 *medium fortification full plate*.

**18th Level - 79,500 gp:** The armor becomes +5 *heavy fortification full plate*.

**19th Level - 102,750 gp:** The wearer of the armor becomes immune to ability damage and ability drain.

**20th Level - 152,500 gp:** The wearer of the armor becomes immune to fear effects and energy drain.

### Construction Requirements

Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Enhancement sphere, Life sphere, Greater Restore, Restore Soul, Resuscitate, Revitalize; **Cost** 76,250 gp

## Shields

### Shield of Close Calls

**Slot** Shield; **Aura** faint Enhancement Life; **CL** 5th;

**Weight** 5 lbs.; **Scaling** Prize; **Price** 1,575 gp

This +1 *buckler* is thin and light, and has a pair of bronze dice embossed on the front of it. As a move action, the *shield of close calls* can be changed into an equivalent *heavy steel shield* and vice versa.

**6th Level - 2,400 gp:** Once per day as an immediate action, the shield restores 1d8+2 hp to the wearer in response to the wearer's death. If the wearer's new hit point total is at a negative amount greater than its Constitution score, then he comes back to life and stabilizes at his new hit point total. Otherwise the wearer remains dead. Creatures brought back to life in this manner gain a temporary negative level.

**7th Level - 3,525 gp:** The shield becomes a +2 *buckler*.

**9th Level - 6,900 gp:** The shield becomes a +3 *buckler*.

**10th Level - 9,300 gp:** Once per day as an immediate action, the wearer of the shield can reroll a failed saving throw. The wearer must take the results of the second roll, even if it is worse.

**11th Level - 12,300 gp:** The shield becomes a +4 *buckler*.

**12th Level - 16,200 gp:** The ability gained from 6th level now restores 1d8+10 hp, rather than 1d8+2.



The ability gained from 10th level is now usable three times per day.

**13th Level - 21,000 gp:** The shield becomes a +5 *buckler*.

**15th Level - 36,000 gp:** The ability gained from 6th level now heals 1d8+30 hp, rather than 1d8+10.

**16th Level - 47,250 gp:** The shield becomes a +5 *moderate fortification buckler*.

**17th Level - 61,500 gp:** The shield becomes a +5 *heavy fortification buckler*.

**18th Level - 79,500 gp:** Once per day in response to the wearer death, the shield can revive the wearer on the end of their next round as if the wearer had Greater Resurrection cast on them. This is only used after the ability gained from 6th level has already been used for the day, or if it fails to restore enough hp.

**19th Level - 102,750 gp:** When using the ability gained from 18th level, the wearer of the shield also restores 1d8+100 hp.

**20th Level - 150,575:** The ability gained at 10th level is now usable at will, as is the ability gained at 15th level.

#### Construction Requirements

Craft Arms and Armor, Craft Rod, Craft Wondrous Item, Enhancement sphere, Life sphere, Protection sphere, War sphere, Greater Resurrection, Luck, Resuscitate; **Cost** 75,287 gp

## Wondrous Items

### Alabaster Gloves

**Aura** strong Life; **Caster Level** 12th

**Slot** Hands; **Price** 40,000 gp; **Weight** —

#### Description

These white gloves channel and focus positive energy along strands of gold weaved into them. Whenever the wearer use a sphere ability or supernatural ability that manipulates positive energy and either heals hit points or does damage, the amount of hit points or damage is increased by +10.

#### Construction Requirements

Forge Ring, Life sphere; **Cost** 20,000 gp

### Clear Gem

**Aura** moderate Life; **Caster Level** 8th

**Slot** Wondrous; **Price** 75,000 gp; **Weight** —

#### Description

This small, oval gem fits easily into a pocket, and refracts light as if it were a diamond. Whenever a positive energy healing effect occurs within 60 ft. of the bearer, they benefit as if they had been targeted by an identical effect. The original targets of the healing effect still benefit. It has been suggested by some that powerful undead may create a corresponding opaque gem which would give the same effect for negative energy.

#### Construction Requirements

Forge Ring, Life sphere; **Cost** 37,500 gp

### Earth Warrior's Boots

**Aura** faint Life; **Caster Level** 2nd

**Slot** Feet; **Price** 4,000 gp; **Weight** —

#### Description

These sturdy leather boots are prized by mercenaries who can't afford the services of a healer. When standing upright on solid soil or stone, slamming the heel of either boot into the ground (a free action) will grant the wearer fast healing 1 for 2 minutes. Each boot can be used once per day, and can be used at the same time or separately (the effect stacks with itself). Both boots must be worn for the magic to be effective. The boots also grant DR 5/magic versus anything harmful that the wearer steps on that are environmental in nature, or traps that attack from beneath the wearer.

#### Construction Requirements

Craft Wondrous Item, Life sphere, Revitalize; **Cost** 2,000 gp

### Necklace of the Healed Soul

**Slot** Neck; **Aura** faint Fate Life; **CL** 3rd;

**Weight** 1/2 lbs.; **Scaling** Prize; **Price** 400 gp

This *necklace*, is a thin platinum chain interwoven with small diamonds with a single charge that refreshes each day. The wearer as a standard action, may use the *restore* Life sphere ability by spending a single charge. When using sphere talents or abilities from the necklace they are considered to have CL 1st.

**4th Level - 900 gp:** The wearer of the *necklace of the healed soul* can now use *restore* with the Greater Restore talent. The wearer uses the necklace sphere talents or abilities at CL 2nd.

**7th Level - 3,525 gp:** The wearer of the *necklace of the healed soul* can now use *restore* with the Greater Restore and Restore Soul talents. The wearer uses the necklace sphere talents or abilities at CL 4th.

**10th Level - 9,300 gp:** The wearer of the *necklace of the healed soul* can now use *restore* with the Greater Restore, Restore Senses, and Restore Soul talents. The wearer uses the necklace sphere talents or abilities at CL 6th.



**12th Level - 16,200 gp:** The wearer of the *necklace of the healed soul* can now use *restore* with the Break Enchantment, Greater Restore, Restore Senses, and Restore Soul talents. The wearer uses the necklace sphere talents or abilities at CL 8th..

**14th Level - 27,750 gp:** The wearer of the *necklace of the healed soul* can use the *Freedom word* from the Fate sphere by spending a single charge. The wearer uses the necklace sphere talents or abilities at CL 10th.

**15th Level - 36,000 gp:** As an immediate action, the wearer of the *necklace* can use the *Bless word* from the Fate sphere by spending a single charge. The wearer uses the necklace sphere talents or abilities at CL 12th.

**16th Level - 47,250 gp:** The *necklace* has 2 charges which refresh daily. The wearer uses the necklace sphere talents or abilities at CL 14th.

**17th Level - 61,500 gp:** The *necklace* has 3 charges which refresh daily. The wearer uses the necklace sphere talents or abilities at CL 16th.

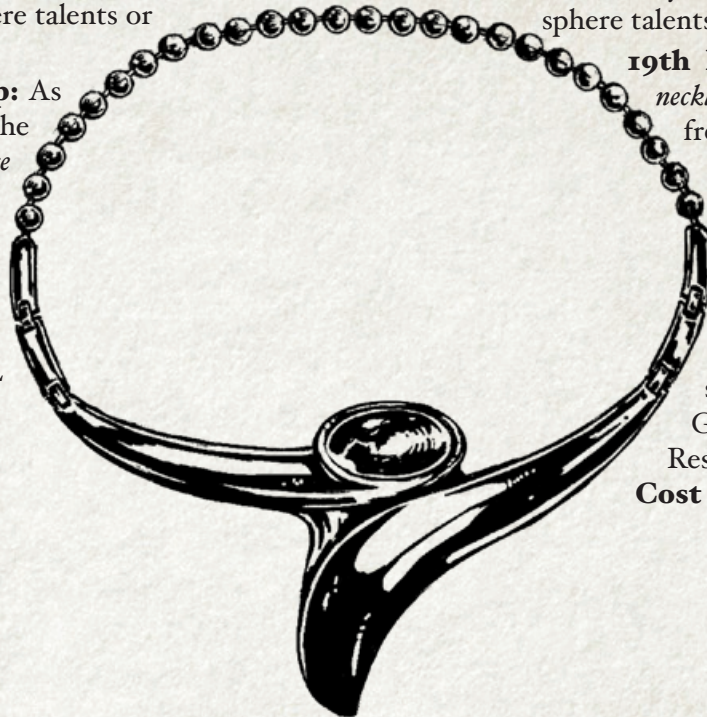
**18th Level - 79,500 gp:** The *necklace* has 4 charges which refresh daily. The wearer uses the necklace sphere talents or abilities at CL 18th.

**19th Level - 102,750 gp:** The *necklace* has 5 charges which refresh daily. The wearer uses the necklace sphere talents or abilities at CL 20th.

#### **Construction Requirements**

Craft Rod, Craft Wondrous Item, Fate sphere, Life sphere, Break Enchantment, Greater Restore, Freedom, Restore Senses, Restore Soul;

**Cost** 51,375 gp





## Section 7

# Bestiary

### CALADRIAS

*A raven-shaped bird with pure-white feathers that can intuit diseases and even remove them.*

**CR** 1/6

**XP** 65

N Tiny magic beast

**Init** +2; **Senses** low-light vision; Perception +6

### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 3 (1d8-1)

**Fort** +1, **Ref** +4, **Will** +2

### OFFENSE

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +4 (1d3-4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 2, **Dex** 15, **Con** 8, **Int** 6, **Wis** 15, **Cha** 7

**Base Atk** +0; **CMB** +0; **CMD** 6

**Feats** Skill Focus (Perception), Weapon Finesse

**Skills** Fly +6, Perception +6

### MAGIC

**Caster Level** 1st; **MSB** +1, **MSD** 12, Concentration +3

**Tradition** Natural (none); **CAB** Cha

**Spell Points** 3

**Life sphere** – DC 13, **Duration** instantaneous (invigorate 1 hour, restore 7 rounds), **Range** touch, **Talents** Restore Health,

*Invigorate* +1 temp hp

*Cure* 1d8+1 (1 sp)

*Restore* (1 sp, heal 1d4 ability damage, dazzled, fatigued, sickened, shaken, staggered, MSB vs poison and disease (MSB +5 vs disease) (1 sp))

### SPECIAL ABILITIES

#### Detect Disease

The caladrius can sense disease within a creature within 30 ft. as a standard action, though gains no special insight into identifying the disease or its effects. The caladrius gains a +4 bonus on MSB checks to remove disease with the Restore Health talent.

#### Familiar

The master of a caladrius familiar gains a +3 bonus on Heal checks.

### ECOLOGY

**Environment** any temperate

**Organization** solitary, pair, or flock (3-12)

**Treasure** none

The caladrius was bred by the monks of orders dedicated to healing and the alleviation of the afflictions of the diseased, though some have been freed to start populations in the wild.



## Template

### Damaged Soul (CR +0)

When a person is revived from the dead with a piece of their mind missing, the results are rarely pretty. The revived immediately sinks into a berserk rage, destroying everything around themselves in an effort to make sense of anything. If that wasn't bad enough, the healing magic sustains them for as long as possible, making a damaged soul capable of wandering for eons.

#### Creating a Damaged Soul

**Defensive Abilities:** A damaged soul gains supernatural regeneration equal to their Hit Dice. This regeneration is only overcome by negative energy or an antimagic field. A damaged soul also gains extraordinary DR 5/-. A

damaged soul does not need to eat, drink, or breathe, sustained instead by the healing magic that motivates it.

**Weaknesses:** A damaged soul is permanently confused, as if it were subject to the Mind sphere's lesser Confusion *charm* permanently or an *insanity* spell. However, they can always choose to attack the last target that attacked them. If a target removes the confusion from the damaged soul with *restoration*, Restore Mind or a similar effect, the damaged soul will stand helplessly for as long as the effect lasts. If a target uses *greater restoration*, *heal*, *limited wish*, *miracle*, *wish* or Restore Mind and Body on the damaged soul, the damaged soul template is removed.

**Ability Scores:** Str +4, Con +6, all mental scores set to 2, if higher. Mindless creatures or creatures otherwise lacking a mental ability score may not acquire the damaged soul template.





## Section 8

# Player's Guide

For a player that wants to more than just dabble in the Life sphere, there are several viable and interesting character concepts they can pursue.

### The Channeler

The channeler a powerful healer who relies on energy channeling to deliver healing to allies in close range. The short range of their channels means they will often be in the front lines of battle, so they are often melee capable, but not as capable as others. They may also be exorcist, as the investment is small for those who have channel energy class features. They will frequently take the Life sphere with the Limited Restoration (cure/invigorate) drawback—preferring to rely on their channel energy for healing. They will augment their channel energy with Channel Life to synergize their abilities, but otherwise they do not need to invest heavily in the Life sphere to be effective.

### The Exorcist

The exorcist is a master of manipulating positive energy and using it to heal creatures or harm them. Their ability to turn positive energy into blasts that can hurt undead and frequently hurt many other kinds of creature gives them range and versatility in many situations, but the existence of enemies immune to their positive energy means they can not rely solely on that tactic. Exorcists are frequently classes that have positive energy features, such as paladins, warpriests, and clerics with Anathema feats, who can still fight effectively when fight an enemy immune to their energy attacks.

### The Field Medic

The simplest type of healer is often primarily another class, but dabbles in Life magic. They have ways of

combining their natural healing abilities with the Life sphere. They will usually have the Life sphere, and the Studied Healing feat. Healing is usually their secondary function in combat, so they only choose those Life sphere abilities that are of great assistance to them. Their natural mobility will let them take advantage of their heal skill, and Triage and Treat Injury feats will also appeal to them.

### The Leader

The leader is a combat healer that doesn't do any actual healing, instead they let others heal themselves. They will often take Fount of Life and several levels of Greater Healing to keep their Fount of Life full. Allies around them can then use their own actions to heal themselves, while the leader performs their other duties.

### The Unkillable Soldier

The soldier has extraordinary abilities to heal themselves, with more limited (if any) abilities to heal others. They take a different tactic to helping their allies stay alive: they place themselves in harm's way, and then use their abilities to heal themselves. An unkillable soldier will frequently take the Life sphere with the Regeneration drawback, and Self-Renewal talent so they can heal during battle. Robustness is also a good alternative to Greater Healing for them, and Revitalize is often a good talent for them, often to the extent that they will take the Slow Recovery drawback, and couple it with Revitalize (taken twice) so they can have it running for most of their work day with only 2 or 3 castings.

### The Vivomancer

The vivomancer is a powerful caster dedicated to Life magic. They are likely full-casters with limited martial



abilities, and most of their actions in combat are dedicated to healing their allies and staying out of trouble themselves. They are likely have many Life sphere talents, often taking several levels of Greater Healing to be effective healers, Ranged Healing and Mass Healing so they can be effective and far away at the same time, and several restore talents. Vivomancers will often learn how to capitalize on their Life talents offensively with abilities such as Disruption to give themselves offensive options (especially early in battle, when there is little healing to do). If they have the means to invest heavily in another sphere, they might choose a sphere that will let them buff their allies further, such as Enhancement, Protection, or War. Alternatively, they might choose Conjunction so that they can conjure themselves a body guard.

## The Warlord

The warlord is a preventive healer who is more interested in causing pain than relieving it. They are often highly skilled in *invigorate* abilities, often taking Deeper Invigorate. They will *invigorate* all allies before and after every battle, giving them huge pools of temporary hit points without having to spend time in combat tending to them, but some will even go as far as taking Ranging Healing and Mass Healing so they can refresh their allies' temporary hit points during the battle. They will often augment this with vitality feats and feats that improve their ability to heal during battle such as Adrenaline Surge and Taste of Victory.



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# The Vivomancer's Handbook

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

*The Vivomancer's Handbook is book 11 in a multi-part series.*

