The Worldwalker's Handbook

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Credits

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Chapter 1
Introduction

Think sideways.

If you are reading this book, then I can assume you are, or at least aspire to be, a worldwalker. As such, it is my duty to help prepare you for the read you are preparing to tread, and if there was only one piece of advice I could give you to prepare you for this journey, it would be the same advice my own teacher gave me when I first learned to warp: think sideways.

Most people approach problems like one might a locked door; there's an obstacle in their way, and they must find the key to getting through it. No flair, no finesse; locked door equals need key.

But what if you didn't? What if you could, say, bypass the door? As a worldwalker, you can bypass a locked door with little effort by literally teleporting through it. Your magic gave you a new way to overcome the obstacle.

Warp magic gives you many ways to overcome obstacles by thinking sideways. Need to climb a mountain? Teleportation lets you climb to the top with but a few steps. Want to cross a chasm? What if you fell through a portal, then used your momentum to fly through the air?

These are obvious applications of teleportation magic, but the principle of thinking sideways is an important one, even in other situations. What if, instead of a locked door, the problem was you needed food? A straightforward person might try to grow it or buy it, but can you think of other solutions? What if you found new things to eat? What if you tricked master chefs into participating a cooking contest with you as the judge? There are other options, you just have to find them.

As a worldwalker, if is your privilege, some might even say your duty, to see what few get to see. To talk paths neverbefore trod, and see sights most could even dream of. Thanks to teleportation magic, the locked doors that might stop other people, the wide oceans, tall mountains, and impenetrable walls, are as nothing to you.

But those are not the only obstacles you'll face. The further out you go and the more exotic the locations you visit, the more unforseen obstacles you'll meet that not even teleportation can bypass.

You will encounter civilizations who's thinking is entirely alien to you. You will find monsters you've neverbefore considered, who's weaknesses are completely unknown to you. You will face obstacles the likes of which you never could have conceived, that have trapped and killed all previous worldwalkers and adventurers who have attempted to overcome them. And when that happens, there is only one thing you can do.

Think sideways.

Welcome, fellow traveler, to the lustrious club. We have no membership signs nor organized meetings, and are only recognizable to each other by the look in our eyes. The look of one who has seen sights no one else has known. The look of one who has lived more in a day than most common men have lived through their entire lives. The look of one who has breakfasted on the coasts of Cauloca, then dined in the palaces of Ooroo beneath the haze of the Great Volcano.

See you on the other side.

Manipulating space is an exceptionally useful tool for a scholar. With it I've crossed the world in a breath to see a sight rather than reading second hand descriptions. I've met reclusive practitioners in remote laboratories and gained access to archives all across the continents. Even the world becomes only one small place, a pool in the ocean of the planes.

I have no hesitation in saying that without this magic I never would have gained the recognition and respect I have. I would be one more scholar recycling the works of others.

-Scholar Radha

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

Navigating this Book

Section 2 – Class Options: This section is devoted to mechanics that expand a player's options with character classes, including new archetypes and new class mechanics.

Section 3 – Basic Magic: New talents for the Warp sphere are presented here, as well as expansions of previously existing talents.

Section 4 – Advanced Magic: Warp themed expansions of the advanced magic systems are in this section, such as an advanced talent to create portals and an incantation to return you to a key location.

Section 5 – Player Options: In player options there are new feats, traits, casting traditions, and racial mechanics. Included are new dual sphere feats to combine the magic of Warp with other spheres and a variety of traits useful for Warp practitioners.

Section 6 – Equipment: This section presents new equipment with Warp themes, with a focus on new magic items utilizing extradimensional spaces. convenience.

Class Options

Warping will twist your brain. It is a headache to learn, understand, and use. But when you need to squeeze under a door and hide the evidence outside of reality, there is no substitute.

-Spymaster Samuel addressing new recruits

Broadcast Blade (Mageknight Archetype)

Warp Warrior: The broadcast blade must choose the Warp sphere with the magic talent she gains at first level, unless she already possesses the Warp sphere.

Broadcast (Su): At 2nd level, a broadcast blade can twist space as a standard action to make a single melee weapon attack against an entire area. Choose an area from the list of shapes below. She makes a single attack and rolls only once for attack, damage, and any other variables involved in her attack and applies those results to each creature in the area.

At 11th level, a broadcast blade can use a full-round action to strike every target in the chosen area twice instead of once. She rolls twice, and applies each result to every creature in the area.

The broadcast ability can be used in conjunction with Pouncing Teleport as if it was an attack, or a full attack action if attacking twice.

Lance: At 2nd level the broadcast blade learns the lance shape, allowing her to attack all targets in a line. Her line may be of any length up to a maximum length of 10 ft. plus an additional 5 ft. at 5th level and every 5 levels thereafter (so 15 ft. at 5th, 20 ft. at 10th, 25 ft. at 15th, and 30 ft. at 20th).

Scythe: At 4th level the broadcast blade learns the scythe shape. She may attack all targets in a number of squares within her reach. She may attack into 5 contiguous squares plus an additional square at 10th level and every 5 levels thereafter (so 6 at 10th, 7 and 15th, and 8 at 20th).

Axe: At 8th level the broadcast blade learns the axe shape, allowing her to attack all targets in a cone. Her cone may be of any size up to a maximum of 10 ft., increasing by 5 ft. at 20th level and every 10 levels thereafter (so 15 ft. at 20th).

This replaces the mystic combat at 2nd level, and the bonus combat feats at 4th and 8th levels.

Tactical Teleport: At 3rd level, the broadcast blade can make rapid, short range teleports. When the broadcast blade teleports herself (and only herself) to a location within 10 ft. she may spend an additional spell point to teleport as a swift action instead of a standard action. The range of this teleport increases by 5 ft. every 4 levels thereafter (15 ft. at 7th, 20 ft. at 11th, 25 ft. at 15th, and 30 ft. at 19th).

This replaces stalwart.

Blitzing Blade: At level 20, the broadcast blade no longer spends an additional spell point to use the tactical teleport class feature, and may use broadcast to strike every target twice as a standard action instead of a full-round action.

This replaces spellsword.

Mystic Combat: These unique mystic combats are only available to the broadcast blade.

Aggressive Teleport: You gain Pouncing Teleport as a bonus magic talent. In addition, when using Pouncing Teleport you may choose to do so aggressively, gaining +2 to attacks but -2 to armor class until your next turn as if you had charged.

Broadcast Shield: You learn to apply your talents more defensively. Any allies adjacent to you may add your shield bonus to their armor class.

Elusive Teleport: When you teleport, you gain a +1 dodge bonus to armor class until the start of your next turn. This bonus increases by +1 for every 10 broadcast blade levels you possess, and does not stack with itself.

Selective Broadcast: You may exclude a number of 5-ft. squares equal to your casting ability modifier from the area of your broadcast ability.

Spatial Skirmisher: You gain Spatial Reach as a bonus magic talent. When you use it on yourself, you may use your broadcast blade level as your caster level for this ability if it is higher.

Variable Broadcast: (Requires broadcast blade level 11) When you make two attacks with broadcast, you may use a different shape and target a different area with each attack.

Author's Note: The Personal Warp drawback is highly recommended for this archetype, particularly with Emergency Teleport, Pouncing Teleport, or Quick Teleport selected as the bonus talent.

Dimension Shifter (Shifter Archetype)

A dimension shifter learns to transform her body into a ghostly substance. She shifts through dimensions as easily as shifting between forms.

Class Skills: A dimension shifter adds Knowledge (planes) to her list of class skills and removes Handle Animal from her list of class skills.

Blink: The dimension shifter gains Blink as a bonus magic talent, even if she does not possess the Warp sphere. She may use her dimension shifter level as her caster level for this ability if it is higher.

This replaces wild empathy.

Dimension Shifting: When a dimension shifter shapeshifts herself and only herself, she may cause herself to blink as part of the same action. She may also maintain both effects on herself as a single concentration action, and may spend a single spell point to maintain both effects on herself without concentration for 1 minute per caster level.

This replaces quick transformation.

Ghostly Sight (Su): At 3rd level a dimension shifter can perceive the ethereal plane from the material when she blinks, allowing her to see and hear ethereal creatures and objects normally. This ability to perceive the ethereal plane is limited to a 30-ft. range. A dimension shifter can easily tell the difference between what is ethereal and material.

This replaces endurance.

Dive (Su): At 4th level a dimension shifter may spend a spell point to take a special move action referred to as a dive. She moves up to 30 ft. and may choose to move through solid objects, allowing her to pass through solid walls or sink through floors. She may not pass through force effects or other surfaces that would block incorporeal or ethereal creatures. If she would end her action inside a solid object she takes 1d6 damage and is shunted to the nearest open space.

This replaces lingering transformation.

Ghostly Touch (Su): At 5th level a dimension shifter can easily interact with other dimensions when she blinks. While blinking she can interact with ethereal and incorporeal creatures as if they were solid, allowing her natural attacks to count as magical and deal full damage to incorporeal creatures. In addition, she applies her natural armor against the touch attacks of incorporeal creatures.

This replaces steal language.

Submerge (Su): At 9th level a dimension shifter may linger within an object after using dive. As long as she is adjacent to open space at the end of her dive, she may end her action inside of a solid object. She can see into adjacent space unobscured while submerged, and can remain submerged for up to one minute per dimension shifter level. She may exit the object at any point as part of normal movement (spending 5 ft. of her movement to move into any adjacent unoccupied space), or may use dive again to continue moving through solid objects.

This replaces extended transformation.

Ghostly Claws (Su): At 11th level a dimension shifter can cause her attacks to effortlessly pass through defenses when she blinks. Once per turn while blinking, she may choose to resolve a single natural attack as a touch attack. Also, she may spend a spell point as a free action to resolve all her natural attacks as touch attacks until the beginning of her next turn.

This replaces boundless communication.

Ghostly Presence (Su): At 15th level a dimension shifter's presence on the material is much more selective when she blinks. She may spend a spell point as an immediate action to halve all damage done to her until the beginning of her turn, though this does not apply to force effects, ghost touch weapons, or other effects that would ignore her blink miss chance. In addition, she can choose to become nearly weightless as a free or immediate action, making her immune to fall damage and fail to set off traps or other effects that would be triggered by weight.

This replaces endless communication.

Deep Dive (Su): At 17th level a dimension shifter can dive as a full-round action instead of a move action, allowing her to move up to 60 ft. instead of 30 feet. In addition, she may remain within an object after diving for up to one hour per dimension shifter level.

This replaces greater transformation.

Effortless Dive (Su): At 20th level a dimension shifter no longer needs to spend a spell point to dive, and may remain within solid objects for any length of time.

This replaces second skin.

Author's Note: Dimension Shifter is explicitly compatible with the Martial Shifter archetype from Champions of the Spheres, despite its modification of the quick transformation feature. However, when combined with Martial Shifter the Dimension Shifter gains the dimension shifting feature at 2nd level instead of 1st.

Drifting Lotus (Unchained Monk Archetype)

The nomadic order of the drifting lotus master the mystic arts of space and teleportation, incorporating them into an elegant fighting style.

Class Skills: A drifting lotus adds Knowledge (arcana), Knowledge (planes) to her list of class skills and removes Knowledge (history) and Ride from her list of class skills.

Proficiencies: A drifting lotus is proficient with simple weapons, as well as light armor. In addition, if this is her character's first level in any class, she may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: A drifting lotus may combine spheres and talents to create magical effects. A drifting lotus is considered a Low-Caster and uses Wisdom as her casting stat 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 stunning fist.

Spell Pool: A drifting lotus at first level 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 + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

A drifting lotus may spend spell points if they were ki points for all ki powers and class features. As long as she has at least 1 spell point, she can make a ki strike.

At 3rd level, ki strike allows her unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

At 7th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.

At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.

At 16th level, her unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

This replaces ki pool.

Blended Training: A drifting lotus gains a combat or magic talent every time she gains a class level. A drifting lotuses uses her casting ability modifier as her practitioner modifier.

This replaces the bonus feats class feature and fast movement.

Unarmed Expert: A drifting lotus is an expert in unarmed combat. At first level she gains the Open Hand sphere as a bonus combat talent. If she already possesses this sphere, she may instead select a bonus combat talent she qualifies for from the sphere.

This replaces unarmed strike.

Warp Expert: A drifting lotus gains the Warp sphere and Pouncing Teleport as bonus magic talents, as well as the Personal Warp drawback. This drawback does not grant an additional bonus talent, but may be bought off as normal. For each of these talents she already possesses she may instead gain a Warp sphere talent of her choice or buy off a Warp specific drawback.

This replaces flurry of blows.

Lotus Style: At 5th level the drifting lotus learns a lotus style. Once per turn, after she successfully teleports herself, the drifting lotus may gain the effects of a single lotus style. At 9th level, and every 4 levels thereafter, a drifting lotus learns an additional lotus style. At 15th level, she may gain two different lotus style benefits in a turn, either gaining both from a single teleport, or individual from two separate teleports.

This replaces style strike.

Bloom: The next attack the drifting lotus makes carries a dangerous spatial disturbance that splinters the target's body. If her next attack hits, she deals an additional 1d6 damage per two levels to the target. This damage is not subject to damage reduction, hardness, or energy resistance. If the drifting lotus does not attack before her next turn, this benefit is lost.

Branch: The drifting lotus both teleports and does not teleport, temporarily appearing in two locations at once. After teleporting, the drifting lotus exists in both her starting position and her destination until the beginning of her next turn. This does not grant her additional actions, but she may take actions from either location and split actions between them as desired (allowing her to attack at one location and move at the other, for example). If a single ability would affect her in both locations (such as a breath weapon or destructive blast) she is only affected once. This allows her to flank with herself. At the beginning of her next turn, the drifting lotus resolves this duality and exists only at the destination end of her teleport.

Evade: Until the beginning of her next turn, the drifting lotus gains a +2 dodge bonus to AC and Reflex saves. This bonus improves by 1 or every ten levels (+3 at 10th, +4 at 20th). She loses this bonus whenever she would lose her monk AC bonus.

Flit: The drifting lotus may make a secondary teleport in the same turn. She may cast this secondary teleport as a swift action, but it has a maximum range of 5 ft. plus an additional 5 ft. per 4 levels and cannot benefit from any Warp talents she possesses. If it is not used before the end of her turn, this second teleport is lost.

Float: Until the beginning of her next turn, the drifting lotus unmoors herself from the bonds of the earth. She does not take fall damage, and falls at a rate of 60 ft. per round. In addition, she may turn a fall into a glide, moving an equal distance in a horizontal direction of her choice. Finally, she can choose to simply hover instead of falling, hanging in place until some other force moves her or until her next turn begins.

Pursue: The drifting lotus teleports not to a place, but a person; space bends to keep her only a step away from them. The drifting lotus designates a single target within her reach to pursue. If they attempt to move out of her reach before her next turn, she may move after them as an immediate action. This allows her to mirror their movement up to a maximum distance equal to her speed. She must pass through every square her target passed through to mirror their movement, and if she reaches a point where she cannot follow (such as by not having the appropriate movement type) she immediately stops and can no longer pursue.

Rush: The next attack the drifting lotus makes transfers the latent momentum of her teleport into her target. If her next attack hits, she may make a bull rush against the target. This does not provoke an attack of opportunity, and she may choose to substitute her MSB plus her casting modifier for her CMB for this maneuver. If the target is knocked into a solid object, they suffer 1d6 bludgeoning damage, + 1d6 for every 5 ft. they would have continued past the barrier. You do not move with the targets of your bull rush. If the drifting lotus does not attack before her next turn, this benefit is lost.

Whirl: Until the beginning of her next turn, the drifting lotus is surrounded by a dizzying distortion. Anyone who attacks her or targets her with an effect requiring line of sight must succeed on a Will save (DC 10 + 1/2 drifting lotus level + her Wisdom modifier) or become sickened for 1 minute.

Dreamwalker (Hedgewitch Tradition)

Class Skills: Knowledge (planes), Knowledge (religion), Perception

Dreams are as comfortable to you as the physical world, and by using your magic you can twist them to your will.

Tradition Benefit: You gain the Dreamspace feat as a bonus feat, even if you do not meet the prerequisites.

Tradition Power: While sleeping you can spend a spell point to merge your dreamspace with the dreams of another. The target must be asleep, and you must have some connection to them (such as a target you have met firsthand, have a lock of hair from, or that you have the name and likeness of) but may otherwise be anywhere, even another plane. They enter your dreamspace the same way you do, though they have no control over light, temperature, or other details. If they are unwilling they receive a Will save (DC 10 + 1/2 hedgewitch level + casting ability modifier) to avoid the connection, and if they fail they may reattempt it every minute to break away from your dreamspace. You may disconnect your dreamspace from their dream as a full-round action, sending the target back to their previous dreams. They also return to their previous dreams if you wake up or otherwise exit your dreamspace.

If the target is within touch range of your physical body, you do not need to spend a spell point to merge your dreamspace with their dreams. If the target is not asleep, cannot dream, or otherwise cannot be reached (such as by being in a dead magic zone) you may wait until they fall asleep, or at any point before merging with their dreamspace you may stop the attempt (which does not result in spending a spell point). You may only merge with one target's dreams at a time, plus an additional number of targets equal to half your hedgewitch level. You must still pay the spell point cost for each one separately. You do not

need to connect to each target at the same time, but may connect and disconnect your dreamspace with each target's dreams separately.

Spell points spent on this power are taken from the dreamwalker's pool before they refresh, if spent during an 8 hour rest.

At 5th level you can merge your dreamspace with a target that is awake, causing them to immediately fall asleep when they enter your dreamspace. An unwilling target does not fall asleep if they succeed on their Will save, and even if they fail their save they may attempt a new save every round instead of every minute, waking up immediately after disconnecting from the dreamspace. Once they have succeeded on this save, they automatically succeed on further saves to put them to sleep this way for 24 hours.

At 13th level you may spend an additional spell point to create a mass dreamspace, connecting your dreamspace to a distinct group of people all at one time. This group must share some clear connection, such as all being members of an organization or family or living in the same locale (such as a settlement or small region, but not something larger like a country). You must also have a

connection to this group (such as being a member of the organization, having a picture and surname of a family, or possessing soil from a location). When connecting to groups the maximum number of people you can connect to increases to your hedgewitch level multiplied by your casting modifier. You may connect to multiple groups in the same dream (connecting to each separately), but all groups count against the same limit. If a given group is larger than this limit, the targets most known to you or most relevant to the group are affected first (such as heads of a family, the leaders of an organization or government, and the closest to the center of a locale).

Tradition Secrets: A hedgewitch with the Dreamwalker tradition adds the following secrets to those she can select:

Acolyte Dreaming: If you do not possess the dreamwalker tradition power, this grants you the ability to use the the 1st level version of the dreamwalker tradition power, but not its 5th and 13th level upgrades. You may select this secret up to three times, gaining access to the 5th level upgrade the second time, and the 13th level upgrade the third. You must still be the appropriate level to use and gain the benefits of those upgrades. If you already have the dreamwalker tradition power, you cannot select this secret.

Dream Meditation: You can choose to enter a meditative state at any time as a free action. This meditative state is treated and functions as sleeping in all respects, except that you retain awareness of the physical world (eliminating the usual +10 on Perception DCs), wake up only when you desire as a free action, and can easily meditate while sitting upright, standing, or even moving at a walking pace.

Expansive Dream: The size of your dreamspace is to a 10-ft. cube per hedgewitch level instead of its normal progression. If you have non-hedgewitch levels, you gain an additional 10-ft. cube in size for every 4 non-hedgewitch levels you possess.

Greater Dream: Multiply your hedgewitch level by 2 when determining how many targets you can simultaneously merge your dreams with. You may select this secret multiple times, increasing the multiplier by 1 each time (3 if taken twice, 4 if taken three times, and so on).

Imagery: You have fine control over the cosmetics of your dreamspace, allowing you to reproduce specific locations rather than setting general themes, control precise details, and eliminate any influence of your unconscious mind if you so choose.

Tradition Grand Secrets: A hedgewitch with the Dreamwalker tradition adds the following grand secrets to those she can select:

Dream Travel: After successfully connecting your dreamspace to a target, you may spend a spell point at any point during the merged dream to physically transfer your body through dreamspace. Your physical body teleports to an unoccupied space adjacent to the target, regardless of the distance between them or if the target is on another plane.

Note: This secret is comparable to an advanced talent. Its availability in a game should not be assumed if advanced talents are not allowed.

Subjective Time: You can adjust the effective time in your dreamspace, allowing experiences to occur faster or slower in the quasi-real space. Time in your dreamspace may either be doubled, allowing you to experience two rounds for every round in the real world, or halved, experiencing one round in dreamspace for every two rounds in the real world. You may adjust the effective time of your dreamspace when entering or part of the same standard action to adjust other traits of your dreamspace.

Note: This secret is comparable to an advanced talent. Its availability in a game should not be assumed if advanced talents are not allowed.

Tradition Mastery: Merging your dreamspace with a target's dreams no longer costs a spell point.

Extra Class Features

Armorist Arsenal Tricks

Extradimensional Storage (Sp): This is an update of the Extradimensional Storage arsenal trick. Add the following section:

You may take this arsenal trick twice, which upgrades your spell-like ability to have the effect of two purchases of Extradimensional Storage.

Hedgewitch Secrets

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

Poppet: You can create a poppet that possesses a sympathetic link to a creature, allowing you to affect them with your magic regardless of distance. To create a poppet, you must personally collect a specimen directly from the creature body, such as a hair, a nail cutting, or drop of blood. Within 24 hours of collection, you must create a small poppet that incorporates the entire specimen, a process that takes 1 full minute and requires common materials of negligible cost (such as a handful of straw, mud, or wood). The poppet lasts indefinitely once created. When you use a sphere ability, you may target the poppet to affect the creature it was made from, allowing you to affect them regardless of distance or line of sight, though they must be on the same plane. The sympathetic link makes the creature immediately aware of the incoming effect and allows them to defend against it without being surprised or asleep, though they are not made aware of the magic's precise nature or source. After conveying magic once the poppet crumbles, becoming useless. You may only possess a number of poppets equal to your casting ability modifier at one time, and only one poppet at a time for any given creature. If you collect a sample for a new poppet that would put you over these limits, an older poppet crumbles (either the already existing poppet for the creature targeted if you have one, or one of your choice if you don't).

Hedgewitch Grand Secrets

Extra Magic Item: You can adjust your personal space in slight ways, allowing you to wear additional magic items without them interfering with one another. You gain an untyped item slot that can hold any item of any slot, such a second headband, a second pair of gloves, or third ring. This extra magic item can be stolen, sundered, or removed just like any other item.

Mageknight Mystic Combats

Collapse Armor (Su): You can treat any armor you wear as having the collapsible special ability (as described in Section 6: Equipment) except that you may collapse or recall the armor as a swift action instead of a full-round action, and you may choose which piece the armor collapses into each time you use this ability. You may spend a spell point to collapse or recall your armor as a free action instead of a swift action.

Hunter's Mark (Su): (Requires marked) You can sense any creature you've left a magical mark on using your marked ability. You always know the direction and distance to them and what plane they are currently on. As a full-round action you may spend a spell point to teleport yourself to a square adjacent to a marked creature regardless of their distance from you, though you cannot travel between planes this way.

Ritual Tracker (Su): You can track creatures by observing the omens and mystic signs that subtly mark their passing. You can use Spellcraft instead of Survival to both find and follow tracks, using the same DCs listed under the Survival skill. In addition, you can track creatures that leave no tracks, such as flying and swimming creatures, and creatures using trackless step or pass without trace, taking a -5 penalty to your check for each such effect they benefit from. Finally, if you find or follow tracks where someone has teleported or moved between planes, you may make a Spellcraft or Survival check against a DC equal to their MSD to determine their destination. With a successful check you learn the direction of their destination and whether the distance to that destination is near (less than 1 mile), moderate (1 mile to 10 miles) or far (greater than 10 miles); if they moved between planes you instead learn what plane they moved to.

Veil Piercer (Su): Your magic allows you to interact with other dimensions. You may choose to touch and interact with ethereal and incorporeal creatures and objects as if they were solid. You may choose to have your attacks and effects count as magical for the purposes of affecting incorporeal creatures. If you do, your damage is not halved against them, and effects that do not cause damage are not subject to the standard 50% chance of failure. This does not allow you to perceive anything ethereal or invisible.

Rogue Talents

In addition to rogues, investigators and slayers may select some of the listed talents. An investigator may select Hidden Space, Now You See It, Slip Through, and Smokescreen in place of an investigator talent. A slayer may select Slip Through in place of a slayer talent.

Hidden Space (Sp): You can use Extradimensional Storage as a spell-like ability. You use your rogue level in place of caster level, and for casting class levels when determining MSB and MSD. You do not gain a spell pool, but may spend spell points on this ability if you gain them from another source.

You may take this talent twice, which upgrades your spell-like ability to have the effect of two purchases of Extradimensional Storage.

Now You See It (Sp): (requires Hidden Space) You can access your Extradimensional Storage in a quicker, more subtle manner. You may stow or withdraw a single item as a move action (or as a swift action if you have taken Hidden Space twice). In addition, you may make a Sleight of Hand check to conceal your action, opposed by a Perception check from observers. On success, observers do not notice the action and remain unaware of the item's absence or presence for at least 1 round. Further, an observer's opposed Perception check must succeed by 5 or more for them notice the involvement of extradimensional space; otherwise they notice the action but remain uncertain of how it was accomplished.

At rogue level 10, you may use this talent as a swift action rather than a move action (or as a free action once per round if you have taken Hidden Space twice).

Reaching Fingers (Su): You can reach further than you ought to, bending space just enough to grab an enticing purse from a hidden corner or snatch cell keys from an unsuspecting guard. You add 5 ft. to your reach, but only for the purposes of Sleight of Hand checks, Steal maneuvers, or manipulating objects (such as picking up unattended objects, throwing switches, or dropping objects). You do not threaten this area, and cannot make attacks with your additional reach. Increase this reach by 5 ft. for every 5 rogue levels you possess.

Slip Through (Su): You learn to fit through gaps that shouldn't hold you. You treat yourself as half your size (or one size smaller) for the purpose of squeezing, fitting through narrow spaces with Escape Artist, and similar rules. At the GM's discretion, you can also accomplish feats such as fitting your arm under a door or sticking a finger through a keyhole.

At rogue level 10, you treat yourself a quarter of your size (or two sizes smaller) instead of half.

Smokescreen (Sp): (requires Hidden Space) You can deploy items to cover your escape. As part of a move action you can call any number of objects from your Extradimensional Storage and drop them. You may use this ability to drop loose items like bottles, gravel or sand to turn squares you pass through into difficult terrain (generally requiring 2 lbs. of suitable items per 5-ft. square), block a doorway with something large, or spill liquids such as oil, holy water, or alchemical substances onto the ground. You can also use this ability as a distraction by dropping something that draws attention: by scattering loose papers, shattering glass on hard ground, or throwing out a sack of dead spiders, you may make a Bluff check to create a diversion to hide as part of your move action. This latter use generally requires 1 lb. of suitable items.

Chapter 3
Basic Magic

It is easier to bend the world than to bend yourself.

-A magician's proverb

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

Avert (space)

You may bend space around yourself to avert attacks. When you bend space against an attack targeted at you, the originator of the attack must make a Will save or have their attack veer wide and miss. You must normally ready an action to make use of this ability since bending space requires a standard action, but you may spend a spell point to use it as an immediate action instead.

When you take the total defense action, you may use this ability as an immediate action until the beginning of your next turn without paying a spell point.

Blink (space)

A creature affected by this ability interacts with physical objects erratically. You may choose to apply this effect as a benefit or penalty. As a benefit this grants the target an effect similar to concealment (20% miss chance +5% per 3 caster levels, maximum 50%) against attacks against them. As a penalty, the target always attacks as if into concealment (suffering a 20% miss chance +5% per 3 caster levels on all attacks, maximum 50%), but may attempt a Will save to negate the effect. Miss chance from either version is not applied to force effects or effects that pass between coterminous planes (such as attacks from weapons with the ghost touch special ability). Miss chance from this effect does not stack with miss chance from other blink effects, being incorporeal, or similar

effects; only the highest applies. This effect lasts as long as you concentrate, though you may spend a spell point to sustain it for one minute per caster level without the need for concentration.

Create Gap (space)

You bend space to create a gap in an otherwise solid object or wall. By spending a spell point, you can create a hole in an inanimate object up to a 5-ft. cube in size plus an additional 5-ft. cube per 4 caster levels placed in any configuration so long as it is contiguous. This hole does not damage the object or affect its structural integrity; since the created hole is formed of added space rather than removed space, everything in the affected area is still accessible, pushed to the nearest edge of the created gap. If the gap is created so that a creature would fall through it, they may make a Reflex save to safely move to the nearest edge of the hole. This hole lasts as long as you concentrate, though you may spend a spell point to allow a gap to remain for 1 minute per caster level without concentration.

Dimension Pierce (space)

You allow one touched object or creature to interact with other planes by spending a spell point. A touched creature can target ethereal and incorporeal targets without suffering a 50% miss chance or reduction in damage, and can manipulate such targets as if they were material. A touched object gains the ghost touch special ability. The effects of this talent last for one hour per caster level.

Distort Size (space)

You distort the target's spatial footprint, causing them to occupy a smaller or larger area. You may add or subtract 5 ft. to the space they occupy (so an enlarged Medium

creature would occupy a 10-ft. cube instead of a 5-ft. cube, and a shrunken Gargantuan creature would occupy a 15-ft. cube instead of a 20-ft. cube). You can alter the target's space by an additional 5 ft. for every 4 caster levels you possess. This does not change the target's size category for any purpose such as reach, damage, or modifiers, though their reach does extend from the new space they occupy. If you would shrink the target's space below a 5-ft. cube, you instead halve their space for each 5 ft. you would normally subtract, rounding down to the nearest half foot (a Medium creature shrunk by one step would occupy a 2-1/2-ft. cube, or a 1-ft. cube if shrunk by two steps).

You may alter the target's space anywhere from their normal size as a swift action each turn (or as part of a concentration action). When you use this ability on a target, you can also grant them control, allowing them to spend a swift action to change their space each turn following the same rules.

This effect lasts for as long as you concentrate, but you may spend a spell point to maintain it for 1 minute per caster level without concentration.

Extradimensional Room (space)

This is an update to the Extradimensional Room talent. Add the following section:

You may take this talent two times; when taken a second time you gain greater control over your room. As long as you concentrate, the room remains even if you are not inside it. You do not need to continue concentrating while inside the room, but must begin concentrating again if you exit for the room to remain. In addition, as a standard action or as part of concentration, you can bar the portal and prevent anything from crossing it. Anyone inside can reopen the door as a standard action, while anyone outside can force the portal open with a Strength check or slip through with an Escape Artist check (with the DC being equal to 10 + 1/2 caster level + casting ability modifier). While barred, the portal can still be seen and the room dispelled from the outside. Lastly, if you also possess the Extradimensional Storage talent, you may withdraw any number of items from your Extradimensional Storage and place them on any stable surface in the room when it is created. When the room expires or is dispelled, you may have any unattended items inside of it be placed directly into the space of your Extradimensional Storage talent rather than ejected so long as they do not exceed its weight limit.

Extradimensional Storage (space)

This is an update of the Extradimensional Storage talent. Add the following section:

You may take this talent two times; when taken a second time your extradimensional space may hold an additional 15 pounds per caster level, for a total of 25 pounds per caster level. In addition, you may place or withdraw an object from your extradimensional space as a move action instead of a full-round action. If the object would normally be worn or have to be donned in some way (such as armor or a magic ring), you may remove or don it as part of the same action as placing or withdrawing it from storage.

Flex Space (space)

You can choose to either contract or expand space in an area equal to three 10-ft. cubes, plus an additional 10-ft. cube per caster level. These cubes must be arranged contiguously, but otherwise may assume any shape. Contracted space is easier to move through, allowing you to move 10 ft. per 5 ft. of movement. Expanded space is more difficult to move through, and 10 ft. of movement allows you to only move one 5-ft. square. These effects multiply and divide all other movement costs (such as difficult terrain or poor visibility), and are a specific exception to the normal rule for doubling. This area lasts as long as you concentrate, but you may spend a spell point to allow it to remain for 1 minute per caster level without concentration. If you occupy squares with different effects on your movement speed, you move at the slowest rate of all the squares. If you attempt to contract an expanded space (or vice versa) you must succeed on an MSB check against the opposing effect. On success, your effect functions normally and the opposing effect is suppressed for the duration.

Fluctuate (space)

By spending a spell point you can charge a target with spatial instability. Each turn they may teleport as a swift action, with the range decreased to 10 ft. plus an additional 5 ft. per 4 caster levels. This effect lasts as long as you concentrate. As a free action you may spend a spell point to allow the effect to continue for 1 round per caster level without the need for concentration.

You cannot select this talent if you possess the Bender drawback, or otherwise do not possess the teleport function of the Warp sphere.

Imbue Teleport

When you would teleport a target, you may imbue them with the ability to teleport instead of immediately teleporting them. The imbued target gains the ability to teleport themself once with the same details (such as caster level, talents, spell point expenditures) as you used with the original casting. However, the target may only teleport themselves and not others.

The imbued teleport remains for 1 hour per caster level, or until used once. You may maintain one imbued teleport at a time, plus an additional imbued teleport for each five caster levels you possess.

Isoport

When you teleport a target you may change their orientation and lower their velocity. This allows you to turn the target up to 360 degrees, which lets you turn them during a charge or run action and either give or remove the prone condition, and cancel out momentum-based movement (such as falling, being thrown or pushed), which effectively resets any distance they've fallen. Using this talent to respond to actions or events outside of your turn typically requires a readied action.

You may choose to apply only the effects of Isoport, changing a target's spatial orientation and velocity without teleporting them to another location. Doing so reduces the casting time to a swift action instead of a standard action. If you also spend a spell point, you may Isoport a target as an immediate action. You must possess Unwilling Teleport to affect unwilling targets, and spend a spell point as usual.

Looped Space (space)

You bend the edges of an area, bounding it with your magic and trapping creatures inside. The bounded area measures one 10-ft. cube, and you may increase the area by an additional 10-ft. cube per 5 caster levels, arranged as you wish so long as the entire area is contiguous. Anyone inside the area must succeed on a Will save to move out of the area. On a failed save, they instead move to the opposite face of the area and must wait until their next turn to attempt to leave it again. This does not prevent attacks across the boundary in either direction, and creatures may enter the area without difficulty. This area lasts as long as you concentrate, but you may spend a spell point to allow it to remain for 1 round per caster level without concentration.

If you also possess Plane Manipulator, you may spend a spell point to apply its dimensional anchor effect to the area of your looped space, contesting teleportation and planar travel to an MSB check.

Pouncing Teleport

You may spend a spell point or increase your teleport casting time by one step in order to make a single attack after successfully teleporting yourself. You may also spend an additional spell point to make either a full attack or take an attack action instead of a single attack after successfully teleporting. You may not use this talent in conjunction with any abilities or conditions that reduce the action needed to teleport (such as Emergency Teleport or Quick Teleport).

Ranged Bend

When you use a (space) talent, the target or location to be affected may be any appropriate target or location within close range instead of touch range. You may take this talent multiple times. Each time it is taken, increase the range by 1 step (close to medium, medium to long).

Recall

Before you teleport yourself or a willing ally, you may designate the target's current square as a recall point by increasing the casting time of your teleport by one step or by spending a spell point. At the end of each round, the target may choose to return to the recall point, teleporting there without spending an action so long as it is within medium range (or long range, if you possess Distant Teleport). The recall point lasts for 1 round per caster level or until used once, whichever comes first.

Segmented Warp

You may spend a spell point to split a teleport in two. You cast a single teleport on yourself and pay any spell point costs once, but may teleport yourself twice in quick succession. Between these two teleports you may only take one action of any kind you have remaining. Casting the second teleport does not require a second action, but provokes an attack of opportunity regardless (though you may cast defensively or use other methods to protect yourself from such attacks). The total distance covered by both teleports cannot be longer than the maximum range of the initial teleport. If your second teleport is disrupted by an attack of opportunity or other means, it is lost.

If used in conjunction with Pouncing Teleport you do not get extra attacks, but may make your attack after either half of the split teleport. Attacking this way counts as your single action for the purposes of Segmented Warp. If you choose to full attack, you may instead use any number of your attacks as a single action, and use any remaining attacks after your second teleport. Other abilities that would create additional effects with your teleport (such as dual sphere feats) only apply to one of the split teleports.

Spatial Reach (space)

You can imbue a creature with magic that bridges the distance between them and anything they reach or move towards, contorting space to their benefit. The target gains a +10 ft. enhancement bonus to their movement speed and adds 10 ft. to their natural reach, though they do not threaten with this additional reach. Both bonuses increase by 5 ft. per 5 caster levels. This effect lasts as long as you concentrate, but you may spend a spell point to allow it to remain for 1 minute per caster level without concentration.

Warp Link (space)

You may create a link to a touched spot, object, or creature, allowing you to know the direction and distance to it. You know if the target is on another plane and whether that plane is coexistent, coterminous, or separate from the plane you are on, but you do not know their direction and distance if they are on another plane. If your target is unwilling, you must succeed on a melee touch attack (or a ranged touch attack with Ranged Bend) to create the link, and they are allowed a Will save to negate the effect. The link lasts for one hour per caster level. You may only maintain one link at a time, though you may spend a spell point to create a link that does not count against this limit. If you also possess Teleport Beacon, your beacons gain all the effects of this talent as if they were also links.

Warping Strike

As a standard action, you may make a single weapon attack. If the target is damaged by the attack, you may apply a (space) talent or teleport to it as part of the same action. You can only teleport a willing target unless you also use Unwilling Teleport. This talent may be used with the Spell Attack feat*.

Champions of the Spheres

Wormhole (space)

You touch a single 5-ft. square and link it to another 5-ft. square (plus an additional 5-ft. square per 2 caster levels) within close range of it, contracting the space between them. Anyone may choose to use 5 ft. of their movement to travel in a straight line between two linked squares as if they were adjacent (though they are not treated as adjacent for any other purpose). This wormhole lasts as long as you concentrate, but you may spend a spell point to allow it to remain for 1 round per caster level without concentration.

If you possess Ranged Bend more than once, this also increases the maximum distance between the touched squares (allowing you to place squares within medium range of one another if Ranged Bend has been taken twice, or long range if taken three times).

Chapter 4
Advanced Magic

She appeared in the market without warning, stepping through a rift in space with complete nonchalance; a flurry of snowflakes and icy breeze followed her out, melting instantly in the coastal heat. Sparkling, jagged lines of energy framed a mountainous vista and a pearlescent tower, separating them from the mundane sights of the canopied market stalls. The witch made a purchase, politely delivered a letter to me, then returned through the rift as another might move through a doorway. She seemed entirely unaware of the stir her power caused, or even that crossing such distances was remarkable at all.

-Excerpt from the journal of Zephyr Broadsail, proprietor of Broadsail Outfitters

Advanced Talents

Enduring Portal

Prerequisites: Warp sphere, Portal, Teleport Beacon, Unwilling Teleport, 15th caster level or higher.

When using the Portal advanced talent, you may spend an additional spell point to cause the portal to remain without the need for concentration, and increase its maximum duration to 1 hour per caster level.

If you instead spend 2 spell points, the portal has a permanent duration and dispelling attempts affect it as if it were a magic item. Effects that would destroy a magic item (such as Counterspell, Greater) can also destroy the portal.

Mass Teleport

Prerequisites: Warp sphere, Group Teleport, Ranged Teleport, 10th caster level or higher.

By spending 2 spell points, you may teleport any number of targets within close range. If you possess Unwilling Teleport, you only need to spend one spell point no matter how many unwilling targets are affected. If an unwilling target makes their saving throw, other targets are still affected as normal. If you possess Teleport Object, you may also teleport any number of objects so long as each individual object is within your weight limit (or size limit if you possess Teleport Structure).

Store Structure

Prerequisites: Warp sphere, Extradimensional Storage, 1st caster level or higher.

By spending a spell point you can touch an object to place it in your extradimensional storage, even if it would normally be too large or dense. Objects stored this way do not count against the weight limit of your storage, but are limited by size; you may store objects whose combined size is no larger than the maximum size listed on the structure table below.

When you retrieve an object stored this way, it appears in an unoccupied, adjacent square. It must be placed on a suitably supportive surface; a boat could be placed on a relatively flat plain or a large body of water, but not midair.

Teleport Structure

Prerequisites: Warp sphere, Teleport Object, 5th caster level or higher.

You can teleport objects of much greater weight and size, even whole vehicles and structures. You may teleport any object of appropriate size, shown on the structure table below.

If you use Group Teleport in conjunction with this talent, a teleported object counts as a creature in the affected group for the purposes of who may be included within the Group Teleport.

If you use Mass Teleport in conjunction with this talent, you may teleport all targets touching a teleported object or structure instead of teleporting all creatures within close range. You must use Unwilling Teleport to teleport any unwilling creatures on the object or structure.

Warp Manipulator

Prerequisites: Warp sphere, Plane Manipulator, Unwilling Teleport, 1st caster level or higher.

You may spend a spell point to create a dimensional anchor as an immediate action, allowing you to use it in response to a teleportation effect.

In addition, when a teleport fails due to your dimensional anchor you may pay a spell point to redirect it, choosing its destination as if you had cast the effect instead of the caster. The caster must succeed on a Will save to avoid the effect being redirected.

Structure Table

Caster Level	Maximum Size	Example Object
1st	Medium	Barrel
5th	Large	Table
10th	Huge	Wagon
15th	Gargantuan	Catapult
20th	Colossal	Ship
25th	Colossal+	Tavern
30th	Colossal++	Castle

Warping Structures (Store and Teleport Structure)

Teleporting or storing objects the size of buildings can raise tricky questions. Here are a few points of clarification for common situations.

A vehicle or building that is occupied is counted as attended or in a creature's possession, preventing it from being teleported or stored unless all occupying creatures are willing and/or helpless.

When it comes to larger structures, a GM is advised to be permissive when determining what counts as a single object. Even if an object might technically be made of many individual parts, as long as it is conceptually a single thing (like a castle) it should be treated as one object for these advanced talents.

Finally, the contents of a structure is moved with it as if they were part of the object, within reason. A wagon full of hay, or the kegs in a tavern should be counted as part of the larger object. Simply tying a giant dragon corpse to the top of a wagon won't cut it though: all contents must fit comfortably inside the structure to be counted as part of it.

Incantations

The River Returns

The island city of Great Delta is a nexus of magic and water, countless rivers running into and from the lake it is built within. As the heart of all waterflows in the region, the city has a mystic link to even the most distant rivers. This link may be used by a clever and careful magician to travel swiftly back to Great Delta from far afield.

Sphere Warp; **Effective Level** 6th

Skill Checks in order - Knowledge (geography) DC 22 1 success, Spellcraft DC 22 1 success, Swim DC 20 4 successes.

Casting Time 30 minutes

Components S, V, F (a river)

Target up to 8 willing creatures

Duration instantaneous

Saving Throw none; SR: no

Description

Developed by the water magi of Great Delta, this incantation allows a traveling magi or one of their allies to make their way back to the city. By calling upon the natural flow of water and the power held within the city rivers, this magic can link a nearby river to the distant rivers of the city, and so by swimming down the river an individual can instantly return to Great Delta.

First, one traveler must match the river used as a focus for the incantation with the most similar river found at Great Delta with a Knowledge (geography) check. Then one traveler must perform the arcane rite that links the two rivers together with a Spellcraft check.

Once the rite is complete, each traveler must enter the river and make four consecutive Swim checks to travel its currents and reach Great Delta.

Backlash

Swimming in the real and magical currents takes great effort. All travelers are exhausted.

Failure

If a performer fails the initial Knowledge (geography) or Spellcraft checks then the ritual simply fails. If one of the travelers fails two consecutive Swim checks then they do not arrive at Great Delta, and instead sink in the river used as a focus as if they had failed a Swim check by 5 or more.

Adaptation and Use

The basic mechanical effect of The River Returns is teleportation to a specific place, limited by a specific medium. By altering the skill checks and medium, the incantation can be changed to fit any number of places and circumstances; for example, the priests of a god of roads might teach an incantation that can return a traveler from any road to their temple, requiring a Knowledge (religion) and Spellcraft check to perform the proper ritual, and four Diplomacy checks to pray to the god in a pleasing manner.

In general this incantation should only be adapted to one or two major locations, allowing players to swiftly return from distant adventures to a home city or a base of operations, but not travel anywhere in the world at a whim.

The Motion Archival

Hidden far beneath the earth is a secret, ancient labyrinth: the dusty halls of the Ancestral Repository. Within its dizzying maze rest endlessly slumbering monsters, fabled treasures, forgotten mysteries, and the immortal guardians who watch over it all and keep it safe. Those in the service of these guardians know an incantation by which any object or entity of interest can be returned to the Repository from afar: The Motion Archival.

Sphere Warp; **Effective Level** 4th

Skill Checks in order - Knowledge (arcana) DC 20 2 successes, Knowledge (local) DC 20 1 success, Diplomacy DC 20 1 success

Casting Time 1 minute

Components S, V

Target one creature or object

Duration instantaneous

Saving Throw Will negates; SR: yes

Description

Granted only to the allies of the Ancestral Repository, this incantation offers an object or creature to the Repository and requests that the immortal guardians take custody of it. The incantation uses a circle of blood to call the attention of the guardians to the target, which is then followed by a petition to one of the guardians.

The circle of blood must be created around the target at precise locations. Because of this, a creature targeted by this incantation must either be willing or helpless. Further, the circle must incorporate arcane symbols that give a short description of the target, and so creating the circle requires the two Knowledge (arcana) checks.

When the circle is successfully created, a link between the target and the Repository is formed. Within the circle, a mirage of the labyrinth can be seen, and a petition can be sent through it. The petition must follow a complex protocol and address a specific immortal guardian appropriate to the target being sent. Understanding this protocol and the proper guardian to address takes a Knowledge (local) check, and then a Diplomacy check to make a convincing petition.

After a successful petition, the target is teleported to the Repository.

Backlash

One willing performer (either primary or secondary) must take 2d6 damage as they provide blood for the incantation.

Failure

If you fail the initial Knowledge (arcana) checks, the incantation simply fails immediately as the link fails to form between the target and the Repository. Failing the Diplomacy check means the petition is rejected, and the target is not accepted by the guardians. If the Diplomacy check is failed by 5 or more, the incantation automatically fails if used on the same target again before one week passes.

Curiously, failing the Knowledge (local) check does not prevent the target from being teleported, but means incorrect protocol was used or the wrong guardian addressed. This typically results in censure by the guardians (treat them as unfriendly the next time they are encountered), but sometimes may result in stranger results, such as an object being lost in a dangerous or unknown part of the Repository, a transported villain appearing in an insecure area, or the target arriving in a way that disrupts or adversely affects other archived items.

Adaptation and Use

The Motion Archival is an incantation useful for securing dangerous villains, retrieving hard to transport artifacts, or sending important items to allies. It can easily be adapted for many uses, such as sending enemies back to a magical prison, ancient texts to a library, or even tithes to a god king.

The intent of the incantation is to send important things such as artifacts or people important to a quest to a specific place. A GM should be cautious about allowing frivolous or frequent uses of this incantation, and should adapt it to a strictly limited number of places rather than allowing it to send items anywhere in the world.

Player Options

A number of motivations lead to this form of magic. It can come from the desire to go somewhere distant or to escape from confines; to reach just little further when it matters, or to make a personal haven. People across the worlds find themselves dabbling in it before they realize what they're doing.

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

Feats

Dual Sphere Feats

Dual Sphere feats are feats that allow you to combine the abilities and talents of different spheres, allowing you to use multiple abilities at once, or meld them together in new ways. However, only the effects of one Dual Sphere feat can be applied to any given use of a sphere ability. Dual Sphere feats were first introduced in the Illuminator's Handbook.

Companion Teleport

Prerequisites: Warp sphere.

Benefit: When you teleport yourself, you may also teleport a touched creature that has a strong bond to you, such as an animal companion, cohort, Conjuration sphere companion, eidolon, or familiar. You and such a touched creature count as a single target if you use Group Teleport.

Notes: Even if you possess Ranged Teleport, you must touch a creature to benefit from this feat. Also, other creatures than those listed may count as having a strong bond, at the GM's discretion. Generally such a creature should have a mechanical link to you, though that may be waived under special circumstances.

Special: You may select this feat and benefit from it even if you possess the Personal Warp drawback.

Cosmologist

Prerequisites: Warp sphere, Create Demiplane, Extradimensional Room, Knowledge (planes) 15 ranks.

Benefit: When using the Create Demiplane advanced talent, you may add the Portal, Time, Alignment, Bountiful, and Weather traits to your demiplane even if you do not possess the prerequisite spheres or talents.

Dimensional Archer (Champion)

Prerequisites: Warp sphere, +3 base attack bonus.

Benefit: Your dual mastery of ranged weaponry and warp magic enables you to use the following techniques:

Anchoring Shot (Sp): As an attack action you may spend a spell point to make an attack with a ranged weapon. If the attack hits, the target cannot teleport or shift between planes unless it succeeds on a magical skill check against you. This effect lasts for 1 minute per caster level.

Retreating Reload: You may simultaneously reload a weapon and teleport, using only the longer of the two actions (so a standard action teleport and full-round action reload would take a full-round action, while a move action teleport and a swift action reload would take a move action). This always takes at least a swift action.

Warp Shot (Sp): As an attack action you may spend a spell point to make an attack with a ranged weapon. The attack ignores all cover, even total cover, as it bypasses all barriers between it and the target by either bending space to go through them, teleporting directly to the target, or similar means. The attack is still subject to concealment (such as from being unable to see an enemy behind an opaque wall).

Dimensional Athlete (Champion)

Prerequisites: Athletics sphere, Warp sphere.

Benefit: Your movements transcends space itself. You may apply talents with the (motion) tag to teleportation as if it were movement. In addition, the AC bonus from the Mobility talent applies to any attacks of opportunity provoked by casting teleport.

Divining Beacon (Dual Sphere)

Prerequisites: Divination sphere, Warp sphere, Teleport Beacon.

Benefit: You may create teleport beacons that you can sense, giving you impressions of everything that happens around them. You know the size and movement of anything in a 10-ft. radius around a beacon created this way. In addition, you may divine to see and hear from the location of such a teleport beacon as if you were standing in its position. Using divine in this way creates a scrying sensor which can be detected with a Perception check (DC 20 + caster level), but can only be dispelled by dispelling the teleport beacon.

Dreamspace (Dual Sphere)

Prerequisites: Mind sphere, Warp sphere.

Benefit: When you sleep, you may choose to project your mind into a quasi-real space, or dreamspace. This dreamspace is a single 10-ft. cube in size (increasing by a single 10-ft. cube every 4 character levels, their arrangement determined when you level) and you can select the ambient light level, temperature, and cosmetic style when entering the dreamspace or as a standard action. The cosmetic style of your dreamspace is only partially under your control, reflecting your current dreams, state of your mind, and conscious desires.

When you use an action to adjust the style it will always reflect your intended changes, but you do not have fine control over its appearance and your unconscious mind may be reflected in its subtler elements. You can choose to have it appear as a castle, but not a specific castle or place you've seen, and if you are worried it may appear to be under siege or shrouded in shadow.

You interact with the dreamspace using a copy of your body and all you wear, leaving behind your physical body in the real world. You may also choose to bring up to a heavy load of unattended, inanimate objects within touch range into your dreamspace with you, causing them to disappear when you fall asleep, and may choose to bring them back in a similar manner when you wake. Your dreamspace and any items left within it persist even while you aren't in it, though they enter stasis until you return.

Because the dreamspace isn't a true physical location, you cannot take any actions that would cause you to leave the dreamspace other than waking up, or that would affect your body or the real world. In addition, the dreamspace cannot be entered using normal teleportation or plane-shifting effects. At the GM's discretion, effects allowing travel to normal dreams can enter the dreamspace, and it may count as a dreamspace for certain effects.

Otherwise, actions have their normal effects in the dreamspace. Regardless of how you spend your time in dreamspace, you gain the normal benefits of sleep.

Extradimensional Shadow

Prerequisites: Dark sphere, Warp sphere, Extradimensional Storage, Shadow Stash.

Benefit: You deepen your shadow by making it a portal into your extradimensional space, combining your magic into one whole; you can no longer use Extradimensional Storage or Shadow Stash separately, instead treating them as a single effect. Your extradimensional shadow combines the weight limit of the two talents into a single progression (15 pounds per caster level, or 30 pounds per caster if you have invested two talents in Extradimensional Storage) and you may store and withdraw items in it using any action options either talent allows. Objects in your extradimensional shadow cannot be affected by creatures with Shadow Stash, and they do not become unavailable if your shadow is stolen: a flickering portal in the shape of your shadow remains, allowing you to access items regardless.

If you have invested two talents in Shadow Stash, your shadow may don items even if they are not your size, stretching and warping to fit into them. You must still have the appropriate body slot for the item.

You may treat your extradimensional shadow as either talent for all purposes. Among other uses, this allows you to apply the effects of feats like Stasis Storage or World in Miniature to it, which often distort the appearance of your shadow. Whenever it would be necessary to determine whether it is a Dark (shadow) effect or a Warp (space) effect (such as calculating its caster level or how it would be affected by Light), the caster may treat it as whichever they deem most advantageous to them.

Flash Warp (Dual Sphere)

Prerequisites: Light sphere, Warp sphere.

Benefit: You can disappear or appear in a flash of brilliant light. When you teleport yourself you may briefly shed bright light as if you were targeted by your glow. You may apply the effects of (light) talents and other Light sphere talents to the glow, paying any costs normally. You

choose whether the effects of the glow at your starting position or your destination, but the effects apply immediately. This glow does not persist beyond a moment, and ends immediately after its effects have been applied.

Jump Scare

Prerequisites: Warp sphere, Intimidate 5 ranks.

Benefit: You can teleport suddenly and in an ominous burst of magic, leaping forward in an unexpected and terrifying display. After you appear, you can make an Intimidate check to demoralize an opponent in range (demoralize normally has a range of 30 ft.) as a free action.

Skillful Disappearance

Prerequisites: Warp sphere.

Benefit: The ability to teleport is only half of your ability to disappear. Whenever you teleport you can also use one of the following abilities as long as you meet the ability's prerequisites.

Exit Stage Left (Disguise 5 ranks): When you teleport you can make a Disguise check as part of the same action, creating and donning a disguise between disappearing and reappearing. You may only disguise minor details when using this ability, and do not get the normal +5 modifier for doing so.

Flourish: When you teleport you can create a minor sensory effect (such as sparkles or a soft clap of thunder) when you depart or arrive. You may also leave a Fine-sized calling card where you depart (whether marking the spot with a smoking brand or dropping a single rose petal) that disappears after one hour.

Make Them Flinch (Intimidate 5 ranks): Immediately before you teleport you may make an Intimidate check against an opponent as a free action, as if making a demoralize check. If you succeed, casting teleport does not provoke an attack of opportunity from that opponent.

Without a Trace (Stealth 3 ranks): You take advantage of even the briefest windows of opportunity to disappear without being noticed. Immediately before teleporting you may make a Stealth check, opposed by a Perception check from any onlookers. Onlookers who fail their check do not see where you've gone or how you left, though they may still find out through other means.

Stasis Storage (Dual Sphere)

Prerequisites: Time sphere, Warp sphere, Extradimensional Storage.

Benefit: By spending one minute in concentration, you can lock away your extradimensional storage, sending it beyond time and placing its contents in stasis. This renders the contents of the storage inaccessible until you spend another minute unlocking it, but while it is locked the contents do not suffer wear from age or from effects such as rust or rot while stored in this way, and time spent in the space does not count against the duration of abilities such as (enhance) talents, or time limits such as the time limit reviving a dead creature.

World in Miniature

Prerequisites: Nature sphere, Warp sphere, and either Extradimensional Room or Extradimensional Storage.

Benefit: The extradimensional spaces you create are not empty void, but instead a tiny world formed from your magic. This world generates naturally and consistent across all extradimensional rooms you create as well as your extradimensional storage, and it replenishes itself every 24 hours. The elements of this world take up no space in an extradimensional storage, and its features may be placed as desired within one extradimensional room you create. By increasing the action of geomancing by one step, you can simultaneously open a portal to your world to access the elements within as if they were in your square. The world's exact composition depend on the geomancing packages you possess:

Air: Your world possesses a breathable atmosphere and miniature storms. Each round, it produces enough air to sustain a Medium-sized creature or to create a single instantaneous use of air geomancing in an airless environment.

Earth: Your world is formed of soft soil and and sand. You may generate a dust storm from it any number of times per day, or you may open a portal beneath yourself (as if you bending space) to form a solid earthen surface to stand upon in a 5-ft. square beneath you.

Fire: Your world is rich in fuel and produces a constant flame. A Tiny-sized fire burns within it at all times. If it is extinguished, it reignites one round later if conditions permit.

Metal: Your world is shot through with veins of metal. You can use recover ore to extract a Tiny-sized piece of metal ore from your world each day.

Plantlife: Your world grows plantlife that produces enough food to sustain a Medium-sized creature for a day. These plants can be used for the entangle and growth abilities any number of times per day, but they are not large enough to count as a tree.

Water: Your world contains rivers and oceans. It produces enough clean water to sustain a Medium-sized creature for a day. You may generate fog from this water any number of times per day, though it is not large enough to produce effects such as a vortex.

Note: The Air geomancing package was introduced in Spheres Apocrypha: Nature Package: Air, and the Metal geomancing package was introduced in the Geomancer's Handbook.

Traits

Additional Medium (Magic)

If you possess the Limited Warp drawback, you may select a second condition that you may teleport to or from. So long as both your starting position and your destination meet one of your two conditions, you may teleport.

Dramatic Teleportation (Magic)

When you teleport you can create a minor sensory effect so long as it is related to a Perform skill you have at least one rank in (such as a leaving behind echoing laughter with (comedy) or using (wind instruments) to herald your arrival with a flute's flourish). Perform is always a class skill for you. If it is already a class skill for you, or you later gain it as a class skill from another source, you instead gain a +1 trait bonus to a Perform skill of your choice.

Magic Wardrobe (Equipment)

You can use a hint of teleportation magic to instantly change clothes. As a swift action, you can swap a outfit you're currently wearing for another outfit in your possession, as well as don or remove individual pieces of clothing or jewelry. If you choose to affect a magical piece of clothing (such as a hat or ring) you are limited to only affecting it, either swapping it with another magical item of the same slot, removing it, or donning it. You may not use this trait to don or remove armor. This trait is a supernatural ability.

Pilgrim (Faith)

You are a mystic wanderer, initiated into the mysteries of the path. Your caster level is treated as 2 higher when determining the distance you can travel with teleport effects.

Pocket Space (Magic)

You have slight talent or training in the magical art of bending space. This grants you a permanent extradimensional space that can hold up to 5 pounds plus an additional 5 pounds for every five character levels you possess, and nothing larger than a Small-sized object (or a combination of smaller objects equal in size to one Small object). You may place any inanimate, unattended object you touch into your pocket space as a full-round action, and may retrieve any one object from your pocket space as a full-round action. If you die, all contents of your pocket space appear in your square, or the nearest unoccupied space.

Sphere-Specific Drawbacks

Inanimate Teleport (Requires Warp)

You cannot teleport creatures, only objects. You must select Teleport Object with the bonus talent you gain from this drawback. You cannot gain this drawback if you have the Bender drawback.

Short Teleport (Requires Warp)

The range of your teleport is limited to 10 ft. plus an additional 5 ft. per 4 caster levels. You may not spend a spell point to increase your teleport range to medium. If another talent would alter the range of your teleport, use the shorter of the two ranges. You may not select a (space) talent as the bonus talent from this drawback. You cannot take Distant Teleport. You cannot gain this drawback if you have the Bender or Taxing Teleport drawbacks.

Splintering Teleport (Requires Warp)

Whether due to the style of your teleportation, incomplete training, or some other phenomenon, whenever you teleport a subject they suffer damage in transit. You must select Splinter with the bonus talent you gain from this drawback and must always apply its effects to your teleport. You cannot gain this drawback if you have the Bender drawback.

Taxing Teleport: (Requires Warp)

When you teleport, you must pay a spell point to increase your teleport range. You may not select a (space) talent as the bonus talent from this drawback. You cannot gain this drawback if you have the Bender or Short Teleport drawbacks.

Alternate Racial Traits

Aasimar - Archon Ancestor

An aasimar with archon heritage often display more affinity with the magic of teleportation than light. They gain Basic Magic Training in the Warp sphere as a bonus feat at 1st level with the Personal Warp drawback, receiving a bonus talent as normal. This replaces the darkvision and spell-like ability racial traits.

Changeling - Dreamspace

Changelings who are the children of dreamthief hags often manifest powers related to dreams. They gain the Dreamspace feat as a bonus feat at 1st level even if they do not meet the prerequisites. This replaces the claws and natural armor racial traits.

Dwarf - Anchoring Magic

Sometimes dwarves manifest natural talent with magics related to anchoring and stability, allowing them to prevent teleportation and planar movement. They gain Basic Magic Training in the Warp sphere as a bonus feat at 1st level with the Bender drawback, receiving Planar Manipulator as their bonus talent. This replaces the Hardy racial trait.

Fetchling - Shadow Cache

By utilizing their tie to the plane of shadow, some fetchlings gain the ability to create a small, shadowy space that they can store items in. They gain Basic Magic Training in the Warp sphere as a bonus feat at 1st level with the Bender drawback, receiving Extradimensional Storage as their bonus talent. This replaces the shadow blending racial trait.

Tiefling - Selfish Teleport

Some fiends possess the natural ability to teleport, and their tiefling descendents will sometimes manifest a similar talent. These tieflings gain Basic Magic Training in the Warp sphere as a bonus feat at 1st level with the Personal Warp drawback, receiving a bonus talent as normal. This replaces the fiendish sorcery and spell-like ability racial traits.

Chapter 6
Equipment

If there's one thing I've learned about adventurers, it's that they never have enough pockets. The average adventurer has countless pouches for tricks and tools, sacks for carrying loot, and enough sheathes, quivers and holsters to store an armory. Adding magic doesn't change that - they just find new ways to fill up the space.

-Zephyr, proprietor of Broadsail Outfitters.

Magic Item Special Abilities

Collapsible

Aura faint Warp; **CL** 5th; **Price** +1,000 gp

Armor with this enhancement uses a specialized extradimensional space that allows it to be collapsed down to a single piece with negligible weight, such as one gauntlet, a buckle, or a band of metal, chosen when the armor is enchanted. As a full-round action the wearer can touch their armor to collapse it or expand it to full size, either placing it in their square or causing it to appear on themselves as if they had donned it. If collapsible armor is dispelled or otherwise loses the collapsible special ability while it is collapsed, it immediately expands to its full size.

Construction Requirements

Craft Magic Arms and Armor; Warp sphere; **Cost** +500 gp

Phasic

Aura faint Warp; **CL** 5th; **Price** +2 bonus

A weapon with this special ability can bend its way through space, bypassing barriers between itself and its target. Attacks from this weapon bypass all cover. If the attacker cannot see the target on the other side of the cover, then the attack suffers a 50% miss chance as if the target were invisible. Only a single object that provides cover can be bypassed by a weapon with this special ability, with a thickness of no more than 2 ft. (thus, while a bow with this enhancement could fire through a wall to hit a target on the other side, it could not bypass an entire house, which contains several walls).

Construction Requirements

Craft Magic Arms and Armor; Warp sphere; **Cost** +2 bonus

Specific Magic Items

Bottomless Flask

Aura faint Warp; **CL** 5th

Slot —; **Price** 1,000 gp; **Weight** 2 lbs.

Description

This ornate and surprisingly weighty hip flask appears to be made out of silver, and its stopper is decorated with five small gems of different colors. It does not appear to be able to hold more than a pint, but the flask can open into five separate extradimensional spaces, each of which can hold up to 20 gallons. These spaces do not mix or overlap, so the contents are kept separate and uncontaminated; in addition, they can safely store volatile substances such as acid or alchemist's fire. The different spaces can be accessed by twisting the stopper so that a different gem faces the front of the flask, which can be done as a swift action. The flask can pour out a maximum of one pint per round (or a single flask of an alchemical substance) into a square within the wielder's reach. If broken, the flask is ruined and all contents are lost in extradimensional space.

Construction Requirements

Craft Rod, Warp sphere, Extradimensional Storage; **Cost** 500 gp

Dashing Cloak

Aura faint Warp; **CL** 5th

Slot shoulders; **Price** 5,200 gp; **Weight** 1 lb.

Description

The silver embroidery on this fine purple cloak seems to twist and shift in the light. A dashing cloak has five charges which are renewed each day at dawn, represented by five symbols in the embroidery. Spending 1 or more charges causes one of the symbols to grow still and allows the wearer to teleport to any place they have line of effect and line of sight to, up to a maximum range of 30 feet. The action it takes to teleport depends on how many charges are spent.

1 charge: Standard action

2 charges: Move action

3 charges: Swift action

Construction Requirements

Craft Wondrous Item, Warp sphere, Quick Teleport; **Cost** 2,600 gp

Keyhome

Aura strong Warp; **CL** 15th

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

Description

Though their shape and style can drastically differ, every keyhome takes the form of a key, typically attached to a chain or keyring. As a standard action the key can be turned as if in a lock to open a 10-ft. square doorway to an extradimensional space unique to that key. The extradimensional space has a volume of ten 10-ft. cubes arranged contiguously, with the exact layout being determined when the keyhome is made. Anything placed within the extradimensional space remains there even when the doorway is closed, and travels with the keyhome. The key can be used to close the doorway with a standard action. If the doorway is shut from the inside, the doorway remains visible where it was created, but without the key it must be forced open with a Strength check (DC 25) or slipped through with an Escape Artist check (DC 30). Anyone on the inside can force their way out with the same checks even if there is no doorway, appearing in the nearest open space to the key. The extradimensional space takes on some of the properties of the area the key itself is in even when the doorway is shut; air seeps in, and the light level and temperature of the space are often influenced by the outside, though the magic serves to dampen extremes, so that the temperature only ranges between 40 to 90 degrees Fahrenheit (4 to 32 degrees Celsius) and the normal light level is never less than dim or bright enough to prove blinding.

Construction Requirements

Craft Rod, Warp sphere, Extradimensional Room (2), Extradimensional Storage; **Cost** 20,000 gp

Patch Hole

Aura moderate Warp; **CL** 6th

Slot —; **Price** 7,500 gp; **Weight** —

Description

A patch hole is a black circle of cloth nearly identical in appearance to a portable hole. It is 6 ft. in diameter, can be folded as small a pocket handkerchief, and lightly adheres to surfaces it is spread against, allowing it to easily be placed on ceilings and walls. When fully spread on a surface it bends space, creating a cylindrical hole 10 ft. deep in whatever surface it was placed on. The created hole lasts for 1 minute before reverting to cloth, and may be activated three times per day as a standard action. A patch hole otherwise functions as Create Gap.

Construction Requirements

Craft Rod, Warp sphere, Create Gap; **Cost** 3,750 gp

Pocket of Holding

Aura faint Warp; **CL** 3rd

Slot —; **Price** 200 gp; **Weight** 1/2 lb.

Description

This small cloth bag easily fits in the hand, but opens into an extradimensional space that can store up to 1 cubic ft. of material or 10 pounds. They can also be designed as pockets and sewn into normal or magical clothing.

Construction Requirements

Craft Rod, Warp sphere, Extradimensional Storage; **Cost** 100 gp

Storage Sphere

Aura faint Warp; **CL** 15th

Slot —; **Price** see below; **Weight** 1 lb.

Description

This fist-sized sphere is made of cool, surprisingly sturdy glass, and is used to easily store vehicles and large structures. Spending three rounds pressing a storage sphere against an unattended object stores the object, causing a miniature model of the object to appear within the sphere. The wielder can spend another three rounds to remove the object within, placing it in an adjacent unoccupied space. This space must also be a suitably supportive surface for the object: a boat cannot be placed in mid-air, or a wagon in an ocean. Only one object can be stored in the sphere at a time; any objects in the sphere must be removed by new objects can be stored. The maximum size object a sphere can hold depends on the sphere's type, as shown on the table below.

Sphere Type	Size Limit	Price
I	Medium	7,500 gp
II	Large	10,000 gp
III	Huge	15,000 gp
IV	Gargantuan	25,000 gp
V	Colossal	40,000 gp
VI	Colossal+	60,000 gp
VII	Colossal++	90,000 gp

Construction Requirements

Craft Rod, Warp sphere, Extradimensional Space, Store Structure; **Cost** 3,725 gp (type I), 5,000 gp (type II), 7,500 gp (type III), 12,500 gp (type IV), 20,000 gp (type V), 30,000 gp (type VI), 45,000 gp (type VII)

Twin Caskets

Aura moderate Warp; **CL** 6th

Slot —; **Price** 6,000 (for a pair) gp; **Weight** 15 lbs. (each).

Description

Made in pairs, these caskets are spatially linked. So long as a set of caskets are on the same plane, the contents of the caskets can be swapped by speaking a command word. Only inanimate objects can be transferred this way. Each casket can be used once per day.

A casket can hold 1 cubic ft. of material, and is typically fitted with a lock.

Construction Requirements

Craft Wondrous Item, Warp sphere, Teleport Beacon, Teleport Object; **Cost** 3,000 gp

Waystone

Aura strong Warp; **CL** 16th

Slot —; **Price** 20,000 gp; **Weight** 200 lbs.

Description

A smooth, rounded stone engraved with glowing purple lines, a waystone is a useful tool for any practitioner of teleportation magic. As a standard action a spellcaster with the Warp sphere can invest a spell point into a touched waystone to gain access to its power. This invested spell point is spent and does not replenish so long as it is invested, though the spellcaster can end their investment with a standard action at any distance from the waystone, and an invested spell point only remains invested for up to a year before fading. A spellcaster with a spell point invested in a waystone can teleport themselves back to the waystone regardless of how far away it is, so long as it is on the same plane. Teleporting back to the waystone ends the spell point investment, allowing it to be recovered normally and requiring a new spell point to be invested to use the waystone again. Any number of spellcasters can invest a spell point in a waystone, and they are often installed in important locations.

Construction Requirements

Craft Rod, Warp sphere, Teleport Beacon; **Cost** 10,000 gp

The Worldwalker's Handbook

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

The Worldwalker's Handbook is book 20 in a multi-part series.